

## BASTET'S GIFT

(Cleric Lore List – Church of Bastet)

	Area of Effect	Duration	Range
1. Cat's Landing*	self	-	self
2. Cat's Leaping*	self	-	self
3.			
4. Cat's Eyes	self	10 min/lvl	self
5. Feline Friend	10'R	C	self
6.			
7. Fast Paws*	self	10 min/lvl	self
8. Mystic Light	self	C	self
9.			
10. Sun Bolt	1 target	-	100'
11. Claws of Bast*	self	10 min/lvl	self
12. Tongue of Felines	self	1 min/lvl	self
13. Summon Lion	1 lion	1 min/lvl (c)	1 mi/lvl
14.			
15. Beam of Disruption	1 target	-	100'
16.			
17.			
18. Summon Sphinx	1 sphinx	C	1 mile
19. Sun Blessing	self	1 rnd/lvl	self
20. Physical Perfection	self	10 min/lvl	self
25. Enchantment of Love	1 target	P	50'
30. Empathic Vision	self	C	self
50. Holy Form	self	10 min/lvl	self

**1. Cat's Landing (F\*)** Allows the caster to land safely after a fall of up to 20 ft per level of the caster, or the caster may take that distance off the severity of a longer fall.

**2. Cat's Leaping (F\*)** Allows the caster to leap 50' laterally or 20' vertically in the round that the spell is cast.

**4. Cat's Eyes (U)** Caster can see 100' under a normal night sky as if it were daylight.

**5. Feline Friend (M)** All felines within 10' (including "special" felines; sphinx, were-cats in cat form, etc.) will act friendly towards the caster. This spell will not control the animals.

**7. Fast Paws (U\*)** Caster can move at three times his normal walking pace without tiring. Once he stops or performs some other action this spell is cancelled.

**8. Mystic Light (P)** Caster sees magic as a golden glow, the brighter the glow, the stronger the magic. Detects items, active spells, magic ability etc. Range of the ability is sight.

**10. Sun Bolt (F)** A bolt of golden light leaves the caster's fist and strikes the target. If the target fails his RR he takes a Heat critical; (1-10 fail) = A critical, (11-20 fail) = B critical, (21-30 fail) = C critical, (31 - 40 fail) = D critical, (41-50 fail) = E critical, (51- 60 fail) = F critical, (61-70 fail) = G critical etc. See page 103 of the Elemental Companion for an explanation of the higher level criticals. In order to use this spell, the caster must have spent at least one hour of the last 24 in natural sunlight.

**11. Claws of Bast (F\*)** The caster's hands are transformed into lion paws. Although he can no longer use his hands for fine manipulation, he can use them to deliver a Large claw attack. This attack is considered magical, has a bonus of +20 OB and can be developed as a weapon skill (in the natural weapon category).

**12. Tongue of Felonies (P)** Caster can understand and "speak" the language of any one feline species for the duration.

**13. Summon Lion (FM)** Caster can summon one lion within range; as long as concentration is applied, caster controls the animal; the summoned lion is a random representative of the species.

**15. Beam of Disruption (F)** As *Sun Bolt* plus all active spells on the target must make an RR or be suppressed (fail to function) for 1 rnd/10% fail.

**18. Summon Sphinx (FM)** As *Summon Lion* save it summons a Sphinx.

**19. Sun Blessing (D)** This spell can only be used in natural sunlight. The character is surrounded by a golden aura that maintains his body at its natural temperature. The caster becomes immune to any effect caused by temperature changes, including attacks (i.e. Cold Balls, Fire Bolts etc. have no effect; a Lightning Bolt does hit, but the caster of this spell would take no resulting Heat critical). If the caster is removed from sunlight then this spell is immediately cancelled.

**20. Physical Perfection (F)** This spell increases the caster's Appearance stat. by 20%. However, if this increase takes the statistic significantly over 100 it can have a similar effect to the spell *Beauty of Arraer* (from the list Curses) on weak willed individuals of the opposite sex!

**25. Enchantment of Love (M)** The target will fall in love with someone chosen by the caster.

**30. Empathic Visions (M)** As *Mystic Light* except that the aura reflect emotional states. Negative feelings are dark and positive are pale.

**50. Holy Form (F)** Allows the caster to take on the form of any one feline that he has studied. The caster will look and feel like the animal. The caster may assume the movement abilities and also gains the physical attacks of the feline. The caster's OB with any natural attacks that he acquires is that of his highest OB -20. Caster can vary his size from 5% to 4000% of normal. He may use subconscious spells, and any spell on this list while in feline form.