

## Montebanc Base Lists 8.11

### MYSTIC ESCAPES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Blur *	caster	1 min/lvl	self	U
2)	Phantom Move	caster	1 min/lvl	self	U
3)	Shadow	caster	10 min/lvl	self	E
4)	Quiet	caster	1 min/lvl	self	E
5)	Cloaking I	1 target	1 min/lvl (C)	10'/lvl	Fm
6)	Leaving I	caster	—	self	U
7)	Silence	caster	1 min/lvl	self	E
8)	Displacement I	caster	1 min/lvl	self	E
9)	Cloaking Sphere II	20'R	1 min/lvl (C)	self	Fm
10)	Feather Fall	caster	1 min/lvl	self	U
11)	Minor Long Door	caster	—	self	U
12)	Leaving III	caster	—	self	U
13)	Cloaking Sphere III	30'R	1 min/lvl (C)	self	Fm
14)	Displacement II	caster	1 min/lvl	self	E
15)	No Sense	caster	1 min/lvl	self	E
16)	Long Door I	caster	—	self	E
17)	Merging	caster	10 min/lvl	self	U
18)	Screens	1000 sq' C	100'	self	E
19)	Cloaking Sphere V	50'R	1 min/lvl (C)	self	Fm
20)	Long Door III	caster	—	self	U
25)	Displacement III	caster	1 min/lvl	self	E
30)					
50)	Leaving True	caster	—	self	E

**1. Blur** — Causes target to appear blurred to attackers. This subtracts 10 from all melee and medium range missile attacks. If a missile is shot from further than 100' away against a blurred target, the attacker will have to subtract 20 from his OB.

**2. Phantom Move** — Target can walk on narrow horizontal edges that would normally require a skill roll. If conditions are tough (e.g slippery wet etc) the GM might still require a skill roll; with a +30 bonus.

**3. Shadow** — Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between +25 and +75).

**4. Quiet I** — Creates a 1'R area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts. See RMSS Spell Law Section 7.1.7.

**5. Cloaking I** — [RR Mod = -50] Target makes an RR. Failure results in the caster being invisible to the target; others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the caster takes). If the caster attacks the target, he may make another RR with a +50 modifier. If the caster begins to concentrate (50% activity), he can extend the duration of this spell indefinitely (as long as he can concentrate).

**6. Leaving I** — Caster teleports to a point up to 100' away. There can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is defined as anything the target could not physically go through (e.g., a closed door is a barrier, a pit is not).

**7. Silence** — As *Quiet*, except radius is 10'.

**8. Displacement I** — Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses, the chance of foe missing again goes down by 5%.

**9. Cloaking Sphere II** — As *Cloaking I*, except every target in the area of effect must make a successful RR to see the caster. Once a target makes a successful RR, he need not make another RR against the spell.

**10. Feather Fall** — In this simplest form of "flying" the caster will become almost as if weightless and float with the winds. If there is no winds he will float slowly downwards without horizontal movement. If there is wind it will carry the target in whatever speed and direction it blow. Target "glides" at a downward rate of 20' per round.

**11. Minor Long Door** — As *Leaving I*, except target may pass through barriers as long as the caster have been at the point of "landing" before or is able to see it.

**12. Leaving III** — As *Leaving I*, except movement range is 300'.

**13. Cloaking Sphere III** — As *Cloaking Sphere II*, except for the area of effect.

**14. Displacement II** — As *Displacement I*, except chance of missing is 20%.

**15. No Sense** — As *Invisibility I*, except caster is also undetectable by smell and sound.

**16. Long Door I** — As *Minor Long Door*, except range is 100'.

**17. Merging** — Caster can merge into any inanimate, solid material. While merged, the caster cannot move or perceive. When the caster emerges, he can emerge from any side or face of the material. The caster cannot move "through" any material greater in width than his own body size plus 2 feet.

**18. Screens** — Creates a 1000 square foot screen on which the caster can place any static scene. The scene seems 3-dimensional and normal.

**19. Cloaking Sphere V** — As *Cloaking Sphere II*, except for the area of effect.

**20. Long Door III** — As *Minor Long Door*, except range is 300'.

**25. Displacement II** — As *Displacement I*, except chance of missing is 30%.

**50. Leaving True** — As *Leaving*, except movement is limited only by the barrier restriction (on a flat plain this would be the horizon).

### SPECIAL NOTES

1) Cloaking spells are not *Invisibility* spells and none of the normal rules for invisibility apply (e.g., the caster does not become "visible" when he attacks or is hit, etc.).

2) See Section 7.1.27 for more on illusions.