

## Witch Hunter Base List 8.6.1

### THE CHAINS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Shackles	1 target	10 min/lvl	touch	Fm
2)	Tether I	1 target	10 min/lvl	touch	Fm
3)	Hold Kind II	1 target	C	100'	Fm
4)	Tether II	1 target	10 min/lvl	touch	Fm
5)	Lesser Chains	1 target	1 min/lvl	touch	Fm
6)	Hold Kind III	1 target	C	100'	Fm
7)	Long Tether I	1 target	10 min/lvl	100'	Fm
8)	Holy Wall I	10'x10'x1"	1 rnd/lvl	100'	E
9)	Tether III	1 target	10 min/lvl	touch	Fm
10)	Lesser Cage	10'x10'x10'	1 hr/lvl	100'	Fm
11)	Long Tether II	1 target	10 min/lvl	100'	Fm
12)	Holy Wall II	10'x10'x1"	1 rnd/lvl	100'	E
13)	Greater Chains	1 target	1 min/lvl	touch	Fm
14)	Tether IV	1 target	10 min/lvl	touch	Fm
15)	Hold Kind True	1 target	C	100'	Fm
16)	Long Tether III	1 target	10 min/lvl	100'	Fm
17)	Greater Cage	10'x10'x10'	1 hr/lvl	100'	Fm
18)	Holy Wall True	10'x10'x1"	1 rnd/lvl	100'	E
19)	Holy Chains	1 target	1 min/lvl	touch	Fm
20)	Long Tether IV	1 target	10 min/lvl	100'	Fm
25)	Tether True	1 target	10 min/lvl	touch	Fm
30)	Wall of Force	10'x20'x1"	1 hr/lvl	100'	E
50)	Chains of God	varies	1 rnd/lvl	varies	V

**1. Shackles** — This spell produces a pair of metal shackles for either hands or legs. The spell is actually a limited illusion with a powerful *feel* attribute. The shackles will function as if they were made from steel, can take 30 hit points (AT/1) and will disappear if the spell is cancelled or its duration ends.

**2. Tether I** — Target's motion is restricted to a limited radius centered around a fixed point specified when this spell is cast. He is restricted as if he were attached to an invisible, intangible tether. His range of motion on the *Tether* is 20'. If the target attempts to leave the radius, he will take an 'A' Electricity critical each round until he enters the radius again. Any attempt to physically break the tether will give the target another 'A' Electricity critical, but also a RR. If RR is successful, the tether is broken. Spells like *Leaving*, *Long Door* or *Teleport* let the target leave the tether without rolling RR.

**3. Hold Kind II** — A humanoid target is held to 50% of normal action.

**4. Tether II** — [RR mod: -10] As *Tether I*, except target takes a 'B' critical each round if he leaves the radius and RR for attempting to break free is modified by -10.

**5. Lesser Chains** — Target is trapped in chains of force (held to 50% physical activity, movement limited to 10' round). Any attempt to escape require a RR. If the RR is failed, target suffers a 'C' Electricity critical. If the attempt to escape is made using magic, and the target fails his RR, he suffers 'A' severity Electrical, Stun, and Shock criticals (same roll).

**6. Hold III** — As Hold Kind II, except target is limited to 25% normal action.

**7. Long Tether I** — As *Tether I*, except range is 100'.

**8. Holy Wall** — The caster create a transparent wall of vibrating, vaguely visible "force". Anyone attempting to pass through it must roll a RR. If the RR is failed, target do not pass through and suffers a 'C' Holy Spell critical.

**9. Tether III** — [RR mod: -20] As *Tether I*, except target takes a 'C' critical each round if he leaves the radius and RR for attempting to break free is modified by -20.

**10. Lesser Cage** — All in area of effect are trapped in a cage of force. Any attempt to escape require a RR. If the RR is failed, the target suffers a 'C' Shock critical. If the attempt to escape is made using magic, and the target fails his RR, he suffers 'C' severity Electrical, Stun, and Shock criticals. The cage remains until the last of the captives have escaped or duration is up.

**11. Long Tether II (F)** As *Tether II*, except range is 100'.

**12. Holy Wall II** — As *Holy Wall I*, except anyone that tries to pass through and fail their RR take a "D" Holy critical.

**13. Greater Chains** — As *Lesser Chains*, except target takes an 'E' Electrical critical if the RR is failed, and 'E' Electrical, Stun, and Shock criticals if the attempt is made using magic.

**14. Tether IV** — [RR mod: -30] As *Tether I*, except target takes a 'D' critical each round if he leaves the radius and RR for attempting to break free is modified by -30.

**15. Hold Kind True** — Target is held to 0% action (target is paralyzed).

**16. Long Tether III** — As *Tether III*, except range is 100'.

**17. Greater Cage** — As *Lesser Cage*, except target takes an 'E' Electrical critical if the RR is failed, and 'E' Electrical, Stun, and Shock criticals if the attempt is made using magic.

**18. Holy Wall True** — As *Holy Wall I*, except anyone that tries to pass through and fail their RR take an "E" Holy critical.

**19. Holy Chains** — As *Greater Chains*, except failed attempts to escape causes target to suffer "E" Electricity and Holy Spell criticals. If the attempt is made using magic target suffer 'E' Holy, Electrical, Stun and Shock criticals.

**20. Long Tether IV** — As *Tether IV*, except range is 100'.

**25. Tether True** — [RR mod: -40] As *Tether I*, except target takes an 'E' critical each round if he leaves the radius and RR for attempting to break free is modified by -40.

**30. Wall of Force** — By directly channeling the power of his diety, the caster create a transparent wall of "force" that is absolutely impassable by anyone or anything, including spells. It can be up to 10'x20'x1".

**50. Chains of God** — Caster may use one 20<sup>th</sup> lvl or lower spell each round for the duration of this spell and the duration is 10x normal (not applicable for concentration spells).

### SPECIAL NOTES

1) For the *Shackle* spell to function, target must be immobile and hands or legs held together, i.e target must have surrendered. Magical shackles are simply substitutes for their real world counter part.

2) While held in Lesser Chains, target is stated to have 50% action, but that is *physical* action. Static activity is not limited by the *Chains*, unless it require physical action. Thus spells may still be cast, as long as they do not require explicit hand movement (directed spells and balls are prohibited). Note that some spell users have ESF penalties

for not using hands. Attempts to escape the chains count as a 50% activity.

3) Any *Wall* spell must rest (i.e stand) on a solid surface. The caster has the option of varying the width and height (not the thickness) up to the allowed dimensions. If a caster is attempting to "fill" a space with the wall, the wall will not fit perfectly (i.e not snug). A wall cannot be created in the same area as any solid material. It can only displace liquids and gases.