

Montebanc Base Lists 8.13

BEGUILING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Lie	caster	1 min/lvl (C)	10'	I
2)	Sly Ears	self	10 min/lvl	self	U
3)	Empathy	1 target	1 rnd/lvl (C)	10'	P
4)	Charm Kind	1 target	10 min/lvl	50'	Fm
5)	Forget I	1 target	P	50'	Fm
6)	Emotions	1 target	1 rnd/lvl (C)	50'	Fm
7)	Thoughts	1 target	1 rnd/lvl (C)	50'	Fm
8)	Suggestion	1 target	varies	10'	Fm
9)	Sleep	1 target	—	50'	Fm
10)	Hold Kind	1 target	C	50'	Fm
11)	Forget X	1 target	P	50'	Fm
12)					
13)					
14)	True Charm	1 target	10 min/lvl	50'	Fm
15)	Lord Forget	1 target	P	50'	Fm
16)					
17)					
18)	True Hold	1 target	C	50'	Fm
19)					
20)	Amnesia	1 target	1 day/10 fail	50'	Fm
25)	True Sleep	1 target	1 min/10 fail	50'	Fm
30)	Forget True	1 target	P	50'	Fm
50)	Thought Steal	1 target	1 rnd/lvl	50'	Fm

1. Detect Lie — While concentrating on this spell the caster has a +50 bonus to his Lie Perception skill. Caster must be within 10' of the speaker to gain this bonus.

2. Sly Ears — Target gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.

3. Empathy — Caster learns target's basic feelings. Caster can concentrate on a new target each round.

4. Charm Kind — Target believes caster to be a good friend.

5. Forget I — Target forgets 10 contiguous minutes totally, caster's choice.

6. Emotions — Causes any desired emotion. Possible emotions include hate, love, sadness, anger, etc.

7. Thoughts — Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts. The caster can concentrate on a new target each round.

8. Suggestion — Target will follow a single suggested act that was not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).

9. Sleep — Target falls into natural sleep. The first round is a magical sleep (the target cannot be awakened through normal means).

10. Hold Kind — Target is held to 25% activity.

11. Forget X — As *Forget I*, except 100 minutes can be erased.

14. True Charm — As *Charm Kind*, except works on any sentient being.

15. Lord Forget — As *Forget I*, except 200 minutes can be erased.

18. True Hold — As *Hold Kind*, except any sentient being can be affected.

20. Amnesia — Target has amnesia, but loses none of his skills or abilities. He will forget his background and other memories (GM's discretion).

25. True Sleep — [RR Mod: -20] Target is unconscious and unwakeable.

30. Forget True — As *Forget I*, except 1 hour per level of the caster can be erased.

50. Thought Steal — Caster can remove one thought or memory from the target's mind each round.

SPECIAL NOTES

1) The results of *Charm Kind* depend on the amount of RR failure. Targets of *Charm Kind* that is ill disposed towards caster receive a +20 RR modification.

RR Failure	Result
01-10	Minor Failure: You are positively dispositioned towards the source of the attack, but easily swayed the other way. Any outbreak of heated controversy, screams or violence (even in the vicinity) will break the influence. If the source of attack stops conversing with you, another RR can be made. You will not spill your secrets.
11-25	Mild Failure: You believe the source of the attack is a long lost friend. You will do what's in your capabilities to aid him, but an extremely odd request might call for another RR (i.e lending him a reasonable sum of money, no problem - leaving him all you have, another RR) as will any attempt to disprove his identity. Simple secrets can be told to friends, but dangerous knowledge will be kept to yourself (i.e such that will get you into jail or killed for disclosing). If the source of attack leave you alone for more than 2-20 minutes, another RR can be made.
26-50	Moderate Failure: You act as if the source of the attack is a long lost, best friend. You will aid him in almost any non-lethal request and side with him in any attempts to disprove his identity. If it comes to deadly force (i.e forced to aid him with weapons in hand), another RR should be rolled. Any revealed lie from the source will also call for another RR. You will tell your secrets, but sworn oaths will not be betrayed. If the source of attack leave you out of sight for more than 1-10 hours, you are entitled to another RR.
51-100	Severe Failure: As above, except you will fight for the source of the attack and you will recount your deepest secrets to him. Another RR can be attempted only in 1-10 days.
101+	Extreme Failure: You believe the source of the attack is your best friend. You are so excited to see him that you forget about your current companions. As Severe Failure, except you will automatically believe whatever he says. You may make another RR in 1-10 weeks (but with a modification of -10).

2) *Thoughts* give the caster ability to read surface thoughts, i.e such thoughts that are currently on targets mind. That might be the crypto code if target is currently writing an encrypted message or the murder of a specific person if target committed murder the other night.

3) *Suggestion* should be handled with care, and it is suggested (haha, pun intended) that tasks given be innocuous in nature.