

Moon Mage Base List 8.3

MOON MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Moon Shade	1 target	10 min/lvl	touch	U
2)	Moon Shine	varies	10 min/lvl	touch	U
3)	Moon Lite I	10'R	10 min/lvl	touch	E
4)	Moon Bath I	1 target	10 min/lvl	touch	U
5)	Moon Beam I	1 target	—	100'	E
6)	Moon Lite III	30'R	10 min/lvl	touch	E
7)	Moon Eye	1 target	1 min/lvl	touch	I
8)	Moon Drops	10'R	1 rnd	100'	E
9)	Moon Wort	1 target	1 rnd/lvl	touch	Fm
10)	Moon Glow	1 target	10 min/lvl	touch	U
11)	Moon Lightning I	1 target	—	100'	E
12)	Moon Bath II	varies	10 min/lvl	touch	U
13)	Moon Lite X	100'R	10 min/lvl	touch	E
14)	Moon Travel	1 target	1 rnd	10'	F
15)	Lunar Control	1 moon	1 min/lvl	varies	F
16)	Moon Bath III	10'R	10 min/lvl	10'	U
17)					
18)	Moon Lightning III	1 target	—	varies	F
19)					
20)	Moon Stone	1 stone	24 hrs	touch	U
25)	Moon Letters	varies	P	touch	F
30)	Moon Bath True	100'R	10 min/lvl	10'	F
50)	Moon Quake	50'R/lvl	1 rnd/5 lvls	50'/lvl	F

1. Moon Shade (m) — Target receive capability to see in the dark equal to the *Nightvision* spell.

2. Moon Shine — Allows the caster to enchant a beverage: 5 ounces per power point used in the spell (limited to 1 PP/lvl). For every ounce drunk, the drinker receives a +3 RR bonus (versus magic, poison and disease) and a -3 OB bonus. This spell does not create the beverage or container.

3. Moon Lite I — Illuminates a 10'R area with moon light. The enchantment may be placed on an object and will move as the object moves.

4. Moon Bath I (m) — Target heals 1 hit point per minute if outside under the moon.

5. Moon Beam (m) — A bolt of "moon essence" is shot from the palm of the caster; attacks are resolved using the Shock Bolt Attack Table (*SL* 10.41), with criticals as follows: *light based*: fire criticals; *grey based*: impact criticals; *dark based*: cold criticals.

6. Moon Lite III — As *Moon Lite I*, except radius is 30'.

7. Moon Eye — Allows the target to see objects that are affected by magic. The object will appear to be surrounded by a magical field/aura as follows: *channeling based*: blue; *essence based*: red; *mentalism based*: green; *arcane based*: rainbow of colors.

8. Moon Drops (m) — Allows the caster to create a small, sudden storm of "moon drops" (i.e., hail stones), giving each target in the area an "A" impact critical.

9. Moon Wort (m) — Caster enchant 1 dose of a herb called Moon Wort, outside under the moon. After enchantment, eating or drinking the herb (or anything made with the herb, i.e bread or soup) makes the imbiber speak honestly. The enchanted Moon Wort keeps its magic for up to 1 year.

10. Moon Power (m) — Doubles a chosen stat bonus of target for the duration of the spell. Any skills depending on the stat is enhanced. I.e a warrior with a +20 stat bonus to ST will have it doubled to +40 for the duration. All skills

including strength as a stat will be enhanced. A target can only have one stat enhanced this way at a time.

11. Moon Lightning (m) — As *Moon Beam*, except that the Lightning Bolt Attack Table (*SL* 10.45) is used.

12. Moon Bath II (m) — As *Moon Bath I*, except 2 targets heals 1 hit point per minute *or* 1 target heal at a rate of 1 hit per round.

13. Moon Lite X — As *Moon Lite I*, except radius is 100'.

14. Moon Travel (m) — Allows the target to teleport to a predestined moon glade (i.e place where the moon is shining). A caster can only store as many moon glades as his RE-bonus (i.e a caster with +10 RE-bonus may store up to 10 moon glades in his mind for later use with this spell). If the moon don't shine in the glade at the moment this spell is cast, nothing will happen (PP still lost).

15. Lunar Control (m) — Caster changes the moon phase for the duration of the spell. Usually this is done to power the caster by putting the moon in his favored phase, but it can also be used to provide better (or worse) lightning conditions during night.

16. Moon Bath III (m) — As *Moon Bath I*, except all within a 10'R heals 1 hit point per minute.

18. Moon Lightning III — As *Moon Lightning I*, except range is 300' *or* if used within 100' hit point damage is doubled *or* a +30 attack bonus added (chosen at the time of casting).

20. Moon Stone (m) — This spell enchants an appropriate stone, rock or gem allowing it to act as a channeling spell adder (+10 PP/5 lvl of caster). For example, a moon stone enchanted by a 20th level caster serves as a +40 spell adder.

25. Moon Letters (m) — Enchants runes (i.e inscribed on a magic item) or a text (i.e in a letter) to become invisible, except during casters favored moon. The item must be held under direkt moonlight for the runes/text to be visible.

30. Moon Bath True (m) — As *Moon Bath III*, except area is 100'R.

50. Moon Quake (m) — Causes an earthquake which could collapse constructions and harm people within the radius (all caught in a crumbling construction take an "A", "B" or "C" unbalancing/crush critical each round, GM discretion). This is approximately 7 on the Richter scale.

SPECIAL NOTES

1) Some of the spells on this list are spectacular, but to balance this all Moon Mage Base lists are affected by the moon and it's phases. There are three basic types of Moon Mastery (each Moon Mage has to chose one type of Moon Mastery at initiation) with modifiers based upon the phase of the moon:

	Light	Grey	Dark
Full Moon	x1	x0,25	x0
3/4 Moon	x0,75	x0,5	x0,25
Half Moon	x0,5	x1	x0,5
1/4 Moon	x0,25	x0,5	x0,75
New Moon	x0	x0,25	x1

2) The duration, range and effects of Moon Mage spells are modified based upon type of Moon Mastery and phase of the moon (see above). For example, Moon Glow, cast by a light based 10th level Moon Mage under a full moon (x.1), will give x2 stat-bonus for 100 minutes; but the same spell cast by the same Moon Mage during a half moon will only yield x1,5 stat-bonus for 50 minutes.

3) The spells marked with an (m) will only work when the caster is outside at night and the moon is up.

4) In some worlds, a moon mage may only have one *moon stone* active at a time. In other settings he creates one for himself, but that stone does not lose its power once he creates a more powerful stone (i.e after gaining 5 levels). In that case, he may give the old stone away as a gift to someone of the Channeling Realm. A *moon stone* glows very slightly under the caster's moon of power.