

Astrologer Base List 9.2.6

WAY OF THE VOICE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Speech I	caster	C	self	P
2)	Question	caster	—	10'	P
3)					
4)					
5)	Speech II	caster	C	self	P
6)					
7)	Minor Mind Speech	10'R	C	self	I
8)	Glimmering	1 target	varies	10'	M
9)	Speech III	caster	C	self	P
10)	Command I	1 target	C	50'	M
11)	Mind Speech I	100'R	C	self	I
12)					
13)	Command III	3 targets	C	50'	M
14)	Mind Speech III	300'R	C	self	I
15)	Long Glimmering	1 target	varies	100'	M
16)	Speech True	caster	C	self	P
17)					
18)					
19)	Command V	5 targets	C	50'	M
20)	Mind Speech True	100'R/lvl	C	self	I
25)	Mass Command	1 target/lvl	C	50'	M
30)	Mass Glimmering	1 target/lvl	varies	100'	M
50)	Great Control	1 target	C	100'	M

1. Speech I — Caster is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, peace, etc.). For the duration of this spell, the caster has the equivalent of skill rank 2 in the language.

2. Question — Caster asks target a question which, if answered, caster will instantly be able to discern whether his target is telling a deliberate falsehood on a single subject.

5. Speech II — As *Speech I*, except caster can communicate in more complex concepts, although there is a good chance of misinterpretation. For the duration of this spell, the caster has the equivalent of skill rank 4 in the language.

7. Minor Mind Speech — Caster can broadcast his thoughts to minds within the area of affect. Caster can limit broadcast to desired beings, using *Targeting* (see Special Notes).

8. Glimmering — Caster puts an idea in targets head which target believes he came up with himself (see the special notes on this spell).

9. Speech III — As *Speech I*, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation. For the duration of this spell, the caster has the equivalent of skill rank 6 in the language.

10. Command I — Target is forced to obey caster for as long as caster concentrates and speaks to the target. However he will not perform any act that is completely alien to him (i.e no suicide commands, no attacking his friends etc). Caster can concentrate on this spell and a *Speech* or *Amplification* spell at the same time.

11. Mind Speech I — As *Minor Mind Speech*, except range is 100'.

13. Command III — As *Command I*, except three targets can be forced to obey. They must all be visible to caster (at the time of casting) and remain within 50' for the duration.

14. Mind Speech — As *Minor Mind Speech*, except range is 300'.

15. Long Glimmering — As *Glimmering*, except range is 100'.

16. Speech True — As *Speech*, except caster is absolutely fluent, has an accent as a native, and has complete idiomatic knowledge of language. For the duration of this spell, the caster has the equivalent of skill rank 8 in the language.

19. Command V — As *Command I*, except five targets can be forced to obey. They must all be visible to caster (at the time of casting) and remain within 50' for the duration.

20. Mind Speech True — As *Minor Mind Speech*, except range is 100' per level.

25. Mass Command — As *Voice of Command*, except as many targets as caster has level (and is within visual range) can be affected.

30. Mass Glimmering — As *Glimmering*, except target may glimmer 1 target/level. Caster must be able to see all targets and they must be within 100' range.

50. Great Control — Target is forced to obey caster in all things, including suicide and similar actions.

SPECIAL NOTES

1) A *Glimmering* spell is much like *Suggestion*, but more subtle. If target fails his RR he will be unable to make any connection between the idea planted in his head and the spell caster. However, target is not forced to act on the idea, instead it is a slow process, usually taking weeks, months or even years to develop into action. While *Suggestion* may be used to get a guard to leave a door unlocked, *Glimmering* is instead used to plant the idea of insurrection in his head. However, depending on guards degree of loyalty, he may well retire before putting his thoughts into action...

2) As noted on *Minor Mind Speech* Targeting can be used to broadcast only to desired beings (as of opposite: everyone within range receives casters thoughts). Below are suggested difficulties for the Targeting:

- Routine (+30) — target(s) are previously *Mind Stored* by caster
- Easy (+20) — caster is able to touch target(s)
- Light (+10) — caster can see target(s)
- Medium (±0) — caster know the location of intended target(s)
- Hard (-10) — caster separate targets by race, profession or other distinguished traits
- Absurd (-70) — caster separate targets by terms of good/evil