



# Belsar Adin

At first glance this fellow looks like the perfect adventurer—strong, big, dextrous with lots of MPT. Thin, straight pale blonde hair, ice green eyes, and bucked teeth give no indication that most who know this quick-tempered Wellan consider him to be a jinx. He is incredibly unlucky, even to the point of having a major phobia of such an everyday thing as Dremles. But however lucky his enemies may feel if they make it past his Heavy Crossbow and Pole Arm, they are in for a nasty surprise when they are within reach of his killer kick!

## Heal/Mend

Duration	Permanent
Area	One Hit Location
MP Cost	Variable

The Heal/Mend spell joins things that were once whole but have in some way been broken or separated. If the spell is successful, it will restore one lost hit point per spell level to a Hit Location or inanimate object. A single Heal spell of a strength equal to a creature's original hit points in that location is required to repair maimed limbs or re-attach missing limbs, assuming they can be found and the spell is cast within an hour of their separation. A Heal spell also stops all bleeding in that Hit Location.

The Mend spell can restore a broken magical item to its original physical shape, but the magical energy is permanently lost. In cases where Power Gems have been implanted in weapons, the Gem itself would have to be broken for the magic to vanish, not just the weapon.

## Magic Leech or Spell Tap

Duration	Special
Area	One creature
MP Cost	Variable

This spell drains the target of MPT. When successful, it will dissipate into the environment 1d4 points of the target's MPT (or MPR) per Spell Level at which it was cast. It is not known how this spell works, but the two most popular theories are that the successful attacking MPT fatigues the brain and thus reduces the target's ability to resist spells, or that the spell creates a mana link from the target to the surrounding environment where the creature's stored energy is harmlessly released.

Lost points are regained normally. This is the only known method for reducing a creature's MPR.

## Spell Absorption

Duration	Current MPT score in rounds
Area	One Creature
MP Cost	Fixed (3)

This spell allows the caster to absorb the magic points of spells targeted at him that fail to overcome his Magic Barrier. This spell can only restore the caster's MPT up to his original MPT score, but will remain in effect until the spell runs out. It is not known exactly how the MPT is absorbed, but Vinyans don't look a gift Dremle in the mouth.

Spell Absorption cannot run concurrently with Spell Repel; whichever spell has the higher Spell Level will dominate. If both spells have the same spell level, the dominant one is determined by a Stat vs Stat check.

## Spell Bluff

Duration	Current MPT score in rounds
Area	One Creature or Object
MP Cost	Fixed (1)

This spell engulfs a creature or object with a fiercely glowing magical radiance, making it appear that a high level spell is currently in effect. The true power (spell level) of the spell can be determined with the use of a Mana Search Spell.