

Slayers Spells B

Boo Brymer II

Minor Transform 6d6 (Natural Stone Into Inanimate Stone Object), Improved Results Group (+1/4) (75 Active Points); Spell (-1/2), No Range (-1/2), Gestures (-1/4), Incantations (-1/4) Shamanist [Earth]. Skill Roll -2. This is essentially a different use of the Boo Brymer spell. In this case instead of animating rock and stone to form a golem the caster causes a rock formation to reshape itself into the desired form. The caster must touch rock that is clearly a part of the formation to be transformed. Since average stone has 19 BODY per hex this spell can easily transform an entire hex of solid rock.

This spell is listed as Boo Brymer Special in the BESM materials but it doesn't appear in the D20 book.

Buday Wind

Energy Blast 7d6, Area Of Effect (15" Cone; +1 1/4) (79 Active Points); Spell (-1/2), No Range (-1/2), Gestures (-1/4), Incantations (-1/4) Shamanist [Air]. Skill Roll -2. This spell allows the caster to send forth a strong burst of wind which will affect all targets in a cone emanating from the caster. The winds so generated are capable of destroying non-fortified buildings, wagons and such. 7d6 may seem weak but it is an area of effect buildings will take that attack to each hex of area. Since standard walls are usually 3 or 4 DEF with 3 BODY most normal building will take a beating.

The two books disagree on the spelling. The other option is Budey Wind.

Burst Flare

"Source of all power, crimson fire burning bright, gather in my hand and become an inferno! BURST FLARE!" Killing Attack - Ranged 3d6+1, Area Of Effect Accurate (One Hex; +1/2), Affects Desolidified Any form of Desolidification (+1/2), Armor Piercing (x2; +1) (150 Active Points); Spell (-1/2), Gestures (-1/4), Incantations (-1/4), No Knockback (-1/4) Sorcery [Fire/Heat]. Skill Roll -10. With this very powerful spell the caster causes a burst of intense white-hot flames to surround the target reducing them to ash. This spell is most often used with the full incantation which will help reduce the Skill Roll penalty by an additional 2 or 3.

Burst Rondo

(Total: 50 Active Cost, 22 Real Cost) Energy Blast 2d6, Area Of Effect (4" Any Area; +1 1/2) (25 Active Points); Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Limited Range (16"; -1/4) (Real Cost: 11) plus Sight and Hearing Groups Flash 1d6, Area Of Effect (4" Any Area; +1 1/2) (25 Active Points); Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Limited Range (16"; -1/4) (Real Cost: 11) Sorcery. Skill Roll -0. The caster fires numerous small balls of mystical energy which burst next to the target(s). The effect causes little damage but it can be distracting and very frightening to those not used to magic. The mystical energy can appear as streamers of black energy, small red balls of flame, tiny white

points of light or similar sorts of things.

Blast Ash

Drain BODY 6d6, Limited Range (12"; +1/4), Area Of Effect Accurate (One Hex; +1/2), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2) (135 Active Points); Increased Endurance Cost (x2 END; -1/2), Spell (-1/2), Limited Power Only Affects Creatures With Souls (-1/2), Gestures (-1/4), Incantations (-1/4) Sorcery. Skill Roll -5. This spell calls forth a stream of dark energy which drains the life force from its target. Those slain by the power are reduced to ash.

The BESM conversion of this would have been very costly (a drain of STR, DEX and CON) but it wouldn't have been deadly which the spell description makes clear (victims are reduced to ash). Again the D20 and BESM write-ups diverged wildly. The BESM version has a huge AE and the D20 version produced a "stream" that only affects a single target. I pretty much just build something that I thought captured the spirit of the spell.

Blast Bomb

Drain STR 3 1/2d6, Ranged (+1/2), Area Of Effect (5" Radius; +1) (87 Active Points); Limited Power Force Wall Or Force Field Offer Complete Protection (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) Sorcery [Astral]. Skill Roll -3. When the Blast Bomb bursts all creatures within the area of effect have their Strength drained by the effects.

This one is unique in that it does not appear in any of the BESM Slayers material. It only exists in the D20 Slayers book so I had to wing it based wholly on the spell description. My research indicates that this spell is never actually seen in the anime but it is mentioned so the effects were probably a guess on the part of the people at Guardians of Order (RIP).

Bomb Di Wind

Change Environment 8" radius (16" long and 2" wide Line; +1/4), +8 Points of Telekinetic STR (55 Active Points); No Range (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) Shamanist [Air]. Skill Roll -1. The caster creates strong gusts of wind that move outward in a line from the caster. Small creatures can be blown down and larger creatures must work to move against the wind. In some cases casters have used this spell to propell sailing ships.

Bomb Sprid

(Total: 50 Active Cost, 28 Real Cost) EB 3d6, Explosion (+1/2) (22 Active Points); Spell (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 11) plus Sight Group Flash 3d6, Explosion (+1/2) (22 Active Points); Spell (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 11) plus +3 with Bomb Sprid (Real Cost: 6) Shamanist [Fire]. Skill Roll -1. This spell is a sort of mini-fireball. It does little damage but is very accurate and effective at temporarily blinding foes.

Boo Brymer

Summon 150-point Stone Golem, Expanded Class of Beings Any Type Of Stone Golems (+1/4), Slavishly Devoted (+1) (67 Active Points); Spell (-1/2), Gestures (-1/4), Incantations (-1/4) Shamanist [Earth]. Skill Roll -3. This spell enables the caster to call forth a Stone Golem or group of Golems from nearby earth or rock. The Golem is typically strong and tough but specifics are left to the player and GM to determine. The caster can choose to summon a number of lesser Golems instead of the single powerful one. Such summoned Golems, though not particularly bright, are completely loyal to their summoner.

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