



Non-Combat Spells

Run Like the Wind: +50" Ground Movement, PR=1/round

Breathe Like a Fish: (Water Breathing) PR=2/day

Resilience: (Adaption, adapt to hostile environment only) PR=2/environment/day

Astral Expedition: (Astral Projection) PR=12 to use on self, PR=15 to use on a willing subject

Ant Walk: Climb walls and sheer surfaces at a rate of (Str+Agil)"/turn, PR=1/hour

Divination: (Cosmic Awareness) see pg 11, PR=10 + modifiers

Dimensional Portal: (Dimensional Travel) Choose one dimension when the spell is learned, PR=4 for a 1"x1" portal, portal can be increased by 1" for each extra power point spent.

Wind Walk: (Flight) 90 mph, PR=1/hour

Eyes of the Owl: (Ultraviolet vision) PR=1/hour

Night Sight: (Infrared Vision) PR=1/hour

Wings of Night: (Wings) 396" flying, PR=1/hour

Summon Familiar: (Pet) Takes 1d12 days to effect. The animal's stats and abilities should be determined by the Gamemaster in concert with the player. A player should not be allowed to use this spell more than once. I recommend for familiars that two of the following special abilities be chosen:

1. **Mental Link:** The animal has a psychic link with the caster that allows them to communicate telepathically, and possibly allow the caster to see through the animal's eyes. Range is 150", PR=0
2. **Human Voice:** Animal can talk like a human in addition to making noises common to that animal. The animal may or may not talk in public, depending on its personality and the needs of its master. Even without this ability the familiar should be able to understand human speech.
3. **Super Abilities:** choose one or more powers for the animal.

Resurrection: (Revivication) PR=25

Serpentine Heal: (Regeneration) PR=1/turn

Enslave Mind: (Mind Control) PR=20, 20" range

Mirror Selves: Create up to 10 illusionary duplicates of the character. PR=5 to cast, PR=2/turn to maintain. Opponents must make a roll to detect the character, roll vs. Detect Hidden if opponent attacking, roll vs. Detect Danger if opponent is being attacked by caster. If caster is hit or attacks spell dissipates and must be recast.

Icy Constructs: (Ice Powers, create ice only) PR=2, otherwise same as creating ice masses on page 13.

Create Homonculus: Preparation of a homonculus requires a large measure of the caster's blood, effectively reducing their max Power by half for one day, and the flesh and bones from any of several animals. The stats and abilities of the homonculus vary based on the type of animal used in it's creation. Note that the homonculus will not be able to be mistaken for any particular animal, but it will retain some of that animals characteristics. A normal homonculus will vary from 1-3 feet tall and is completely obedient to its creator. Due to the nature of the magic involved a caster cannot have more than one homonculus at one time. The creation spell will take at least 24 hours to perform. Homonculi tend to be of higher intelligence than most magical constructs, so they can be given more complex instructions. If a homonculus is killed, its creator will suffer damage equal to the hit points of the homonculus. Statistics for homonculi will be added soon.

Create Golem: An magically animated statue of any of several materials. A golem's stats are based on the type of material used in its creation. Tougher material will be more expensive to acquire and more difficult to shape into a humanoid form. It should take at least a week on the average to create the physical form. Once the form is created the creator must animate it with the spell. PR=(7*Structural Rating of material used) Golems are very stupid, they can be given simple instructions (5 words or less) or controlled directly by the creator. The golem must be within line of sight for the creator to control it. Any attempts to control the golem require the creator to make a successful save vs. Intelligence on d20. A saving throw is also required when giving the golem verbal instructions. It is gamemaster's discretion how often a player should be allowed to cast this spell.

Golem Statistics (SR=Structural Rating)				
Material:	Clay/Earth	Granite	Bronze	Iron
Weight (180*SR):	720	1080	1620	1800
Hit Points (7*SR):	28	42	63	70
HTH Damage (based on weight, pg. 25):	1d8	1d10	1d10	1d10
Agility (base 10 modified by weight):	6	4	4	4
To Hit Modifier:	-2	-4	-4	-4
Move (20+Agility):	26"	24"	24"	24"

Create Zombie: See Opponents Unlimited pg 6.

Villains and Vigilantes Mystic Rhythms Sourcebook

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