

## Closed Mentalism 4.2.11

### SUSTENANCE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Rejuvenation I •	caster	varies	self	Us
2)	Sustain Self	caster	1 day	self	U
3)					
4)					
5)	Rejuvenation II •	caster	varies	self	Us
6)	Resist Poison *	caster	C	self	Us
7)	Need no Sleep I	caster	24 h	self	U
8)					
9)	Rejuvenation III •	caster	varies	self	Us
10)	Purge Disease/Poison	caster	P	self	Us
11)	Power Loan •	caster	—	self	U
12)					
13)	Need no Sleep II	caster	48 h	self	U
14)	Rejuvenation IV •	caster	varies	self	Us
15)					
16)	Immunity	caster	10 min/lvl	self	U
17)					
18)					
19)	Purge Curse	caster	P	self	U
20)	Rejuvenation V •	caster	varies	self	Us
25)	Need no Sleep True	caster	1 week	self	U
30)	Rejuvenation True •	caster	varies	self	Us
50)	Suspension	caster	varies	self	Us

**1. Rejuvenation I** — When this spell is cast, during or before caster enters sleep or meditation, any Rejuvenation roll receive a +10 bonus.

**2. Sustain Self** — Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).

**5. Rejuvenation II** — As *Rejuvenation I*, except the Rejuvenation bonus is +20.

**6. Resist Poison** — Delays the effect of a poison for as long as the caster concentrates. Caster may chose to cast this spell whenever he fails an RR vs poison. This spell do not give any information about the poison.

**7. Need no Sleep I** — Caster may function without sleep for the duration of the spell. He regains no power points but is fully capable of adventuring or keeping watch without receiving the usual penalties for lack of sleep. After the spells duration has passed he will gradually become tired and will eventually have to sleep as required for his race. This spell cannot be utilized again until a sleep period has passed.

**9. Rejuvenation III** — As *Rejuvenation I*, except the Rejuvenation bonus is +30.

**10. Purge Disease/Poison** — This spell allows caster to reroll a failed RR vs poison or disease.

**11. Power Loan** — The caster may “borrow” power points from days to come. When this spell is cast, the caster regain as many PP’s as a night’s rest would have given him (based on stat, see notes below). Every time the caster casts this spell, he forfeits regaining of PP’s for the next two days. This spell may be cast multiple times (borrowing PPs from many days to come), but the negative effects are cumulative. For example, if cast twice, the caster will lose PP regaining for the next 4 days. At the end of this spell’s duration, the caster must sleep for a consecutive 10 hours for each time this spell was cast.

**13. Need no Sleep II** — As *Need no Sleep*, except that duration is 48 hours.

**14. Rejuvenation IV** — As *Rejuvenation I*, except the Rejuvenation bonus is +40.

**16. Immunity** — For the duration of the spell, casters body is immune to all poisons and diseases that has a lower attack level than *half* of casters level. E.g a 16<sup>th</sup> lvl Mentalist would be immune to all poisons and diseases with an attack level up to 8<sup>th</sup> lvl. Poisons/diseases with a higher level is resisted with a +30 bonus.

**19. Purge Curse** — An RR is made for the curse (the caster’s level is the attack level, the original attack level of the curse is the target level). If the curse fails its RR it is removed. This spell may only be cast once per curse until the caster gains another level.

**20. Rejuvenation V** — As *Rejuvenation I*, except the Rejuvenation bonus is +50.

**25. Need no Sleep True** — As *Need no Sleep*, except that duration is one week (168 hours).

**30. Rejuvenation True** — As *Rejuvenation I*, except the Rejuvenation bonus is +75.

**50. Suspension** — Caster puts himself in a state of suspension for which he may set an end either at a specific time or as a triggered event. During the time in suspension caster do not age, nor does he need food, drink or air. Caster’s body is still vulnerable to physical harm, but he is immune to mind affection spells and curses during the suspension.

### SPECIAL NOTES

1) When using the Power Loan spell a character with a Realm stat between 01-75 recover 8 PP, a stat between 76-90 equals 16 PP, a stat between 91-99 equals 24 PP and a stat of 100+ give 32 PP.

2) The Power Loan spell cost no PP to cast. Rejuvenation skill may not be used in conjunction with the Power Loan spell.