








# Effects

This chapter lists all of the effects in the game except for weapon effects.

Some are spells, some are alchemical substances, some are monster abilities, and some are all of these things.

Below the name of the effect are the following symbols, indicating whether an effect can be made by a Player Character into a spell, alchemical substance, elixir, gas, and so on. Note that just about any effect can be a monster ability, and some of these can *only* be NPC abilities (such as *Enslavement* or *Vampire Charm*).

-  spell
-  potion
-  scroll
-  elixir
-  gas
-  contact gel
-  weapon coating

Next listed is the Effect Group followed by the effect's duration. For more on Effect Groups and duration, see page 96. After the description of the effect will be a verbal if the effect is a spell, and following that will be an indication whether the spell is Celestial, Earth, or both. Between these is the spell level.

Some descriptions here use the word "spell" when the effect is primarily a spell; however, this should not be interpreted to mean that the effect is *only* a spell.

## Alchemical Solvent



**Coating**

**Instant**

This solvent, covering one square foot per dose, will remove everything in the "Coating" effect group.

It can also release a victim of an *Entangle*. Once used, the entire dosage is consumed.

## Amnesia



**Greater Command**

**Instant**

Victims of this elixir cannot remember anything that occurred 60 minutes prior to its administration.

In the place of the now inaccessible memories is a blank spot within the memory.



Victims can be aware that they cannot remember anything for that period and may reasonably assume that they have been given an *Amnesia* elixir.

For the first ten minutes, beginning at the time of the *Amnesia's* administration, the *Amnesia* elixir may be countered and memories of the period returned by either a *Dispel* or a *Purify*.

After the ten minute period, *Amnesia* becomes incurable and the recipient permanently loses their memory of the 60 minute period.

Biata and stone elf role-playing racial skills cannot remove the affect of an *Amnesia* elixir, nor can any NPC mind abilities.

Neither a *Life* spell nor a Resurrection will restore the memory of the recipient even if it occurs during this ten minute period.

## Antidote



**Healing**

**Instant**

One dose of an Antidote will remove all lasting effects in the Alteration effect group (*Feeblemind*, *Hallucinate*, *Intoxicate*, *Laugh*, *Nausea*, *Paranoia*, and *Vertigo*). It does not matter how those effects were caused.

*For example: Finther is hit by a Feeble-*

*mind gas thrown by his enemy Vorin. He sits on the ground and plays with daisies. While he is on the ground, a ghoul hits him for "3 Nausea." He is now vomiting while playing with daisies. Finally, someone throws a Paralysis spell at him and he becomes paralyzed. Darlissa runs over and feeds Finther an Antidote. Both the Feeblemind and the Nausea are removed; however, this does not cure the damage caused by the weapon nor does it remove the paralysis.*

## Awaken



**Command**

**Instant**

This effect awakens the recipient from a *Waylay* and removes all Command effects but not Greater Command effects.

*"I command you to Awaken."*

Celestial 4 Earth

## Banish



**Eldritch Force**

**Line of Sight**

This spell forces a creature not native to the current plane to return to its home plane or expend a significant amount of energy remaining where it is.

This spell usually only affects elementals, fey, and extraplanar creatures (NPCs should check the creature type on the monster card), but may affect other types at the discretion of the Plot Committee. PCs may be affected by this spell in certain circumstances to be announced beforehand by the Plot Committee.

Lesser elementals, lesser fey, and lesser extraplanar creatures affected by this spell instantly dissipate as if slain, leaving behind anything carried. An affected creature with the ability to Rift In or Rift Out may not use that ability until the next game-day.

*For example: Sparky is a Lesser Flame Elemental who has decided to visit his "friends" on Fortannis on Friday night. Belthivis thinks little of this and casts a Banish at the creature, who dissipates instantly, unable to visit Fortannis again until the next game-day (usually the next night, after Logistics).*

Greater elementals, greater fey, and greater extraplanar creatures affected by this spell take 50 points of damage. If slain by this damage, the affected creature cannot Rift In or Rift Out until the next game-day.

This spell usually has no effect on normal living or undead creatures, but, like all spells, will still remove a *Spell Shield* or *Reflect Magic*.

*"With eldritch force I Banish you."*

Celestial 4