

*Immersion*s

Level	Spell	Area of Effect	Duration	Range	Type
1.	-	-	-	-	-
2.	-	-	-	-	-
3.	Supplication	1 target	V	100'	U
4.	Mobility	S	V	S	U
5.	Liquid Merge	S	V	T	F
6.	Study Form	S	-	300'	I
7.	Alert Merging	S	V	S	U
8.	Solid Merge	S	V	T	F
9.	Water Form	S	V	S	F
10.	Plant Form	S	V	S	F
11.	Mist Form	S	V	S	F
12.	Air Form	S	V	S	F
13.	Animal Form	S	V	S	F
	13. Death Guard	S	V	S	U
14.	Plant Merge	1 target	V	T	F
15.	Earth Form	S	V	S	F
16.	Expand Mass Limit	S	V	S	U
17.	Stone Form	S	V	S	F
	17. Death Unleashed	1 target	V	100'	M
18.	Animal Merge	1 target	V	T	F
19.	Expand Mass Limit True	S	V	S	U
20.	Beast Form	S	V	S	F
25.	Beast Merge	1 target	V	T	F
30.	-	-	-	-	-
50.	Merged Stasis	S	V	S	U

Note 1: This list is exclusive to mystics from the Vithirat (Rain Elf) culture on Bastrekah.

Note 2: Definitions used in these spells: "animal" is a non-intelligent, nonmagical and unenchanted creature (does not include familiars, for example); "beast" is an animal with magical powers or properties; "plant" is non-intelligent, stationary vegetation;

Note 3: A mystic merged with an animal or beast that is injured will experience the emotional pain and suffering, but there are no long-term effects after separation. If a mystic is merged with an animal or beast host when the creature receives a killing blow, the mystic will experience death with the host. This is extremely dangerous, and the caster risks insanity. Death Guard protects against this. Without that protection, the caster must make an EMpathy RR, the attack level is equal to the number of HP inflicted with the killing blow, plus 2x any critical level. Treat failure as the 15th level Sorcerer spell "Mind Break" (Mind Destruction). They will have no memory of the experience after recovery. Success of 50 or less means the mystic has repressed the memory of the death experience, success greater than 50 means the mystic has

mentally and emotionally processed the death experience without going mad. A repressed death experience may be unleashed later using the Death Unleashed spell on this list, so the details of death-attack RR level and host level should be noted. Any given death experience can only be unleashed once, after that the mystic has no memory of it.

Note 4: All merging spells have Duration: Variable. The caster must specify the duration at the time of casting. They cannot separate until that time has passed, unless separation conditions stated in the spell (damage, death, etc.) are met.

Note 5: There are two spells at 13th and 17th levels. Learning Death Unleashed, at 17th level, requires that the caster took Death Guard at 13th, and spend "blank slot" Development Points for the 14th-16th level slots.

3 - **Supplication** - Caster contacts the mind of an animal or beast they seek to merge with, asking permission to merge. The caster must inform the host whether they wish to control the host for the duration of the spell, or allow the host to remain in control. Most hosts will accept a merge if they can maintain control. Some will accept the caster taking control. If a host rejects the caster's request for control, the caster may attempt to take control of the creature. The creature gets a RR, and if it fails, the caster may merge with control, against the host's will. In this case, the host gets a new RR if the caster seeks to make it take any action that could lead to injury. The merging spell must be cast within 10 rounds of this spell. The caster cannot leave the host until the duration of the spell expires, and cannot cast spells while merged.

4 - **Mobility** - Cast no more than 6 rounds before an inanimate merging spell, this allows the caster to move while merged. Movement speed is 1'/round per level in water, one tenth that in solid matter. Speed is relative to the matter merged with.

5 - **Liquid Merge** - Caster can merge with a body of nonmagical, nontoxic liquid (of at least equal size to their body). While merged the caster cannot normally move (unless they cast Mobility prior to merging), perceive (unless they cast Alert Merging prior to merging) or cast spells. They may unmerge at any time or at the end of the spell's duration. If more than a 10% of the volume is separated from the rest, the caster will unmerge.

6 - **Study Form** - Caster studies and memorizes the form and structure of one type of plant, animal, or beast for later use in a plant, animal, or beast form spell on this list.

7 - **Alert Merging** - Allows caster to perceive while merged with a liquid or solid. Does not allow spell casting. The merging spell must be cast within 6 rounds of this spell.

8 - **Solid Merge** - Caster can merge with a nonmagical, nonliving solid of at least equal size to their body. While merged the caster cannot move, perceive or cast spells. They may unmerge at any time or at the end of the spell's duration. If more than a quarter of the volume is separated from the rest, the caster will unmerge.

9 - **Water Form** - Caster takes the form of water of equal volume. In this form, the caster can move through water at 60'/round, but is unable to cast spells. The caster's body otherwise acts exactly as a liquid, unable to direct its movement. The caster is treated as AT 1, takes no additional damage from piercing or slashing crits and crushing crits are decreased 2 levels. Spells affecting water affect the caster's body accordingly. The water will not soak into a porous substance. No more than 10% of the caster's mass can be separated, or the spell ends and the

caster returns to normal form. If any mass was separated, the caster reforms complete at the location of the majority of their mass.

10 - **Plant Form** - Caster can take on the form of any plant they have Studied, between 75% and 200% their normal mass. They will look and feel like the plant.

11 - **Mist Form** - Caster takes the form of foggy mist of equal volume. In this form, the caster can move through air at 40'/round relative to any general air movement, but is unable to cast spells. The caster's body otherwise acts exactly as a gas. No more than 10% of the caster's mass can be separated, or the spell ends and the caster returns to normal form. If any mass was separated, the caster reforms complete at the location of the majority of their mass.

12 - **Air Form** - Caster takes the form of air of equal volume. In this form, the caster can move through air at 40'/round relative to any general air movement, but is unable to cast spells. The caster's body otherwise acts exactly as a gas. No more than 10% of the caster's mass can be separated, or the spell ends and the caster returns to normal form. If any mass was separated, the caster reforms complete at the location of the majority of their mass.

13 - **Animal Form** - Caster can take on the form of any animal they have Studied, between 75% and 200% their normal mass. They will look and feel like the animal, and their movement rate is that of the animal. They do not gain the animal's attack or defensive bonuses, however, they retain their own bonuses in this respect even if they cannot use their own attack methods.

13 - Death Guard - Cast no more than 6 rounds prior to merging with an animal or beast, this spell protects the caster from experiencing the traumatic emotions of death with the creature. At the time of a killing blow, the caster's mind and body disengage from the host before suffering the trauma of dying.

14 - **Plant Merge** - Caster can merge their body and mind with a host between 75% and 200% of their volume.

15 - **Earth Form** - Caster takes the form of a pile of loose earth of equal volume. In this form, the caster cannot move or cast spells. The caster is treated as AT 4 and takes no damage from piercing or slashing crits. Spells specifically harming "earth" are considered Slaying attacks. No more than 10% of the caster's mass can be separated, or the spell ends and the caster returns to normal form. If any mass was separated, the caster reforms complete at the location of the majority of their mass.

16 - **Expand Mass Limits** - Mass limits for Plant, Animal, or Beast Merge spells expand to 10% to 5x caster's mass. Merge spell must be cast within 6 rounds.

17 - **Stone Form** - Caster takes the form of a stone of equal volume, and irregular shape. In this form, the caster cannot move or cast spells. The caster is treated as AT 10, stunned and bleeding effects do not harm them, and criticals are reduced 2 levels. Spells specifically harming stone or solids apply to the caster's mass. No more than 10% of the caster's mass can be separated, or the spell ends and the caster returns to normal form. If any mass was separated, the caster reforms complete at the location of the majority of their mass.

17 - **Death Unleashed** - If the caster has previously been mentally connected with a host at the moment of death, and successfully resisted madness by 50 or less, that experience is encapsulated in their mind. They may unleash that experience as an attack with this spell. The attack level is equal to the average of the dead host's level and the death-attack level. A target that fails to resist this spell is a blathering idiot for 1 round per 1% failure. The caster is stunned for one tenth of that duration, as they pour the death experience out into the target.

18 - **Animal Merge** - Caster can merge their body and mind with a host animal between 75% and 200% of their volume. The caster is aware of the emotions and thoughts of the host animal while merged. The caster must first successfully negotiate control with the host using "Supplication" from this list.

19 - **Expand Mass Limit True** - Mass limits for Plant, Animal, or Beast Merge spells expand to $(1/\text{Caster's level})$ and $(\text{level}/10) \times \text{caster's level}$ of caster's mass. Merge spell must be cast within 6 rounds.

20 - **Beast Form** - Caster can take on the form of any beast they have Studied, between 75% and 200% their normal mass. They will look and feel like the beast, and their movement rate is that of the beast. They do not gain the beast's attack or defensive bonuses, however, they retain their own bonuses in this respect even if they cannot use their own attack methods.

25 - **Beast Merge** - Caster can merge their body and mind with a host beast between 75% and 200% of their volume. The caster is aware of the emotions and thoughts of the host animal while merged. The caster must first successfully negotiate control with the host using "Supplication" from this list.

50 - **Merged Stasis** - Time does not pass for the caster, for the duration of a subsequent merge spell (Liquid, Solid, or Plant). That duration cannot exceed the lifespan of the plant, if Plant Merge is used. Alert Merging and Mobility cannot be combined with this spell. The caster's body does not heal or recover in any way, and any injuries or bleeding are also in stasis until the merge spell ends. Merge must be cast within 9 rounds of this spell.