

IRIDIUM V2

SPELL LIST

| RANK | SPELL | COST | RANGE | COMP. | REALM | LEVEL | DESCRIPTION |
|------|---------------------|-------------|----------|-------|---------------|-------|--|
| 1 | BURROW | 3 PTS/TURN | PERSONAL | T,G | UNDER-WORLDER | 1 | BURROW IS AN EXCEPTIONALLY USEFUL POWER SINCE IT ALLOWS THE CASTER TO MOVE THROUGH EARTH AT 1/2 MOVEMENT AND STONE AT 1/8 MOVEMENT. THIS SPELL WILL ONLY LEAVE A HOLE BEHIND THE CASTER IF HE/SHE TAKES TWICE AS LONG TO SHORE UP THE TUNNEL OR HAS SOMEONE HELPING HIM/HER WITH DIRT REMOVAL. |
| 1 | INVISIBILITY I | 1 PT/4 RDS | TOUCH | T | UNDER-WORLDER | 1 | ALTHOUGH THE CASTER CAN ONLY MOVE AT 1/4 NORMAL MOVEMENT, THIS SPELL IS POWERFUL IN THAT IT IS MORE EFFECTIVE AGAINST THE MORE INTELLIGENT OBSERVER. THIS SPELL WILL RENDER THE CASTER UNNOTICED, AS THOUGH THEY BELONG IN THIS AREA BUT ARE BENEATH NOTICE. PEOPLE WILL AVOID WALKING INTO THE CASTER. HOWEVER, CREATURES OF ANIMAL INTELLIGENCE, THOSE POSSESSING EXCEPTIONAL SMELL, OR OF A 30 OR LOWER INT WILL NOTICE THE CASTER; I.E. GUARD DOGS WILL BARK AT YOU. THE CASTER WILL ALSO MAKE NOISE UNLESS HE CAN MOVE SILENTLY. IF THIS POWER IS EMPLOYED IN COMBAT IT WILL GIVE THE CASTER A +20 TO THEIR DEFENSE STAT UNTIL THE CASTER IS HIT, HITS AN OPPONENT, OR IS JARRED. |
| 1 | SENSE LIFE | 1 POINT | 100 FEET | T,G | UNDER-WORLDER | 1 | SENSE LIFE CAN BE USED TO DETERMINE IF THE BEINGS YOU ARE FACING ARE ALIVE, DEAD, OR UNDEAD. ALSO, ONLY LEAD OR PURE IRON CAN STOP THIS SENSE, SO IT IS ABLE TO DETECT LIVING FORMS ON THE OTHER SIDE OF WALLS AND DOORS. AS WELL, SOME MAGICAL METALS MAY BLOCK THIS SENSE AT THE GMS DISCRETION. |
| 1 | INVULNERABILITY I | 4 PTS/TURN | PERSONAL | T | UNDER-WORLDER | 2 | THIS SPELL HARDENS THE CASTERS SKIN TO A SUPERNATURAL HARDNESS. IT WILL IN FACT ABSORB 300 FORTITUDE POINTS WORTH OF BLUNT OR EXPLOSIVE DAMAGE. THE REASON THIS WORKS ONLY AGAINST BLUNT DAMAGE IS BECAUSE OF THE DISPERSION OF THE INCOMING FORCE. INVULNERABILITY I DOES NOT HAVE THE FORCE TO PROTECT THE CASTER FROM FOCUSED ATTACKS (I.E. PIERCING, BULLETS OR EDGED). THIS SPELL OFFERS NO OTHER PROTECTIONS, LIKE FROM HEAT,COLD OR DROWNING. |
| 1 | INVULNERABILITY II | 6 PTS/ TURN | PERSONAL | T | UNDER-WORLDER | 4 | AS WITH ITS PREDECESSOR, THIS SPELL HARDENS THE CASTER.S SKIN TO A SUPERNATURAL HARDNESS. IT WILL STILL ABSORB 300 FORTITUDE POINTS WORTH OF BLUNT OR EXPLOSIVE DAMAGE, BUT THIS VERSION WILL ALSO ABSORB 200 POINTS OF EDGED DAMAGE. INVULNERABILITY II DOES NOT HAVE THE FORCE TO PROTECT THE CASTER FROM PIERCING, PROJECTILE ATTACKS. THIS SPELL WILL NOT PROTECT AGAINST ANY OTHER DAMAGE NOT LISTED IN THE DESCRIPTION, SUCH AS FIRE, ICE OR DROWNING. |
| 1 | INVULNERABILITY III | 9 PTS/TURN | PERSONAL | T | UNDER-WORLDER | | AS WITH ITS PREDECESSOR, THIS SPELL HARDENS THE CASTERS SKIN TO A SUPERNATURAL HARDNESS. IT WILL STILL ABSORB 300 POINTS WORTH OF BLUNT OR EXPLOSIVE DAMAGE, BUT THIS VERSION WILL ALSO ABSORB 300 POINTS OF EDGED DAMAGE AND 200 POINTS OF PIERCING OR BULLET DAMAGE. THIS SPELL WILL NOT PROTECT AGAINST ANY OTHER DAMAGE NOT LISTED IN THE DESCRIPTION, SUCH AS FIRE, ICE OR DROWNING. |

Background

Dr. Peter Lens grew up near Dallas Texas. As a young boy he was involved with all manner of local Indian digs. His passion to know more and to find out led him through college and eventually to a dig in the Yucatan. His party was attacked and he was the only survivor. Nursed back to health by a local Maya medicine man named Quiche (Keekay). Dr. Lens spent a year with Quiche learning of the world of magic. Before he left, Quiche shared the secret of the ancients showing Dr. Lens an ancient ruined temple left as an outpost for the Atlanteans. When Lens tried to publish his theories he was ridiculed. Any standing he might have had in the scientific community has been lost. Now, he believes he has found records of a second outpost here, in Texas. He has taken a leave of absence from A&M to go an investigate.



S P E L L N O T E S