

IRIDIUM V2

SPELL LIST

| RANK | SPELL | COST | RANGE | COMP. | REALM | LEVEL | DESCRIPTION |
|------|-----------|-----------|----------|-------|----------|-------|--|
| 1 | CHAMELEON | 3 PTS | PERSONAL | T | MEDICINA | 1 | THIS SPELL IS A LESSER VERSION OF INVISIBILITY, SINCE IT LEAVES A SHAKY OUTLINE OF THE CASTER. IT WILL NOT MASK SMELL OR SOUND. HOWEVER, INFRA-VISION WILL BE BLOCKED. IF SOMEONE IS ACTIVELY SEARCHING FOR THE CASTER AND THE CASTER IS NOT MOVING, THERE IS ONLY A 35% PLUS WIS PERCENTILE BONUS OF THE PERSON SEARCHING OF DETECTION. IF THE CASTER MOVES THIS CHANCE IS DOUBLED. THIS SPELL WILL ALSO GIVE A +15 TO DEFENSE WITH A +1 EVERY 2 RANKS. |
| 1 | HEAL I | 1 PT/3 FP | TOUCH | T,G | MEDICINA | 1 | HEAL I IS THE BEGINNING OF THE MOST SOUGHT AFTER FORMS OF MAGIC, HEALING. EVERYBODY NEEDS HEALING BUT THIS SPELL MAY BE USED TO INFLECT DAMAGE AS WELL. IF THIS SPELL IS REVERSED IT DOES 3 HIT POINTS OF DAMAGE FOR EVERY SPIRIT POINT SPENT. THIS SPELL, HOWEVER, WILL NOT MEND BONES PROPERLY OR REMOVE ARROWS. THUSLY, IT STILL TAKES THE SKILLS OF BONE SETTING AND SURGERY TO USE THIS SPELL FOR ANYTHING BUT THE MOST BASIC OF INJURIES. FOR EXAMPLE, IF THE BONE IS BROKEN AT A 90 DEGREE ANGLE, YOU MUST SET IT BEFORE HEALING IT OR IT WILL MEND IMPROPERLY. THE REVERSE HEAL CAUSES THE FLESH TO ROT. |
| 1 | MEND I | 2 PTS | TOUCH | T,S | MEDICINA | 1 | MEND I WILL MEND NON-MAGICAL ITEMS WHEN THEY ARE BROKEN. THE CASTER MUST JOIN THE BROKEN PIECES TOGETHER (IF THEY CANNOT BE JOINED I.E. POUNDED TO DUST, IT CANNOT BE MENDED) THEN ENACT THE SPELL. AN ITEM MAY BE MENDED IN THIS MANNER 10 TIMES BEFORE THE MATTER BECOMES TOO THIN TO MEND AGAIN. ITEMS MAY ALSO BE RENDED TO DUST. THE CASTER MAY REND UP TO A VOLUME EQUAL TO 1 CUBIC FOOT PER RANK. |
| 1 | WOLF FORM | 4 PTS | PERSONAL | T,S | MEDICINA | 1 | THIS SPELL WILL TRANSFORM THE CASTER INTO EITHER A WOLFMAN FORM OR A FULL BLOWN WOLF. IN THE WOLF FORM THE CASTER CANNOT BE KILLED PERMANENTLY; I.E. IF THE CASTER IS CRUSHED UNDER A LANDSLIDE HE WILL REGENERATE BUT BE KILLED AGAIN BY THE LANDSLIDE. THE CASTER WILL REGENERATE AT A RATE OF HIS RANK IN FORTITUDE POINTS PER ROUND. THIS IS PER AREA. THE EXCEPTION TO THIS RULE INVOLVES DAMAGE CAUSED BY SILVER WEAPONS. SILVER CAUSES X4 DAMAGE TO A CREATURE IN WOLF FORM, AND CAN CAUSE PERMANENT DEATH. THE WOLF WILL HAVE THE SAME STATISTICS AS THE CASTER EXCEPT IT WILL RECEIVE A +15 TO AGL. THE WOLF WILL RECEIVE 3 ATTACKS, BITE/CLAW/CLAW AT 3-30/3-18/3-18. IT WILL ALSO HAVE A SENSE OF SMELL AT 75% + 3% PER RANK. THE WOLF FORM HAS THE SAME FORTITUDE POINTS AS THE CASTER. THE WOLF MAN FORM HAS DOUBLE THE BASE FORTITUDE POINTS AS THE CASTER BUT DOES NOT REGENERATE. THE WOLFMAN FORM RECEIVES A +5 TO AGL AND THE SAME ATTACKS AS THE WOLF FORM, ALTHOUGH WEAPONS AND ARMOR MAY BE USED INSTEAD IF DESIRED. UNFORTUNATELY THERE ARE SOME RESTRICTIONS TO THE SPELL. WHEN THE TRANSFORMATION OCCURS, THE CHARACTER'S POSSESSIONS ALSO TRANSFORM WITH HIM. UNFORTUNATELY, MOST METALS ARE RESISTANT TO THIS TYPE OF MAGICAL MANIPULATION. THE SPELL CAN MANAGE SMALL AMOUNTS OF METAL (ABOUT WEAPON SIZED) BUT CAN'T CONVERT LARGE AMOUNTS OF METAL (ARMOR SIZED). IF A CHARACTER WANTS TO CHANGE TO FULL WOLF FORM, THEY MUST BE WEARING ARMOR MADE FROM PLANTS OR ANIMALS (WOOL, LEATHER, ETC.), OR METAL ARMOR ESPECIALLY ENCHANTED TO TRANSFORM. |
| 1 | HEAL II | 1 PT/5 FP | TOUCH | T,G | MEDICINA | 2 | HEAL II IS THE SECOND IN THE HEALING SERIES. IF THIS SPELL IS REVERSED IT DOES 5 FORTITUDE POINTS OF DAMAGE FOR EVERY SPIRIT POINT SPENT. THIS SPELL, HOWEVER, WILL NOT MEND BONES PROPERLY OR REMOVE ARROWS. THUSLY, IT STILL TAKES THE SKILLS OF BONE SETTING AND SURGERY TO USE THIS SPELL FOR ANYTHING BUT THE MOST BASIC OF INJURIES. FOR EXAMPLE, IF THE BONE IS BROKEN AT A 90 DEGREE ANGLE, YOU MUST SET IT BEFORE HEALING IT OR IT WILL MEND IMPROPERLY. THE REVERSE HEAL CAUSES THE FLESH TO ROT. |



SPELL NOTES

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| RANK | SPELL | COST | RANGE | COMP. | REALM | LEVEL | DESCRIPTION |
|------|----------|----------------|-------|-------|----------|-------|--|
| 1 | MEND II | 4 PTS/ ABILITY | TOUCH | T,G,M | MEDICINA | 2 | MEND II WILL MEND BROKEN AND DAMAGED MAGICAL ARMORS AND WEAPONS. THE CASTER MUST JOIN THE BROKEN PIECES TOGETHER (IF THEY CANNOT BE JOINED I.E. POUNDED TO DUST, IT CANNOT BE MENDED) THEN ENACT THE SPELL. AN ITEM MAY BE MENDED IN THIS MANNER 10 TIMES BEFORE THE MATTER BECOMES TOO THIN TO MEND AGAIN. THE COST TO MEND ARMOR WITH MULTIPLIERS TO ITS ARMOR FACTOR IS EQUAL TO ARMOR FACTOR X 4 IN SPELL POINTS (I.E. PLATE MAIL WITH A X4 MULTIPLIER (180 HIT POINTS PROTECTION) WOULD BE MENDED FOR 16 POINTS PER AREA). A +20 TO HIT, +40 TO DAMAGE SWORD WOULD COST 16 S.P. TO REPAIR AS WELL SINCE YOU CONSIDER THE TO HIT MODIFIER DIVIDED BY FIVE WITH WEAPONS. IT WILL ALWAYS BE A MINIMUM OF 4 S.P. TO MEND A MAGIC ITEM AND MORE IF THE GAMESMASTER THINKS IT SHOULD BE MORE. ITEMS MAY ALSO BE RENDED TO DUST. THE CASTER MAY REND UP TO A VOLUME EQUAL TO 1 CUBIC FOOT PER LEVEL. |
| 1 | HEAL III | 1 PT/ 7 FP | TOUCH | T,G | MEDICINA | 3 | HEAL III IS THE THIRD IN THE HEALING SERIES. IF THIS SPELL IS REVERSED IT DOES 7 FORTITUDE POINTS OF DAMAGE FOR EVERY SPIRIT POINT SPENT. THIS SPELL, HOWEVER, WILL NOT MEND BONES PROPERLY OR REMOVE ARROWS. THUS, IT STILL TAKES THE SKILLS OF BONE SETTING AND SURGERY TO USE THIS SPELL FOR ANYTHING BUT THE MOST BASIC OF INJURIES. FOR EXAMPLE, IF THE BONE IS BROKEN AT A 90 DEGREE ANGLE, YOU MUST SET IT BEFORE HEALING OR IT WILL MEND IMPROPERLY. REVERSE HEAL CAUSES THE FLESH TO ROT. |



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