

## Closed Essence 3.2.7

### SHIELD MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Shield	1 shield	1 min/lvl	10'	U
2)	Shield I *	caster	1 min/lvl	self	U
3)	Blur *	1 target	1 min/lvl	10'	U
4)	Enchanted Robes	1 robe	1 min/lvl	10'	U
5)	Deflections I *	1 missile	—	100'	U
6)	Enchanted Leather	1 leather	1 min/lvl	10'	U
7)	Bladeturn I *	1 attack	—	100'	U
8)	Shield II *	caster	1 min/lvl	self	U
9)	Deflections II *	2 missiles	—	100'	U
10)	Aim Untrue I *	1 missile	—	100'	U
11)	Bladeturn II *	2 attacks	—	100'	U
12)	Shield III *	caster	1 min/lvl	self	U
13)	Deflections III *	3 missiles	—	100'	U
14)					
15)	Aim Untrue II *	2 missiles	—	100'	U
16)	Shield IV *	caster	1 min/lvl	self	U
17)	Bladeturn III *	3 attacks	—	100'	U
18)	Re-aiming *	1 missile	—	100'	U
19)	Aim Untrue III *	3 missiles	—	100'	U
20)	Mass Deflections *	1 missile/lvl	—	100'	U
25)	Mass Bladeturn *	1 attack/lvl	—	100'	U
30)	Mass Aim Untrue *	1 missile/lvl	—	100'	U
50)	Re-aiming True *	1 missile/lvl	—	100'	U

**1. Enchanted Shield** — Caster temporarily enchants a non-magic, non-metal shield with a +10 Defensive Bonus (DB).

**2. Shield I** — Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks etc), except it does not occupy a hand. This spell cannot be combined with a real shield.

**3. Blur I** — 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.

**4. Enchanted Robes** — Caster temporarily enchants one robe to confer a +10 DB.

**5. Deflections I** — Caster can deflect any 1 missile that passes within 100' of him. Caster must be able to see the missile. This causes 100 to be subtracted from the missile's attack.

**6. Enchanted Leather** — Caster temporarily enchants a non-magic suite of leather with a +10 DB.

**7. Bladeturn I** — Caster can deflect any 1 melee attack that he can see (and is within range). This causes 75 to be subtracted from the attack.

**8. Shield II** — As *Shield I*, except that bonus is +35.

**9. Deflections II** — As *Deflections I*, except this spell allows caster to deflect 2 missiles.

**10. Aim Untrue** — Caster can deflect any 1 missile that passes within 100' of him. Caster must be able to see the missile. This causes the missile to automatically miss its target.

**11. Bladeturn II** — As *Bladeturn I*, except subtracts 75 from two melee attacks or 150 from one melee attack.

**12. Shield III** — As *Shield I*, except that bonus is +45.

**13. Deflections III** — As *Deflections I*, except this spell allows caster to deflect 3 missiles.

**15. Aim Untrue II** — As *Aim Untrue*, except 2 missiles can be made to miss their targets.

**16. Shield IV** — As *Shield I*, except that bonus is +60.

**17. Bladeturn III** — As *Bladeturn I*, except subtracts 75 from three melee attacks or 225 from one melee attack.

**18. Re-aiming** — One missile passing within 100' of caster is reversed and make an attack on its source. For the attack on the missiles source, use an OB of +5/lvl (modify by missile bonus, i.e a 20<sup>th</sup> lvl caster turning a +10 arrow will cause an attack with +110 OB) and apply no DB other than inherent.

**19. Aim Untrue III** — As *Aim Untrue*, except 3 missiles can be made to miss their targets.

**20. Mass Deflections** — As *Deflections*, except that caster can deflect as many missiles as his level.

**25. Mass Bladeturn** — As *Bladeturn I*, except caster may turn as many blades as he has level.

**30. Mass Aim Untrue** — As *Mass Deflections*, except that missile's always miss.

**50. Re-aiming True** — As *Re-aiming*, except as many missiles as casters level re-aimed.

### SPECIAL NOTES

1) The bonus from enchanted robes and enchanted leather are not cumulative and they are not cumulative with bonuses from other armor.