

ROLEMASTER CLASSIC™

ICE

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SPELL LAW

A MAGICAL SOURCEBOOK

SPELL LAW™



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TABLE OF CONTENTS

1.0 Introduction	5	4.0 Resolving Spell Effects ...	37	5.2 Item Creation	54
Spell Lists	5	4.1 Non-Attack Spells (Base		Creating The Base Item ...	54
General Guidelines	6	Casting Roll: BCR)	37	Base Items	54
Introduction from the		Spell Failure	37	Enchanting An Item	55
RMC Team	6	4.2 Base Attack Spells	37	Intelligence and Will	55
1.2 Rolemaster	7	Base Attack Rolls (BAR) ...	38	Bonuses	57
1.3 Die Rolling Conventions ..	7	Unmodified Rolls	38	Special Enchantment	58
Percentile ("1-100") Rolls	8	Modifications To The Base		Imbedding Spells	58
Non-"1-100" Rolls	8	Attack Roll	38	Normal Imbedding	58
Unmodified Rolls (UM)....	8	Effects Of The Base		Charged Items: Wands,	
1.4 Definitions	9	Attack Roll	38	Rods, Staves	58
2.0 Magical Basics	11	Resistance Rolls	39	Daily Items	59
2.1 History of Magic	11	Modifications To The		Constant Items	59
Proto-Magic	11	Resistance Roll	39	Researching Imbed Spells .	59
Ritual Magic	11	The Resistance Roll Table	40	5.3 The Cost Of Making	
Arcane Magic	11	4.3 Elemental Attack Spells	40	Magic Items	60
2.2 Realm Magic	12	Elemental Attack Rolls		Time Cost	60
Channeling	12	(EAR)	40	Required Spell	
Essence	12	Caster Modifications To		Casting Costs	62
Mentalism	13	The EAR	41	Material And Money	62
Hybrid Magic	13	Target Modifications To		Making "Artifacts"	62
Future Magic	14	The EAR	41	5.4 Lord Research	62
Arms	14	Area Spells	42	5.5 Special Item Creation ..	63
2.3 Spell List Classifications ..	14	Result Determination	42	6.0 Gamemaster Notes ...	64
Classifications	14	4.4 Critical Strikes	42	6.1 Spells and Personal Aura .	64
Base Spell Lists	14	4.5 Critical Strike Results ..	43	6.2 Magic and Skills	64
Closed Spell Lists	14	Overall Guidelines	43	Channeling	64
Open Spell Lists	14	Large And Super-Large		Transmitting Power Points .	65
Evil Spell Lists	14	Creatures	43	Transmitting Spells	65
2.4 Spell User		Large Creature Critical		Burnout Due to Channeling .	66
Classifications	15	Strikes	44	Directed Spells	66
Pure Spell Casters	15	Super-Large Creature		Lore, Magical	67
Hybrid Spell Casters	16	Critical Strikes	44	Meditation	67
Semi-Spell Users	16	Slaying Criticals	44	Runes (SM)	67
Evil Spell Casters	17	Immune Creatures	44	Spell List (Spell List	
Non Spell Casters	18	4.6 Critical & Fumble		Acquisition Skill)	68
3.0 Spell Basics	19	Result Key	44	Spell Mastery	68
3.1 Developing Skill Ranks For		4.7 Spell Types	45	Staves and Wands	
Spell Lists	19	Defensive Spells	45	(Attunement)	68
The Spell Gain Roll (SGR)	20	Force Spells	45	6.3 Adding Flavor to Magic	69
3.2 Learning A "Portion Of		Healing Spells	45	Casting	70
A List"	21	Informational Spells	46	Form	70
The Learnable Portions	21	Phantasm & Illusions	47	Sound	70
Restrictions	21	Utility Spells	48	Feel	70
Extra Base Lists	22	Directed Spells	49	6.4 Criticals For	
3.3 Spell Casting	25	Ball Spells	49	Non-Attack Situations .	70
Casting Requirements	25	Mind/Mental		6.5 Healing	70
Casting Level	25	Attack Spells	49	7.0 Expanded Spell Notes	72
3.4 Power Points	27	Subconscious Spells	49	7.1 Elemental Spells	72
Hybrid Power Points	28	4.9 Definitions Of Spell		Criticals	72
Miscellaneous	29	Terms	49	Specific Elements	74
3.5 Time Required To		The Spell Description Key ..	50	7.2 Attacks against Items and	
Cast A Spell	29	Abbreviations	50	Material Integrity	76
3.6 Casting Styles	30	Spell Classes	50	Breaching	77
Channeling	30	Special Spell Codes	50	Special Spell Effects	78
Essence	30	Duration (D:)	50	Cracks Call	78
Mentalism	31	Range (R:)	51	Weapon Breakage	78
Hybrids	31	5.0 Magical Research &		Heating and	
Spell Visibility	32	Item Creation	52	Cooling Items	78
3.7 Magic Items	32	5.1 Spell Research	52	7.3 Invisibility	80
Bonus Items	32	Limitations	52	7.4 Dreams: Symbols,	
Imbedded Spell Items	34	Requirements For		Sources and Locales	81
3.8 Extraordinary		Spell Research	53	Realm Source and Dreams .	81
Spell Casting	34	Successful Research	53	Location and Dreams	82

7.5 Entities (Demons, Elementals, Spirits, etc) ...	82	Permanent Spells	87	9.0 Of The Essence	144
Summoning	82	Repeated Spell Attempts .	87	Open Lists	145
Contacts	83	Slaying Criticals For Spells	87	Closed Lists	155
7.6 Good, Evil, Dark & Light	83	"Sticky" Elemental & Phantasm/Illusion Spells .	87	Alchemist Base	165
7.7 Miscellaneous Spell Notes ..	83	Stun Relief And Awakening Spells	87	Illusionist Base	171
Alchemist Base Lists	83	Variability of Spell Duration	87	Magician Base	177
Bard Spells	83	Variability of Spells of the same name	88	Monk Base	183
Canceling a Spell	84	Wall and similar spells	88	Sorcerer Base	188
"Changing" Spells	84	8.0 Of Channeling	89	Evil Magician Base	194
Combining Spell Effects .	84	Open Spells	90	10.0 Of Mentalism	199
Conflicting Spell Effects .	84	Closed Spells	100	Open Lists	200
Curses and Diseases	84	Animist Base	110	Closed Lists	210
Death And Lifegiving	84	Cleric Base	116	Lay Healer Base	220
Encumbrance Limits For Movement Spells	85	Healer Base	122	Mentalist Base	226
Fatal Channeling Projections	85	Ranger Base	128	Seer Base	232
Haste and Speed Spells ...	86	Astrologer Base	133	Bard Base	238
Herb & Plant Spells	86	Evil Cleric Base	139	Mystic Base	243
Multiple Targets	86			Evil Mentalist Base	249
"Path" Spells	86			11.0 Tables	254

INDEX OF OPTIONAL RULES

Option 1.1: Evil Spell Users As Unique Pure Caster Professions	17
Option 1.2: Evil Spell Users As Non-Archetype Pure Caster Professions	17
Option 1.3: Evil Spell Users As Hybrid Spell Caster Professions	17
Option 1.4: Evil Spell Users As Semi-Spell Caster Professions	18
Option 1.5: Evil Spell Users As Non Spell Caster Professions	18
Option 2.1: Non Random Spell Acquisition By List Portions	22
Option 2.2: Non Random Spell Acquisition By Individual Spells	22
Option 2.3: Limits On Spell List Availability	22
Option 2.4: Expanded List Availability	23
Option 2.5: Complete List Availability	24
Option 3.1: Base Spell Casting Level Based On Power Points Used	26
Option 3.2: Elemental Spell Casting Level Based On Power Points Used	26
Option 4: Base Power Points	29
Option 5.1: Faster Instantaneous Spells	30
Option 5.2: Quick Instantaneous Spells	30
Option 5.3: Taking extra time	30
Option 6: Flamboyant Gestures	31
Option 7: Flamboyant Incantations	31
Option 8: All Spells Have Visible Casting Effects	32
Option 9.1: Faster Casting from Items	34
Option 9.2: Instant Casting from Items	34
Option 10.1: Known Spells Give ESF Bonus	34
Option 10.2: Spell Mastery Ranks Give ESF Bonus	35
Option 10.3: ESF Penalty For Casting Spells Not Normally Learned	35
Option 10.4: ESF For Overcasting Spells	35
Option 10.5: ESF For Rushed Spell Casting	35
Option 10.6: ESF For Casting in Armor	36
Option 10.7: ESF For Casting in a Helm	36
Option 10.8: ESF For Casting While Carrying Prohibited Amounts of Equipment	36
Option 10.9: ESF For Exceeding Weight Limits on Transport Spells	36
Option 10.10: ESF For Casting With No Free Hand	36
Option 11: Illusion As An Art Form	48
Option 12: Controlled Subconscious	49
Option 13.1: Charge Depletion Roll	58
Option 13.2: Limits On Magical Rings	59
Option 13.3: Imbedded Spell Casting Time	60
Option 14.1: Limiting Alchemy	63
Option 14.2: Creation Of Items By Non Spell Users	63
Character Law Option 15: Channeling Burnout When Using Spell Law	66
Character Law Option 16: Power Point Development (SP)	67
Option 15.1: Spell Mastery And Similar Spells	68
Option 15.2: Spell Mastery And Lists	68
Option 16: Limiting Spell Combinations By Spell Class	84

1.0 INTRODUCTION



Spell Law covers magic and spells in a fantasy role-playing environment. It can be used as part of the *Rolemaster* system or as the spell system for other FRP games. In the latter case, it can be used as a whole or in parts.

Spell Law provides a wide variety of options for the players. Spell users can learn a large number of spells, but can only use a few in a given time frame. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key points. To this end, *Spell Law* provides over 2000 spells based on three different realms of power (Channeling, Essence, and Mentalism) and 15 professions (i.e., character classes).

SPELL LISTS

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). The ability to cast and learn spells is closely tied to a character's level.

Spells are grouped into lists. A spell list is an ordering of spells based upon the correlation of level, intricacy, and potency. All spells in a list have common characteristics and attributes, although each may

have vastly different effects and applications. Spell lists are learned in stages as the character progresses in experience, knowledge and power. Quite often a character learns a list past their own level. In such a case, the character would know, and potentially be able to cast, a spell only when their experience level is greater than or equal to the level of that spell.

Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). There are 162 spell lists divided into:

- 15 sets of professional “base” spell lists. These spell lists are only available to characters in that profession.
- 1 set of “evil” spell lists for each realm of power. These spell lists are only available to characters in that realm.
- 1 set of “closed” spell lists for each realm of power. These spell lists are only available to characters in that realm.
- 1 set of “open” spell lists for each realm of power. These spell lists are only available to characters in that realm.

GENERAL GUIDELINES

The spells contained in this book are organized into lists that reflect the similarity and basic applications common to the individual domains. Higher-level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice associated with lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

The spell lists are also grouped in units. These collections are based on the spell users' various backgrounds within the greater realms of power. A Lay Healer's background and living experiences often differ significantly from the past life associated with a "pure" Mentalist. Thus, certain spell lists will be easier for the Mentalist to learn; correspondingly, others will seem simpler to the Lay Healer. Each character class will find that their background and early training affects their options. Nonetheless, flexibility is emphasized.

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing the Gamemaster with a framework by which they can apply spell usages to variances in their world system or specific occurrences that demand certain flexibility. This may be particularly true with regard to powerful spells.

In addition to a comprehensive set of standard rules, optional rules are provided to provide even greater detail. A Gamemaster should examine each of these rules to determine if it is appropriate for their game and world system.

Certain simplifications and organizational devices have been used to increase playability. Nonetheless, consistence and flavor are emphasized. After all, the world of spells is a rich one indeed.

INTRODUCTION FROM THE RMC TEAM

Like many people that played *Rolemaster* in its early days, I moved to it after being introduced to Role-playing through **Dungeons and Dragons**. One of the main reasons I switched to *Rolemaster*

was because of *Spell Law*. The whole system of being able to learn lists of spells and being able to cast any spell you wanted without having to decide ahead of time, which spells you were going to memorize on any particular day was a very appealing change. And, of course, the interesting and varied results that you could get on the Critical Tables always made it that much more fun!

Brent Knorr (Oblknorr) Calgary, Canada

It is possible for anyone to learn anything, giving time and use of the invaluable option that make *Spell Law* the most flexible magic system ever created for a role-playing game, from the humblest of healing spells to the most destructive incantations, *Spell Law* covers it all, resolution is quick, logical and exciting.

Spell Law can just replace your magic system and you can keep playing your existing rules, though I'm sure when you see what it can do you'd want to get the rest of the system running and exciting your imagination as soon as possible.

Andrew Ridgway (Ictus) Middleton, UK

When the friend who introduced me to *RM* handed me *Spell Law*, my initial reaction, having grown used to hard-cover rulebooks, was "This rulebook is kind of light".

His reply "That's not the rules, that's the spells" boggled my mind. 2,000 spells is a LOT of spells. I've played *RM* for years, and I cannot say that I've cast every one of them while playing. Every other fantasy game I played, not only did I probably do so, I probably had every spell in the game essentially memorized fairly quickly since there just were not that many. This was just the core rule spells, there were more.

Marc Rosen (LordMiller) New York, USA

Like most people, my first games were predominantly **AD&D** ... and my most vivid memories were the limitations on spell casting. After playing for only a short time, everyone knew what to expect from the spells ... there were no surprises. When I started playing and GMing *Rolemaster*, the huge range and variability of the spells,

and the ability of ANY character to learn them simply blew my mind.

The other change that changed our game-play considerably was the change from "Spell Slots" to a power-point base. Casters no longer had to decide at the start of the day what spells to memorize ... which led to far more inventive play.

Cormac Doyle (Cormac Doyle) Dublin, Ireland

From the newbie again: Words can't even describe how cool magic is in *RM*!

Michael Garcia (Maikeru) Oklahoma, USA

The 2000 spells definitely did it. All the realism, all the different skills, all the possibilities made *Rolemaster* attractive but that book full of spells made us LOVE *Rolemaster*! Almost everything we could imagine could be found in this book. And it also opened creative opportunities: using spells in situations they seemed not intended to be used in - the flexibility of the skills, professions, the system was continued and even expanded and enhanced with *Spell Law*.

The possibilities were innumerable and the book itself is like a "Boost Creativity" spell!

Marian Münch (munchy) Oldenburg, Germany

I remember my first real introduction to *Spell Law*. Normally I played a fighter character not much interested in spells then the GM brought out some ancient tome as treasure. After all the magic users in the group failed to decipher anything in the tome, (they all rolled horribly.) The GM said what the hell since your barbarian fighter has a rank in runes I'll let you roll to see if you can figure anything out. Why I had a rank in runes I am not to sure, but I rolled and managed to open-end to everyone's amazement. So I rolled again, and again eventually I topped out at around 450 somewhere. Everyone at the table was dumbfounded. The GM quickly recovered and promptly lets me learn any spell list up to 50th level that I wanted. Can't remember the spell list really. My character was ripped in half the next day. After that though I always went with Semi Spell Users, just for the fun of having a list or two.

Ryan Fuerst (Eiseg) Colorado, USA

We were packed tightly around the small dining room table - a group of mostly casters: a fighter, a rogue, a cleric, an illusionist, a mystic, an evil magician, and me, an animist. All vying for control of our limited copies of the 3 colored spell books: "*Of Channeling*", "*Of Essence*", and "*Of Mentalism*". For me it wasn't the sheer number of spells contained in these books, it was the Spell List concept. Spell users didn't simply memorize incantations and gestures to produce a specific effect. No, they studied a complete concept in order to gain a magical mastery over it. A Magician did not simply learn Fireball, he learned about Fire and how to manipulate and control it in a variety of manners. To me, always a caster in any game the spell lists didn't only define *Spell Law* they defined the *Rolemaster* system. I was sold. For the last 20 years it has been nothing but *Rolemaster*.

Matt Hanson (Vroomfogle), New Hampshire

1.2 ROLEMASTER

Rolemaster (RM) is ICE's complete fantasy role playing system, combining *Arms Law (AL)*, *Spell Law (SL)*, and *Character Law (ChL)*. The rules in *ChL* are intended to coordinate and combine all of the individual **RM** systems. Thus the rules in *ChL* should take precedence over the rules in the other individual products when the complete **RM** system is used. *Creatures & Treasures™ (C&T)* - ICE's compendium of information and statistics for three key elements of fantasy role-playing: creatures, treasures, and encounters. *C&T* also includes guidelines and statistics for dozens of new races.

1.3 DIE ROLLING CONVENTIONS

Each die used in *AL* is a 10-sided die that gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. However, results between 1 and 100 are the primary basis of the *SL* system (i.e., **RM** is a "percentile" system).

Note: 10-sided dice can be obtained at your local hobby and game stores, or online.

PERCENTILE ("1-100") ROLLS

1-100 Roll – Most of the rolls in *Rolemaster* are "1-100" rolls (also called "D100" rolls). To obtain a 1-100 result roll two dice together – one die is treated as the "ten's" die and the other as the "one's" die (designate before rolling, please). Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

Example: *The GM asks a player to make a 1-100 roll. The two dice are rolled; the ten's die is a "4" and the one's die is a "7". Thus the result is "47".*

Low Open-ended Roll – To obtain a "low open-ended roll" first make a 1-100 roll. A roll of 01-05 indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll.

Example: *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e., between 01 and 05). A second roll is made with a result of 97 (i.e., between 96 and 100); so a third roll is made, resulting in a 03. Thus, the low open-ended roll that the GM requested is -96 (= 04 - 97 - 03).*

High Open-ended Roll – To obtain a "high open-ended roll" first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll

is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

Example: *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e., between 96 and 100). A second roll is made with a result of 96; so a third roll is made with a result 04. Thus, the high open-ended roll that the GM requested is 199 (= 99 + 96 + 04).*

Open-ended Roll – An open-ended roll is both high open-ended and low open-ended.

NON-"1-100" ROLLS

1-10 Roll – In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "D10".

1-5 Roll – Roll one die, divide by 2 and round up ("1D5").

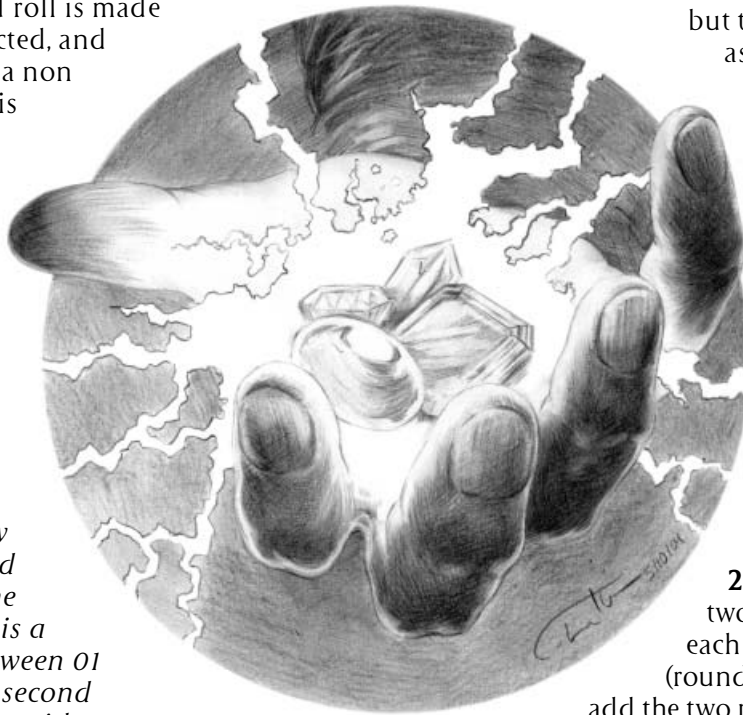
1-8 Roll – Roll one die; if the result is 9 or 10, re-roll until a 1 to 8 result occurs ("1D8").

2-10 Roll – Roll two dice, divide each result by 2 (round up), and then add the two results to obtain the "2-10" ("2D5") result.

Other Required Rolls – Any other required rolls are variants of the above.

UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate tables with a UM. For example, all weapon attacks result in a fumble if the initial unmodified 01-100 roll falls within the fumble range of the weapon.



OPTIONAL RULES

Optional rules are designated with the following symbol:



1.4 DEFINITIONS

The majority of unique terms found in *Spell Law* are not described below; rather they are usually described when they are used in the text. The terms defined below are frequently used or they are very important for using and understanding *Spell Law*.

See sections 4.6 and 4.7 for a summary of abbreviations used in *Spell Law* and for definitions of terms used in the spell descriptions.

Area Spell: An Elemental Attack spell that attacks an area rather than a specific target: *Coldball*, *Fireball*, etc.

Base Attack Spell: A spell that attacks a target, but which is *not* an elemental attack spell.

Base Spell List: A spell list that is learnable only by one specific profession.

Chance: Often in *Spell Law* an action or activity has a 'chance' of succeeding or occurring, and this chance is usually given in the form of # %. This means that if a roll (1-100) is made and the result is less than #, then the action or activity succeeds (or occurs); otherwise it fails.

Channeling: One of the realms that provide the source of power for spells, associated with faith and deities.

Closed Spell List: A spell list that is learnable only by the Pure and Hybrid spell users of the spell list's realm.

Concussion Hits: See "Hits".

Critical Strike: Unusual damage due to particularly effective elemental attacks.

Note: The term "critical" will often be used instead of "critical strike".

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, superior armor, position, and magic items.

Dice Roll: See "Roll".

Elemental Attack Spell: A spell that creates and uses fire, cold, water, ice, or electricity to attack a target. The "elements" created by these spells are real when the spell is cast.

Essence: One of the realms that provide the source of power for spells, often associated with the elements.

Experience Level (Level): A character's level is a measure of their current stage of skill development, and usually is representative of their capabilities and power.

Failure: See "Spell Failure".

Fumble: An especially ineffective attack that yields a result that is disadvantageous for the attacker.

Gamemaster (GM): The Gamemaster, judge, referee, dungeon master, etc. The person responsible for giving life to a FRP game by creating the setting, world events and other key ingredients. They interpret situations and rules, control non-player characters, and resolve conflicts.

Hits (Concussion Hits): Accumulated damage, pain and bleeding that can lead to shock, unconsciousness and sometimes death (also called "Concussion Hits"). Each character can take a certain number of hits before passing out (determined by their "Body Development" skill).

Hybrid Spell User: A spell user who can cast spells of two different realms.

Level: See "Experience Level".

Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or a risk (e.g., climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are "Moving Maneuvers" (MM), and other maneuvers are called "Static Maneuvers" (SM).

Melee: Hand-to-hand combat (i.e., combat not using projectiles, spells, or missile weapons).

Mentalism: One of the realms that provide the source of power for spells, focusing on concentration and mental effects.

Non-Spell User: A character with very little spell casting capability, but with a great deal of capability in non-spell areas.

Non-Attack Spell: A spell that does not attack a target.

Offensive Bonus (OB): Each character has an "offensive bonus" when they are using a weapon – this OB includes bonuses for the character's stats, superior weapon, skill rank, magic items, etc. This OB is added to any attack rolls that are made when they are using that weapon.

Open Spell List: A spell list that is learnable by any profession of the spell list's realm.

Orientation Roll: A roll representing a character's degree of control following an unusual action or surprise.

Parry: The use of part of a character's offensive capability to affect an opponent's attack.

Power Point Multiplier (PP Multiplier): An item that increases the wielder's inherent power points.

Power Points (PP): A number that indicates how many spells a character may intrinsically cast each day (i.e., between periods of rest). In order to cast a spell, the caster must expend a number of "power points" equal to the level of that spell.

Profession (Character Class): A character's profession is a reflection of their training and thought patterns; in game terms, it affects how much effort is required to develop skill in various areas of expertise.

Pure Spell User: A spell user who can only cast spells in one of the three realms. Most spell using professions fall into this category.

Realm: All spells and the power required to cast spells are classified in the three "realms" of power: Essence, Channeling, and Mentalism.

Resistance Roll (RR): A dice roll which determines whether or not a character successfully resists the effect of a spell, poison, disease, or some other form of adversity.

Roll: In *Spell Law* two different colored 20-sided dice are used to resolve any activity requiring a "Roll"; such dice are available

in most hobby and toy stores. Each of these dice has two sets of the numbers: 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9. These dice can be used to obtain a variety of results.

Semi-Spell User: A spell user with some spell casting capability in one realm, but also with considerable non-spell capabilities. A character is a Semi-spell user by virtue of their profession only. Non-spell users who somehow learn spells are still termed Non-spell users.

Spell Adder: An item that allows its wielder to cast a set number of spells without expending power points.

Spell Failure: This occurs when a particularly low roll is made when casting a spell; it indicates possible malfunction or backfiring of the spell.

Spell Level: The experience level necessary for a spell user to know or inherently cast that particular spell.

Spell List: A grouping and ordering of related spells based upon a correlation of level, intricacy, and potency of the spells. A character who has "learned" a spell list is able to cast a spell from that list if its level is less than or equal to their own experience level.

Stat (Characteristic): One of 10 physical and mental attributes that are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops their skills, moves, fights, takes damage, absorbs information, etc.

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a spell attempts to affect.



2.0 MAGICAL BASICS



2

Most fantasy settings have their own unique concept and definition of magic. *Rolemaster* is no different. The section below outlines the underlying concepts of the *Spell Law* magic system. Since the following material may not fit well into a particular setting, Gamemasters should feel free to change the material below to fit their game world, history, or other concepts.

2.1 HISTORY OF MAGIC

PROTO-MAGIC

At the dawn of time, mortal attempts to interact with the raw essence fields were haphazard and chaotic. Certain actions or events would cause magical effects, but with a lack of understanding these events happened randomly, and the results were equally random. Magic was more akin to a natural effect, like weather or earthquakes, something that happened around or to you, not something you did or had any control over.

RITUAL MAGIC

Certain mortals began to understand the patterns that caused these events to happen, and by a painstaking effort of trial

and error they also began to establish the causes and effects of magic. Slowly they developed complicated ritual methods for drawing on the essence fields and bending them to their will, shaping them into controlled effects. For the first time magic was harnessed by mortals in a controlled way. These rituals were often elaborate, taking much time, preparation, and effort to cause any effects at all. As a result of using magic, mortals began to draw more interest from the non-mortal. Gods, spirits, demons, and other such beings began to be drawn to mortals more often.

As this process continued, it became clear that certain people were innately better at conducting rituals than others. These "magic people" could craft stronger rituals, requiring less effort for greater results.

ARCANE MAGIC

Over time, some of these magic people began to refine their rituals down to momentary procedures, tapping almost directly and personally into the essence fields. It was a short step before these became the first true casters. Arcane

11

magic was still primal and raw, with limited understanding of the process. It was awesomely powerful, but dangerous, wild and hard to control. Faster and easier to use than ritual magic, it allowed for much greater power for these new casters, but the risks involved often resulted in their destruction.

Those who achieved true mastery of these arts could deeply manipulate the essence flows, reaching levels of power beyond most mortals. Due to the difficulty of using arcane magic, few make apt pupils of the art, and the dangers of the arcane cull the weak, foolish and unlucky. Thus, Arcane casters are rare, and masters of the art even more so.

Some further advances were made, but with few masters, and fewer willing to share their knowledge, general progress was slow. The modern structure of magic, with lists and the overall mechanism of drawing power and focusing it into effects, dates to this period of development. Arcane magic is still possible, but due to the difficulties described, is rare and difficult to learn. Those who do master it are often feared, for it is mighty indeed.

Slow progress, and a small number of very powerful casters might have continued for a long time, but outside intervention caused a major shift in casting methods.

2.2 REALM MAGIC

CHANNELING

Certain of the immortal beings attracted to mortals chose to ignore them, while others chose to oppose or assist them. In some of these closer contacts, it was discovered that it was possible to make a direct link or bond with the souls or spirits of certain mortals. This link allowed the immortal to gather the dangerous raw essence, and send it down these channels in far more controlled and manageable flows. This new, weaker but more manageable form of casting, combined with intervention from these powerful beings, meant that more mortals could become casters, and being one became far less dangerous. These affiliations often created larger associations of people, and conflicts with those affiliated with a different being. The realm of Channeling was born.

Channeling is this power of the deities and similar supernatural beings of a given world as channeled through their followers or other "bonded" spell users. It is spiritual in nature and independent of the Essence fields in the vicinity of the caster. A spell user of Channeling draws directly on the power of their deity through a connection to their spirit or soul, even though this doesn't "usually" require the conscious cooperation of the deity. Thus as long as the spell user is using relatively subtle spells (e.g., healing, detection, etc.) they may not need to directly invoke the attention of their deity, but more powerful and significant spells such as death spells and revival of the dead might require active consent of a deity, depending upon the world system being used by the Gamemaster.

Restriction: *Metal interferes with the drawing of power from deities, so no metal may be worn when casting or using a Channeling spell (any spell of this realm). In addition, only a small amount of metal may be carried on the person of a spell user of Channeling when casting or using spells. At least one free hand is needed to normally cast spells from this realm, and casting requires incantations (prayers).*

ESSENCE

Some casters chose not to affiliate themselves with any deity or similar being, or were unable to form the bond. Instead they ended up studying the way in which Channelers were able to use weaker, more controlled flows of essence to achieve safer and more reliable effects. Eventually, a breakthrough was achieved: Drawing power while using their personal aura (or anima) to filter and reduce the flows to more manageable levels created a weaker, but safer version of the raw power of Arcane magic. This allowed lesser mortals to dabble in these flows, and for more casters to survive the experience. The realm of Essence formed out of this discovery.

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, The Force, etc. A spell user of the Essence taps this power like an

Arcane, but in a much more limited manner, using their personal essence field, or aura, to limit and control the flows. The caster draws these flows, then molds them, and diverts them into their spells. Most of their powerful spells reflect the material flavor of essence drawn directly from the physical plane, and are elemental in nature: fire, earth, water, wind, light, cold, etc.

Restriction: *The more inert material that is on the person of the spell user of Essence, the more difficult it becomes to manipulate the Essence. Thus, when casting or using an Essence spell no armor, heavy clothing, or helmet may be worn. At least one free hand is needed, and incantations (words of power) are required when casting from this realm.*

MENTALISM

Other casters, instead of studying the abilities of the caster end of Channeling, chose to study the immortal beings that gathered the raw essence and sent it down the channels. While the efforts of the greater

beings like gods were often inexplicable, or so vast in scale as to be beyond mortal ability, some understanding was gained from this study. Using the force of your identity and will to gather essence was very inefficient compared to directly tapping the flows like an arcane, but made it safer. Due to the tiny scale of mortals when compared to most of these greater beings, the effects were far smaller and often more subtle. Mentalism is the result of this study, refined over time.

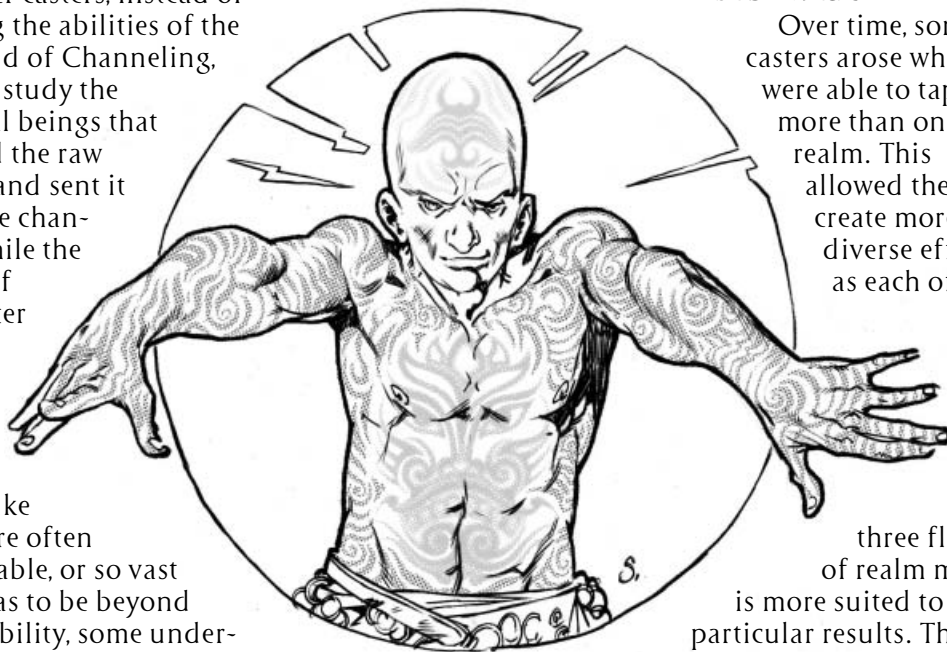
Mentalism is the power of the local Essence field drawn by will and channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, Mentalism is a very personal power and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, their spells are usually limited to the caster or to one particular target.

Restriction: *Any head covering interferes with the power of Mentalism spells, so no head covering (especially helmets) may be worn while casting or using a Mentalism spell.*

With the discovery of the three realms magic was almost at its current, modern form. Lists of spells, divided into realms, then further subdivided into Professional Base, Closed and Open lists.

HYBRID MAGIC

Over time, some casters arose who were able to tap into more than one realm. This allowed them to create more diverse effects, as each of the



three flavors of realm magic is more suited to particular results. The effort of developing two forms of control limited these casters in their ability to achieve the most powerful results of each realm, but also allowed them to create some completely new magical effects by blending and weaving the flows from two different realms together to create effects not possible using just one realm. Hybrid magic made for more power, but did not yet reach the levels of Arcane.

Hybrid magic is the blending of the power of two realms, so it also comes in three distinct flavors: Channeling-Essence, Channeling-Mentalism, and Essence-Mentalism.

Restriction: *A hybrid must abide by the restrictions of both of their realms to cast normally. If they violate the restrictions of one realm, they cannot cast the spells of that realm, or their hybrid base lists. So a Sorcerer (Channeling-Essence) burdened with lots of inorganic material would only be able to cast their pure channeling spells until they brought themselves back into compliance with the restrictions of the Essence realm.*

FUTURE MAGIC

How magic will develop past this point is speculation. Tri-realm hybrids? Technomancy? Something completely different? Only time will tell.

ARMS

Arms is not a realm of magical power and is merely mentioned here for completeness. Non-spell users are classified as concentrating on arms and are especially adept at armed combat and maneuvering. Semi-spell casters split their attention between casting and arms, making them weaker casters, but giving them other benefits.

2.3 SPELL LIST CLASSIFICATIONS

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). This section covers the use of the *Spell Law* spell lists, while information on *Rolemaster* experience levels can be found in *ChL* section 9.0.

A spell list is an ordering of spells based upon the correlation of spell level, intricacy of the spell and potency of the spell. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are learned in stages, as the character progresses in experience, knowledge and power. It is quite often the case that a character has learned a list past their own level. In such a case, the character would know, and potentially be able to cast, all the spells on that list up to

the level to which the list was known. The spell user gains the ability to cast these spells when their experience level is greater than or equal to the level of each spell.

If there is no spell on a list at a given level, it signifies that no new spell ability is gained from knowledge of that list at that level.

Note: *A spell user who learns a spell list or part thereof (see *ChL* section 7.6) immediately acquires the ability to use the spells they now know (of their level or below).*

CLASSIFICATIONS

Spell lists are classified according to their realm of power and availability to certain professions.

BASE SPELL LISTS

There are five or six Base spell lists for each spell using profession. Only members of the profession can learn these base lists. These spell lists represent professional specialties.

CLOSED SPELL LISTS

Closed spell lists involve the deepest and most powerful concepts common to each realm of magic, requiring tremendous dedication and specialization to master or learn at all. Pure spell users may learn the use of closed lists in their realms. Hybrid spell users may, with some difficulty and limitations, learn the use of closed spell lists in either or both of their two realms of power. Semi-spell users and Non spell users may not learn closed spell lists of any realm.

OPEN SPELL LISTS

Open spell lists involve the easiest concepts to master in each realm of power, although considerable dedication and research is required to learn their use. Any profession that has the realm of power as their own may learn the open lists of that realm. Hybrid spell users may learn the open spell lists associated with both of their two realms if they so desire.

EVIL SPELL LISTS

Evil spell lists are included for evil spell users in all three realms: Channeling (section 8, pp. 139-143), Essence (section 9, pp. 194-198), and Mentalism (section 10, pp. 249-253).

These lists reflect the dark sides of Essence, Channeling and Mentalism. Gamemasters should realize that this is a highly subjective and flexible concept and should reflect this in their world system. This could range from an evil spell user being perverted and manipulated by evil gods and power sources, to madness, the twisting of the mind, or the furthering of an alien agenda hostile to all mortal things. It should not merely reflect minimal effects like the disapproval of superstitious peasants. The addition of these spell lists to any profession can significantly boost power levels, so giving them without some form of cost, problem or penalty can affect game balance. More details on how to handle Evil lists can be found near the end of section 2.4.

2.4 SPELL USER CLASSIFICATIONS

Spell users are classified according to their realm of power and their profession. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a "profession". *Rolemaster* players may refer to *ChL* section 3.0 for more complete guidelines for professions.

Many "professions" are described below; however, Gamemasters may wish to create others or use those of different systems. The professions mentioned below are discussed only in terms of their spell casting capabilities and most of their other capabilities are left to whatever character development system is being used.

PURE SPELL CASTERS

Pure spell users are of professions that have concentrated solely on one realm of power. Thus, their spells are generally more powerful than those employed by other spell users.

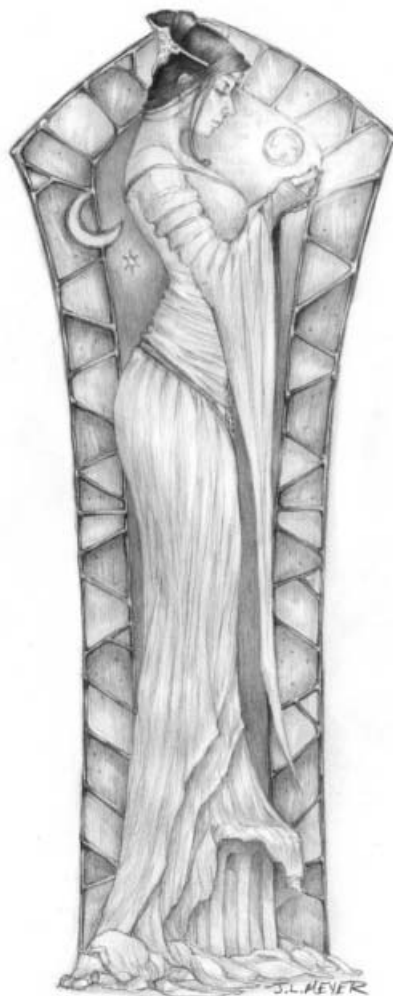
Magician – Magicians are pure spell users of Essence who have concentrated in the elemental spells. Their base spells deal mainly with elements: earth, water, air, heat (e.g., fire), cold (e.g., ice), and light (e.g., electricity).

Illusionist – Illusionists are pure spell users of Essence who have concentrated in spells of misdirection and illusion. Their basic spells deal mainly with the manipulation of elements and forces that affect the human senses: sight, sound, touch, taste, smell, mental

impulses, and the combination of these senses.

Alchemist – Alchemists are pure spell users of Essence who have concentrated in spells that can manipulate matter to form items and embed spells of all three realms, but require someone or something to cast the spell to be imbedded (if they know the spell, they can do this themselves).

Cleric – Clerics are pure spell users of Channeling who have concentrated in spells that require the most direct power from their deities. Their base spells deal directly with life, communing with deities, summoning live creatures, protection from servants of opposing deities, and direct channeling from their own deities. These spell users are the most powerful of the spell users of Channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the Gamemaster).



Animist – Animists are pure spell users of Channeling who have concentrated on spells that deal with living things (e.g., shamans or druids). Their base spells deal with plants, animals, weather, and nature in general.

Healer – Healers are pure spell users of Channeling who have concentrated on spells of self-healing and the ability to take the injuries of others upon themselves. Thus, a healer could heal a person by taking the injury of the patient upon himself and then healing this injury gradually.

Mentalist – Mentalists are pure spell users of Mentalism who have concentrated on spells that deal with the interactions of minds. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control.

Seer – Seers are pure spell users of Mentalism who have concentrated on spells that gain information through the use of mental spells. Their spells deal with precognition, and the control and modification of the senses.

Lay Healer – Lay Healers are pure spell users of Mentalism who have concentrated on spells that heal people and animals. Their base spells deal with the

specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

HYBRID SPELL CASTERS

Hybrid spell users are of professions combining two realms of power. They can obtain the power of the most potent Pure spell user only in a very restricted set of spells; however they are much more flexible in that they have access to two realms of power. When a Hybrid spell user casts a spell they must abide by the restrictions of that realm of power (only); if they are casting a Mentalism spell, they cannot be wearing a helmet, etc. When casting one of the spells from their base lists they must abide by the restrictions of both realms.

Sorcerer – Sorcerers are Hybrid spell users who combine the realms of Essence and Channeling, having concentrated on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

Astrologer – Astrologers are Hybrid spell users who combine the realms of Channeling and Mentalism; they have concentrated on spells that pertain to gathering information. Their base spells deal with detection, communing, precognition, and communication.

Mystic – Mystics are Hybrid spell users who combine the realms of Essence and Mentalism. They have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

SEMI-SPELL USERS

Semi-spell users combine a realm of power with the realm of arms. Members of these professions can only throw spells of limited potency, but are fairly adept in the use of arms.

Bard – Bards are Semi-spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, and item use.

Ranger – Rangers are Semi-spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the elements (weather).



Monk – Monks are Semi-spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities concentrate in unarmored, unarmed combat.

EVIL SPELL CASTERS

Evil spell users are always pure spell users (i.e., they have access to only one realm). The core rules only allow “Evil” versions of the archetype pure professions; they are the Evil Magician, the Evil Cleric, and the Evil Mentalist. An evil spell user has the five evil lists of their realm as their standard set of base lists as well as the six base lists of the corresponding profession for that realm (e.g., an Evil Magician would have the five “Evil Magician” lists and the six “Magician” base lists as their base lists). An evil spell user should **not** be allowed to choose additional base lists as outlined in section 3.2, as they already have eleven base lists.

Some Gamemasters may wish to have Evil casters develop their Evil lists and professional base lists in equal proportions, both to balance out their abilities and to maintain the flavor of the base profession.



OPTION 1.1: EVIL SPELL USERS AS UNIQUE PURE CASTER PROFESSIONS

With this option, the Evil Magician, Evil Cleric and Evil Mentalist are pure spell users in their own right. All skill costs would be identical to their non-evil counterparts, and the evil base lists are their professional base lists, but they do not get the 6 base lists of the normal profession. They can select additional lists as any other pure caster, as outlined in section 3.2, except they are allowed to select 5 rather than 4.

This is not a significant shift in power, but the GM should consider these professions totally fallen to Evil, and suffer the most extreme version or intensity of the problems described in section 2.3.

OPTION 1.2: EVIL SPELL USERS AS NON-ARCHETYPE PURE CASTER PROFESSIONS

Expanding beyond the Evil Magician, Evil Cleric and Evil Mentalist to allow any pure caster profession to draw on Evil lists. Evil pure spell casters get the five evil lists of their realm as base lists in addition to their six normal base lists as a pure spell caster profession. These casters are not allowed to select additional base either.

This is a minor expansion of Evil power over the core rules, more a change of flavor than a shift in power levels.

Such evil spell users would be Evil Illusionists, Evil Animists, Evil Seers, etc

OPTION 1.3: EVIL SPELL USERS AS HYBRID SPELL CASTER PROFESSIONS

If the Gamemaster allows Evil Hybrid Casters, they must decide for each such character if they are linked to the “Evil” of one or both of their realms. So a Sorcerer might have delved into books of evil in the forbidden library at the mages guild allowing them to tap into a tainted source of essence, or, alternately, they may just have made a pact with a demon or dark god, giving them access to evil channeling.

If only one realm, then they get the five Evil lists of that realm, plus their six normal base lists for their hybrid caster profession.

Some hybrids may have been steeped in the Evil side of both of their realms; perhaps our hypothetical Evil Sorcerer delved

the forbidden library AND made a demon pact, or made a pact with the god of dark magic for instance.

If they can take Evil base lists from both realms, then they get their six normal base lists plus all five Evil lists from both realms as base. This variation is very powerful, granting sixteen base lists, Gamemasters should be aware of the implications of allowing this option at all, especially for player characters.

None of these versions are allowed to select additional base lists.

This is a major expansion of Evil power, and the GM should be very careful about game balance.

Such evil hybrid spell casters would be Evil Sorcerers, Evil Astrologers, Evil Mystics, etc

OPTION 1.4: EVIL SPELL USERS AS SEMI-SPELL CASTER PROFESSIONS

Evil does not find so helpful a tool in semi-spell casters, with their more limited magical ability, but their strength in arms can make them extremely useful pawns regardless.

Evil Semi Casters can consider the evil lists of their realm as base lists, along with their normal base lists.

This is a moderate expansion of evil power, but mid range Spell List Acquisition and Power Point Development costs should make this option less dangerous to game balance than the others. Be wary of the fact that these lists are often more powerful than the base lists these professions normally have access to. These versions are not allowed to select additional base either.

Such evil semi-spell casters would be Evil Rangers, Evil Monks, Evil Bards, etc

OPTION 1.5: EVIL SPELL USERS AS NON SPELL CASTER PROFESSIONS

Even the seductive forces of Evil magic are not easy for non-spell casters. Non-spell casters who delve into evil magic can consider the Evil lists of their realm open lists.

This is a moderate expansion of evil power, but high Spell List Acquisition and Power Point Development costs should make this option less dangerous to game balance than the others. Be wary of the fact that these lists are far more powerful than the open lists these professions normally have access to. These versions are not allowed to select additional base either.

Such evil spell users would be Evil Fighters, Evil Rogues, Evil Warrior Monks, etc

NON SPELL CASTERS

Members of these professions have no inherent magical realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamemaster's discretion). Even then their spells are of very limited potency. If a Non-spell user does learn to cast spells, they are restricted to spells from one realm only. They make their choice of realm during adolescence development (see *ChL* section 2.3).

Fighter – Fighters are the primary arms specialists. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled than other Non-spell users in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells.

Thief – Thieves are specialists at maneuvering and manipulating. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at Stalking and Hiding, Climbing and Perception. They rarely wear heavy armor, although armor does not especially harm the exercising of their professional abilities.

Rogue – Rogues are characters with some expertise in thief like subterfuge abilities and more specialized knowledge of arms than that possessed by Fighters. Normally a Rogue will be almost as good as a Fighter with one weapon of their choice. The cost, in development points, of developing their thief type skills will generally not allow them to be as good in these areas as a Thief, but their flexibility is unmatched by either profession.

Warrior Monk – Warrior Monks are experts at maneuvering and martial arts. Warrior Monks learn to use normal weapons, although not as easily as others of this realm; they prefer to utilize unarmed combat using the Martial Arts attack tables.

3.0 SPELL BASICS



In *Rolemaster* spell users learn lists up to and including certain levels by developing skill ranks. This is true with all other skills in *Rolemaster* (see *ChL* section 7.0). However, this area diverges from the standard skill and bonus rules: a character who is trying to learn spells (i.e., has allocated development points to learning part of a spell list) makes a Spell Gain Roll (SGR) upon reaching each new experience level. This is a 1-100 roll (**not** open-ended) with a roll of 101+ required to successfully “learn” a portion of a list.

Spell users learn lists up to and including certain levels by “learning portions of a list”. This is the crucial point in this system and must be carefully considered by the Gamemaster. Too many “learned portions” and spell lists are obtained too easily; too few “learned portions” and not enough flexibility is obtained. The suggested number of “learned portions” is one per experience level for pure and Hybrid spell users (with a very small chance of one more—this chance should be dependent upon the effort spent leaning the list; their aptitude, time, research, etc., might affect the chance). It is suggested that Semi-spell

users be given a chance at one learned portion per level (25-50%) and perhaps a very, very slim chance (5%) for Non spell users making a special effort. No spell user may “learn a portion” of a list outside their own realm (for this purpose Non spell users should choose a realm during character generation).

3.1 DEVELOPING SKILL RANKS FOR SPELL LISTS

When a character expends development points to acquire skill ranks, they may attempt to study one, and only one, list of spells by developing skill ranks for that list (see below for the only exception). Characters may not develop skill ranks for a variety of lists and count on the luck of the dice to give them spells. A character must develop only one “list” of spells at a time.

Once they have “learned” a portion of that list (i.e., made a successful Spell Gain Roll), their skill ranks in that list drop to zero. Then they may begin to develop skill ranks in another list or new skill ranks for a higher-level portion of the same list.

The cost for developing a skill rank for a list (see *ChL* Table 07-03) varies depend-

ing on the type of spell user: 1/* for Pure and Hybrid spell users, 4/* for Semi-spell users, and 8, 10, or 20 for Non-spell users. Depending on cost, a spell user may acquire several skill ranks for a list at one time. These skill ranks represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those spells, through meditation, practice, etc. The GM must be the judge of the availability and cost of that information to the character.

Note: *a portion of a spell list may be "learned" (see section 3.2) only if the spell user has already learned all of the lower level portions of that list.*

- If a character is able to allocate development points for a total of 20 skill ranks with a list (ensuring its gain without the use of a stat bonus), they learn the first list immediately and may begin to develop skill ranks for a second spell list and are entitled to make a Spell Gain Roll for the second.
- If a character, after making an unsuccessful Spell Gain Roll, wishes to begin the study of another list, they may do so, but they forfeit all skill ranks developed for the first spell list. Such skill ranks may be neither transferred nor retained if the character wishes to switch their efforts to some other spell list. They may, if they have enough development points, allocate development points to bring the skill rank total with the first list to 20 and then begin to develop skill ranks for the second as described above.

THE SPELL GAIN ROLL (SGR)

When making a Spell Gain Roll, the character rolls 1-100 (not open-ended) and adds 5x their skill ranks in the list. A result of 101+ indicates success. Thus, 20 skill ranks guarantee that the character will "learn" part of the spell list up to a certain level. (See section 3.2)

Modification due to Skill Rank: (5 x skill rank in the list) A bonus based upon the amount of practice/training the character has performed in that particular realm, as measured by the number of skill ranks they have developed for that spell list.

If the GM chooses to use Option 14 in *ChL* section 7.6, the Spell Gain Roll may be modified by one of the character's stat bonuses. The stat bonus is based upon the character's realm of power as follows (Hybrid spell users should average the stats from their two realms of power):

Realm	Stat Bonus
Channeling	Intuition
Essence	Empathy
Mentalism	Presence

An Unsuccessful Roll: If the SGR is not successful (i.e., less than 100), the skill ranks are not lost; rather it just means that the character has not gained a complete understanding of the forces to be utilized. After they have had time to "ponder their experiences" and have gained further "understanding of the universe" (i.e., when their experience level increases), they may make another Spell Gain Roll, gaining the full benefit of their skill ranks in the list (which they may increase by further development in the meantime). Eventually the character will learn of part of the spell list (assuming they survive and continues to advance in experience levels).

A Successful Roll: Once a successful Spell Gain Roll is made, the character is considered to have learned the use of



the spells on the portion of the list that they were studying. They may then use those spells as long as such use complies with other rules for their use (power points, time requirements, etc.). The number of skill ranks in that list is reduced to zero. The character may develop more skill ranks for that list, but they apply to learning a higher-level portion of the list.

3.2 LEARNING A “PORTION OF A LIST”

When a Spell Gain Roll for a spell list is successfully made, the character may learn some of the spells on that list (called a “Portion of that list”). The spell user may learn from one to ten new Spells for each successful Spell Gain Roll. The number and levels of the Spells learned are dependent upon:

- The profession of the spell user (see section 2.4).
- Their realm of power (see section 2.2).
- The classification of the list “learned” (see section 2.3).
- The portions of that list that they have already learned.

Remember that the spell user does not gain the ability to cast a spell until their experience level equals or exceeds its level. Even then they must abide by all the normal restrictions for casting spells.

THE LEARNABLE PORTIONS

There are five Portions of spell lists that may be learned. Generally a spell user will be restricted to learning only certain Portions of certain lists (reflecting the relative difficulty of learning these lists).

“A” Portion: An “A” Portion includes all spells on the list up to and including level 5 (1-5th level).

“B” Portion: A “B” Portion includes all spells on the list up to and including level 10 (1-10th level).

“C” Portion: A “C” Portion can only be learned if an “A” Portion has already been learned for the spell list and the spell user is level 5 or higher. (In effect, they can already cast the spells of lower level than the ones they are attempting to learn). A “C” Portion includes all

spells on the list up to and including level 10 (5-10th level).

“D” Portion: A “D” Portion can only be learned if a “B” Portion has already been learned for the spell list and the spell user is level 10 or higher. A “D” Portion includes all spells on the list through level 20 (10-20th level).

“E” Portion: An “E” Portion can only be learned if the spells on the list have already been learned to level 20 (through a “B” Portion and a “D” Portion previously learned). This Portion includes a single 25th, 30th or 50th level spell. All spells of lower level on this list must have already been learned (including the 25th level spell if the 30th level spell is the one being learned, or both of the above if a 50th level spell is the one to be learned). In addition, the spell user must be at least the same level as that of the spell being learned.

RESTRICTIONS

Spell users may only learn certain “Portions” of spell lists (see above), based upon their realm, their profession and the classification of the list they wish to learn. These restrictions are summarized in the following table:

03-01 SPELL LIST RESTRICTIONS			
Type	Base List	Open List	Closed List
Pure Spell Users	B,D,E	B,D	B, D
Hybrid Spell Users	B,D,E	B	A,C
Semi Spell Users	B,D,E	A,C	—
Non Spell Users	—	A	—

The learning ability listed for Non spell users is meant to be an upper limit to their spell casting abilities, and the GM may find it advisable to curb even this potential. Remember that the restrictions on casting a spell must always be taken into account, even after the spell is known and the caster has reached the necessary level.

Example: Suppose Molnar the Magician reaches 26th level, and knows one of his base lists to level 20, one of his closed lists to level 20 and another to level 10. When he “learns a portion of a list”, he can (a) learn a new

spell list up to and including 10th level, (b) learn the 25th level spell on the base list he already knows to 20th level, or (c) learn the 11th-20th level spells on the second closed list (the one he already knows to 10th level). Note that because the other closed list is not a base list, he could not learn its 25th spell as a type "E" portion.

EXTRA BASE LISTS

A Pure spell user may select any four lists in their realm to be classified as base lists along with those normally associated with their profession (i.e., they may learn type "E" portions in these four additional lists). These lists may vary from character to character, but they must be picked when a character starts play and cannot be changed thereafter.

Note: We strongly suggest that these additional base lists only be chosen from the open and closed lists from the spell user's realm, and not from the base lists of other professions

OPTION 2.1: NON RANDOM SPELL ACQUISITION BY LIST PORTIONS

Gamemasters may wish to eliminate the random factor in spell list acquisition, by allowing casters to automatically learn spell list portions by purchasing a set number of ranks in the list. If this option is used, skip the spell gain roll, as the caster automatically succeeds.

"A" portions cost 5 ranks; "B" portions cost 10 ranks, "C" portions cost 5 ranks, "D" portions cost 10 ranks. "E" portions are handled somewhat differently; a 25th level spell costs 5 ranks, a 30th level spell costs 5 ranks, and a 50th level spell costs 20 ranks.

Characters may place less than the required number of ranks into a list portion, but if they do they do not gain any spells until, at a later level, they purchase enough additional ranks to reach the full portion requirement, at which time they gain the full portion automatically. If a character begins purchasing ranks for a new list portion before completing one already started, all ranks in the list portion partially learned and abandoned are lost.

The list portions must still be purchased in the proper order. The character must learn the portions from lowest level to highest level.

Characters may purchase ranks on up to two list portions per level using this option. The ranks on the second portion may only be purchased if the character has completed purchasing all the ranks required to gain the first portion successfully.

All spell rank costs for Pure and Hybrid casters are doubled for balance purposes, thus a listed cost of 1/* becomes 2/*. Costs for other professions remain the same.

OPTION 2.2: NON RANDOM SPELL ACQUISITION BY INDIVIDUAL SPELLS

Inspired by the spell list acquisition system in *RMSS/FRP*, this option allows the greatest flexibility and granularity in spell list acquisition of the options presented in this book.

Characters can purchase individual spells from their lists, there is no spell gain roll, and the caster gains access to the spells on the list up to a level equal to the number of ranks they have purchased. So if a caster has 9 ranks in a list, they can cast all the spells on that list up to and including the 9th level spell. This means that if a list has empty slots, they still must purchase enough ranks to reach the level of the next spell, they cannot "skip" the empty slots.

The following restrictions apply:

- Characters may only purchase up to 3 ranks per list, per level.
- All spell rank costs for Pure and Hybrid casters are doubled for balance purposes, thus a listed cost of 1/* becomes 2/*. Costs for other professions remain the same.
- Characters may purchase ranks on up to 5 different lists at normal cost, ranks for the 6th through 10th lists cost x2 DP per rank, ranks for lists beyond the 10th list cost x4 DP per rank.

OPTION 2.3: LIMITS ON SPELL LIST AVAILABILITY

A Gamemaster may wish to make certain spell lists harder to learn than others for a variety of reasons. This can be done by making certain lists unavailable in certain cultures, or by making them very difficult or expensive to obtain access to.

Example: *Desert nomad Mentalists might have some trouble attempting to learn the Liquid Alteration list – not particularly common in their culture.*

Another approach could be to make access to guilds or craft associations, who might control certain lists, and guard their trade secrets from all but initiates. Some arts of magic (lists) might be found only in rare, ancient tomes.

There are a variety of approaches to limiting the flow of magical knowledge, and the one used by any particular GM will be dependent upon their world system. However, there should always be certain lists that are more or less “common knowledge” for members of each profession; usually these will be the Base Lists of each profession.

The GM is free to alter the lists available, or modify the DP costs, to make magic fit their game world. However, it is highly recommended that the GM fully document any such changes and inform his players before the start of the campaign.

OPTION 2.4: EXPANDED LIST AVAILABILITY

Certain characters can normally only learn certain portions of lists as specified in section 3.2. These rules remove some of these restrictions by providing increased development cost for the previously prohibited portions.

The normal *Rolemaster* development costs for learning portions of spell lists are given in *ChL* Table 07-03 (e.g., Pure and Hybrid spell users, 1/*; Semi-spell users, 4/*; Non spell users, 8, 10 or 20). The table to the right gives the cost for learning portions of spell lists normally prohibited to certain spell users.

Even if this optional rule is used to allow a spell user to learn a spell list in a “different” realm, all spells are still cast using the caster’s single power point total. The caster is forcing their form of essence (magic) to create effects like those of the other realms. For the purposes of all effects, the spells should be considered to be of the caster’s professional realm. Thus, if a Magician learns an open Channeling list via this option, it is cancelled, dispelled or resisted against as if it were an Essence Spell. This does not mean that the caster can turn around and teach the list as if it were of their realm, it is still an experimental, distorted version of the original list,

only through spell research (See section 5.1) and with the GMs approval, could a stable version of the list that is actually “of” the new realm be created.

This option does not overrule the GM, and if they decide a particular list or individual spell must be cast from a particular realm, no amount of DP will make it work. So if the GM says that “Lifegiving” must be cast by a Channeler, that means that an Essence user may learn the list “Life Mastery” but will be unable to cast the 5 “Lifegiving” spells, or “Lifegiving true”.

Note: *If Option 10.3 is used (and we suggest you use it if you use this optional rule), an Extraordinary Spell Failure (ESF) roll with a 20 modification is required to cast a spell from a portion of a list which the caster could not normally learn as indicated in section 3.4.*

03-02 Expanded List Availability

List Type	Portion Type	Spell User Type			
		Pure	Hybrid	Semi	Non
Open, same realm	A	—	—	4/*	1x
	B	1/*	1/*	—	—
	C	—	—	4/*	2x
	D	1/*	3/*	10	—
	E	2/*	10	20	—
Closed, same realm	A	—	1/*	8/*	2x
	B	1/*	—	—	—
	C	—	1/*	15	4x
	D	1/*	4/*	30	—
	E	3/*	20	—	—
Base, not own, same realm	A	3/*	4/*	20	—
	B	—	—	—	—
	C	4/*	5/*	—	—
	D	10	20	—	—
	E	20	—	—	—
Open, different realm	A	4/*	5/*	10	3x
	B	—	—	—	—
	C	15	20	—	—
	D	30	30	—	—
	E	—	—	—	—
Closed, different realm	A	10	10	20	—
	C	30	30	—	—
	B, D, E	—	—	—	—
Base, different realm	A	30	30	—	—
	B, C	—	—	—	—
	D, E	—	—	—	—

OPTION 2.5: COMPLETE LIST AVAILABILITY

With this option, any profession can learn any spell list they gain access to, they just become more expensive as they get further from the normal list availability in the core rules.

As with Option 2.5 above, all spells from other realms are cast as the caster's base realms, and any restrictions established by the GM override this Option.

Some of the costs given on Table 03-03 make it virtually impossible for characters to make certain selections. Characters may not "bank" DP between levels, so if the cost on the table exceeds an entire level worth of DP for a character, they cannot purchase ranks in that portion of a list. Characters may not

purchase fractions of a rank across multiple levels either; they must have enough DP to purchase one whole rank in one level.

These numbers are given for campaigns where the Gamemaster uses higher than normal DP levels, to give a DP cost for GMs who allow lists to be acquired through time based training, or to give the GM an idea of the value of list "granted" through extraordinary means like divine intervention.

Note: *If Option 10.3 is used (and we suggest you use it if you use this optional rule), an Extraordinary Spell Failure (ESF) roll with a 20 modification is required to cast a spell from a portion of a list which the caster could not normally learn as indicated in section 3.2.*

03-03 COMPLETE SPELL LIST AVAILABILITY

	Skill Rank No. Being Developed	Pure	Hybrid	Semi	Non	Fighter	Thief	Rogue	Warrior Monk
OWN REALM:									
Own Base Lists	1+	1/*	1/*	4/*	-	-	-	-	-
Open Lists	1-5	1/*	1/*	4/*	1x	20	10	8	10
	6-10	1/*	1/*	4/*	2x	40	20	16	20
	11-15	1/*	3/*	10	3x	60	30	24	30
	16-20	1/*	3/*	10	4x	80	40	32	40
	21+	2/*	10	20	5x	100	50	40	50
Closed Lists	1-5	1/*	1/*	8/*	2x	40	20	16	20
	6-10	1/*	1/*	15	4x	80	40	32	40
	11-15	1/*	4/*	30	6x	120	60	48	60
	16-20	1/*	4/*	40	8x	160	80	64	80
	21+	3/*	20	60	16x	200	100	80	100
Other Profession Base Lists	1-5	3/*	4/*	20	4x	80	40	64	40
	6-10	4/*	5/*	30	8x	160	80	128	80
	11-15	10	20	60	12x	240	120	192	120
	16-20	12	30	80	16x	320	160	256	160
	21+	20	60	100	20x	400	200	320	200
OTHER REALM:									
Open Lists	1-5	4/*	5/*	10	3x	60	30	24	30
	6-10	15	20	40	6x	120	60	48	60
	11-15	25	30	80	9x	180	90	72	90
	16-20	40	30	100	12x	240	120	96	120
	21+	60	60	120	15x	300	150	120	150
Closed Lists	1-5	10	10	20	5x	100	50	40	50
	6-10	30	30	50	10x	200	100	80	100
	11-15	45	45	80	15x	300	150	120	150
	16-20	60	60	100	20x	400	300	160	300
	21+	80	80	120	25x	500	450	200	450
Other Profession Base Lists	1-5	30	30	50	6x	120	60	48	60
	6-10	60	60	90	12x	240	120	96	120
	11-15	90	90	120	18x	360	180	144	180
	16-20	110	110	140	24x	480	240	192	240
	21+	130	130	160	30x	600	300	240	300

3.3 SPELL CASTING

Once a caster knows a list to a given level, they can cast those spells that are their level or lower. However, a caster is restricted in how long it takes to cast a spell and how many spells they can cast before resting.

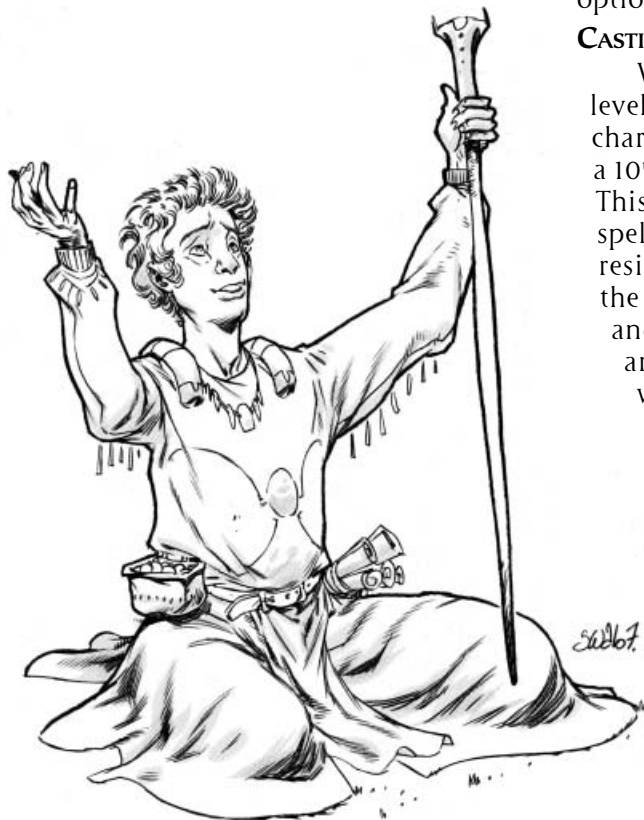
The number of spells that can be cast by a character is dependent upon their power points (PPs) and the level of the spells cast. The number of power points expended to cast a spell is equal to the level of the spell (e.g., a 5th level spell costs 5 power points to cast). Power points, once used, can be only be regained by a period of sleep or meditation (usually around 8 hours).

CASTING REQUIREMENTS

Casting generally has a few minimum requirements, based on realm and there is no evading these rules, a caster in violation of them cannot cast at all.

These are the restrictions on spell casting:

- The spell level must be equal to or lower than the caster's level (see below).
- The caster must have enough power points to cast the spell per section 3.4.



- The spell must be prepared for the number of rounds specified in section 3.5.
- For Essence spells, the caster is assumed to have one hand free, is able to speak clearly, is wearing no armor, is wearing no helmet, and has less than 20 lbs. of organic material and less than 5 lbs. of metal on his person. See section 3.6 for more information on the basic Essence Casting Style.
- For Channeling spells, the caster is assumed to have one hand free, is able to speak clearly, is not wearing metal armor, is not wearing a metal head covering, and has less than 10 lbs. of metal on his person. See section 3.6 for more information on the Channeling Casting Style.
- For Mentalism spell, the caster is assumed to be wearing no head covering and to have one hand free. See section 3.6 for more information on the Mentalism Casting Style.

Should any of the above conditions not be fully met, then the character will be totally unable to cast a spell unless one or more of the Extraordinary Spell Casting options from section 3.8 are in use.

CASTING LEVEL

When a spell is cast, it has a casting level equal to the level of experience of the character casting it. Thus, any spell cast by a 10th level caster has a casting level of 10. This determines the effectiveness in the spell in many ways; if the spell allows a resistance roll, it is resisted at this level on the resistance roll table (see section 4.2), and any level based variables of the spell are set at the casting level. So, a spell with a 10' radius per level will have a 100' radius if cast by a 10th level caster (10' radius x casting level of 10).

If a spell caster has learned a spell that is higher than their level, they cannot cast it, even though they know it. They must wait until they gain a level or levels, so that their level is equal to or higher than the spell level.

OPTION 3.1: BASE SPELL CASTING LEVEL BASED ON POWER POINTS USED

If this optional rule is used, the casting level of a spell is equal to the number of power points the caster expends to cast the spell and not the level of the caster. To cast a spell, the caster must still use at least a number of PPs equal to the level of the spell. However, a spell caster has the option to use more PPs than the level of the spell cast in order to make the spell more potent (reflecting the same capacity of the higher level spell user to be more effective, but requiring effort to reach this higher level of effectiveness).

The casting level is used to determine all level based effects of the spell. It is resisted at this casting level on the RR table, and all X/Level factors of the spell are based on this level.

Example: The duration of Charm Kind off of the Spirit Mastery List is 1 hour per level, so if a caster used 4 PP to cast Charm kind, it would be resisted as 4th level, and the duration would be 4 hours.

To cast a spell, the caster must still use **at least** a number of PPs equal to the level of the spell.

A spell cast using the bonus from a spell adder is considered to have a casting level equal to the level of the caster **or** the level to which they have learned the list containing that spell, *whichever is lower*.

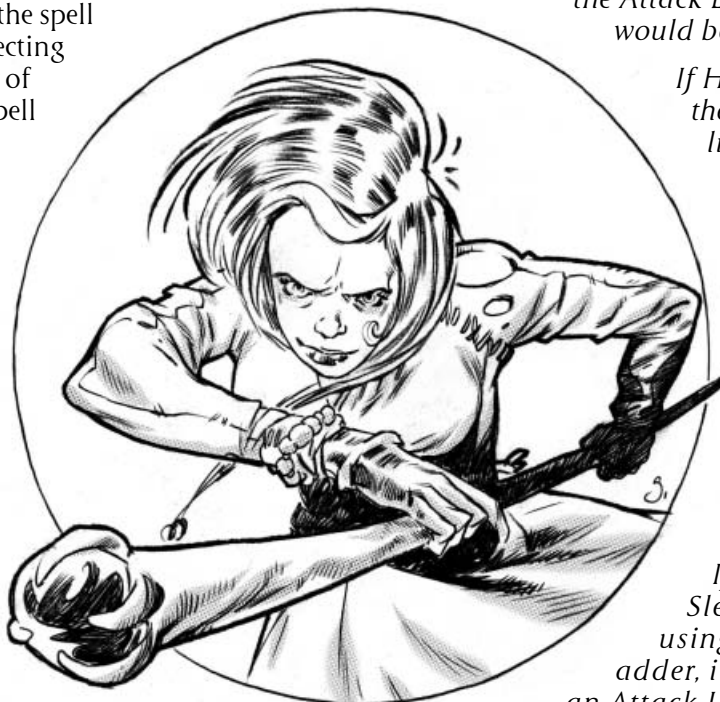
A spell cast from an item (imbedded spell) cannot be supplemented by additional PPs from the wielder.

RESTRICTIONS ON PPS USED WITH THIS OPTION

A caster may not expend a number of PPs greater than their level. (Unless the Overcasting Option 10.4 is being used.)

A caster may not expend a number of PPs greater than the level to which they have learned the list containing that spell.

Example: Suppose Harcourt, a 16th level Magician who has learned the Spirit Mastery list to 10th level wishes to cast a 1st level Sleep V spell. He may vary the Attack Level of that spell from 1 to 10 by putting that number of PPs into the spell. If he used 7 PPs, the Attack Level of the spell would be 7.



If Harcourt knew the Spirit Mastery list to 20th level he could vary the attack level of the same Sleep V spell from 1 to 16 (not 20 because he can only put a maximum of 16 PPs - his level - into the spell).

If he cast the Sleep V spell using a +2 spell adder, it would have an Attack Level of 16. If he cast the same spell from a Wand of Sleep, its Attack Level would be 1.

OPTION 3.2: ELEMENTAL SPELL CASTING LEVEL BASED ON POWER POINTS USED

Elemental attack spells require a different mechanic, since they usually are not resisted. If the level affects any factors in the spell, like range, area of effect or duration, then the PP used determines the casting level just as in the example above.

Beyond those effects, the additional power points increase the concussion-hit damage delivered by an elemental attack spell. To obtain the increased concussion hit total, multiply the normal hits by the PPs expended divided by the spell level (rounded down).

Increased Hits = [normal hits] x [(PPs expended / spell level) rounded down]

- To cast a spell, the caster must still use at least a number of PPs equal to the level of the spell.
- A spell cast using the bonus from a spell adder is considered to have PPs expended equal to the level of the caster or the level to which they have learned the list containing that spell, whichever is lower.
- A spell cast from an item (imbedded spell) cannot be supplemented by additional PPs from the wielder.
- Critical strikes are not affected in any way by this modification of casting level.

RESTRICTIONS ON POWER POINTS USED WITH THIS OPTION

- A caster may not expend a number of PPs greater than their own level. (Unless the "ESF Overcasting Option 10.4 is being used.")

Note: *If the Power Point Development Option is being used, caster may not expend a number of PP's greater than the number of ranks in PP Dev that they have developed. This limit may not be superseded by the ESF Overcasting rules.*

- A caster may not expend a number of PPs greater than the level to which they have learned the list containing that spell.

Example: *Aurin, a 22nd level Magician who knows the Fire Law list to 20th level wishes to cast a Fire Bolt. He has a choice of how many PPs he wants to put into the spell, from 6 (the spell's level) to 20 (the level to which he knows the Fire Law list.*

If he used just 6-11 PPs, he would inflict normal concussion damage on the target. If he used 12-18 PPs to cast the spell, he would inflict double damage (a 12C result would be treated as a 24C result (note that the critical strike is not modified in any way, nor is any damage resulting from it).

If he used 18-20 PPs, he would inflict three times the normal damage (a 36C instead of a 12C).

(Some Gamemasters may wish to do the more granular math, in which case 9 PPs would inflict x1.5 concussion hits. $9/6 = 1.5$).

If he used a +2 spell adder, the PPs expended would be 20 and thus the

spell would inflict three times the normal damage (a 36C instead of a 12C).

If Aurin cast a Fire Bolt from a Wand of Fire Bolts, the PPs expended would be 6 (the minimum necessary to cast the spell).

A spell cast using the bonus from a spell adder is considered to have PPs expended equal to the level of the caster.

A spell cast from an item (imbedded spell) is considered to have PPs expended equal to the level of the spell cast.

3.4 POWER POINTS

Spells expend power points when they are cast, equal to their spell level, so a 5th level spell expends 5 power points. If a caster doesn't have the power points needed to cast the spell, they cannot cast it. Casters cannot partially power a spell for partial effect; any attempts to cast a spell that the caster has insufficient power points for will automatically fail (No casting roll, no spell failure roll).

Each spell user has a number of power points based upon their experience level and one of their stats (see *Table 03-04*). For a character of extraordinary faculties it could be as high as three or four power points for each experience level. (*Table 03-05* summarizes the number of power points per level a character has available.) The applicable stat is based upon the character's realm of power as follows (Hybrid spell users should average the stat from their two realms of power):

03-04 PP STAT REALM

Realm	PP Stat
Channeling	Intuition
Essence	Empathy
Mentalism	Presence

Note: *For a PP stat, non-Rolemaster GMs may use Empathy or Intelligence for Essence, Intuition or Wisdom for Channeling, and Presence or Charisma for Mentalism. A Gamemaster who is using a 2-12 or a 3-18 stat system may use the appropriate column on the Stat Bonus Table to obtain a character's power points per level. This is dependent upon their game's character creation system, but for a character of*

extraordinary faculties it could be as high as three or four points.

Example: If Anselm, a 15th level Cleric had an Intuition (Wisdom) of 92 (or 15 under a 3-18 system), then he would have 15 power points each day (1/level x 15th level). If his Intuition were 95 (or 16), then he would have 30 (2x15) PPs per day. If his Intuition were 100 (or 18), he would have 45 (3x 15) PPs per day.

Assuming the last PP total (45) Anselm could cast 3 of his highest-level spells (15th); or 4 of his 10th level spells and a 5th level spell, or any combination of spell levels adding to 45.

Note: Certain skills and spells allow the transfer of PPs between characters; a character can contain no more than twice their normal PP maximum.

Note: The optional Power Point Development skill uses a different method to determine power points (see section 6.2)

03-05 MASTER STAT TABLE

Unusual Personal characteristics such as high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat" ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Additional columns are present to indicate the number of development points the character gets from his particular statistic and the number of power points/level provided by that "stat" if it is the prime requisite for his type of spell casting. Note that Character Development Statistics do not give power points; thus, each spell realm has one characteristic from which power points may be derived:

Empathy for Essence
Intuition for Channeling
Presence for Mentalism

Hybrid spell users average the statistics pertaining to their two spell using realms, and derive their spell points from this average.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat	Bonus on D100	Bonus on D20	Development Points	Power Points	3-18 Stat.	2-12 Stat.
102+	+35	+7	11	4	20 +	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	11
90-94	+10	+2	8	1	15	11
85-89	+5	+1	8	1	14	10
75-84	+5	+1	7	1	13	9
60-74	0	0	6	0	12	8
40-59	0	0	5	0	10-11	7
25-39	0	0	4	0	9	6
15-24	-5	-1	3	0	8	5
10-14	-5	-1	2	0	7	4
5-9	-10	-2	2	0	6	3
3-4	-15	-3	1	0	5	2
2	-20	-4	1	0	4	2
1	-25	-4	1	0	4	2

HYBRID POWER POINTS

Inherent power points for Hybrid spell users are obtained by averaging the PP stats for their two realms of power. That "averaged stat" is then used to look up the PPs per level from the *Master Stat Table 03-05*. A Hybrid spell user can still utilize only one bonus item between periods of rest, but they can use an item from either of their realms of power. However an item keyed to only one realm will only work on spells from that realm, so a Hybrid spell user would need a special item keyed to their combination of realms to use the bonus on their base spells. Such an item will work on spells from either of their realms and their base spells. If a multiplying item from one of the two realms involved is being used by the hybrid, only the power points they naturally had available could be used outside that realm.

Example: Suppose Khabal, a 10th level Mystic (a Hybrid of Essence and Mentalism) had an Empathy (Intelligence) of 91 (or 15 on 3-18) and a Presence (Charisma) of 97 (or 16). He would average the 91 and 97 to get a 94. (If 3-18 stats are being used, it is suggested that they be converted to the appropriate percentage stats and averaged in that form to yield "pseudo stat" for the determination of power points available.) His averaged stat of 94 indicates he has 1 pp per level for a total of 10 PPs, which he might use to cast any spell he knew and could normally cast.

MISCELLANEOUS

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a Cleric's deity might result in increased power points, or areas of rich or poor Essence might exist on a world that would affect a Magician's power points. These factors, and any bonuses or penalties to power points they impose, should be determined by the Gamemaster.

☯ OPTION 4: BASE POWER POINTS ☯

Characters in Rolemaster begin with a low number of power points. Some GMs may find this too low, but not want to include such devices as Power Point Multipliers. Using this option, characters will begin play with a base number of power points.

To determine how many Base Power Points a character has, use the following formula:

10 + (Realm Stat Bonus/10 (rounded up) + Normal Level Based PPs

The "Normal Level Based PPs" is the normal method for determining power points explained in section 3.4. This means that a character with a Realm stat of 95 will have 14 (10 + 2 [15/10 rounded up] + 2 [normal number of PP gained per level]) at first level.

3.5 TIME REQUIRED TO CAST A SPELL

The time required to cast a spell will be described in terms of rounds. (Rolemaster uses 10-second rounds, but this may vary if using a different system). The

time required to cast a spell is based on the level of the spell user and the spell they are trying to cast. Most spells become easier to throw as the caster becomes more familiar with them, a factor that is reflected in game terms by comparing their level to that of the spell being cast.

During spell preparation, a spell caster must concentrate and be relatively inactive (90% activity, leaving 10% of normal activity or movement allowed).

On the round of spell effect (i.e., when it is actually "cast" or "thrown") a spell caster uses 75% activity, and so only has 25% left (which means they may not cast another spell). If a caster is downed, stunned, or killed during preparation, or in the casting round before their casting action takes place, the spell is canceled but no power points are expended.

Class III Spells – Class III spells require 3 rounds to cast; two rounds of preparation, and one round for effect. Class III spells have a level equal to the caster, one level less, or two levels less (e.g., a spell user of level 7 would have all of their 5th, 6th and 7th level spells as Class III spells).



Class II Spells – Class II spells require two rounds to cast; one round of preparation, and one round for effect. Class II spells have a level of three less than the caster, four less than the caster, or five less than the caster (e.g., a spell user of level 7 would have all of their 2nd, 3rd, and 4th level spells as Class II spells).

Class I Spells – Class I spells require one round to cast; zero rounds to prepare, and one round for effect. Class I spells have a level of at least 6 less than the caster (e.g., our hypothetical level 7 spell user would have all their 1st level spells as class one spells, when they advanced to 8th level, their 2nd level spells will become class I spells too, etc.).

Instantaneous Spells – Instantaneous spells require one round to cast; zero rounds to prepare, and one round for effect. All instantaneous spells are marked as such in the spell tables and notes. Unlike class I spells, these spells are always cast at 75% activity, regardless of caster level. These spells are always considered short actions, casting at 10% activity, the remaining 65% activity being recovery from the strain of snapping off a spell so fast.



OPTION 5.1: FASTER INSTANTANEOUS SPELLS



A Gamemaster may wish to allow instantaneous spells to be cast at 50% activity. (10% cast and 40% recovery) If this option is chosen, the GM should still only allow one spell to be cast per round. This does make it possible to cast an instant and attack or fire in the same round.



OPTION 5.2: QUICK INSTANTANEOUS SPELLS



A Gamemaster may wish to allow instantaneous spells to be cast at 10% activity, with no recovery time. If this option is chosen, the GM should still only allow one spell to be cast per round. This does make it possible to cast an instant and attack or fire in the same round with almost no penalty.



OPTION 5.3: TAKING EXTRA TIME



Casters may choose to take extra preparation rounds beyond the requirements to cast a spell. For every extra round of preparation, the caster may add +10 to the EAR of an elemental attack spell (max +30),

+5 to the BAR of a non-elemental attack spell (max +20), or +5 to the Base-casting roll of non-attack spells (max +20).

3.6 CASTING STYLES

While the three realms share the list structure, level progression and power points systems, each realm has a distinct method of drawing magical essence, then shaping it and casting spells. These differences can be categorized into 3 areas:

- **Source:** Where their power comes from, and how this affects them.
- **Gestures:** The motions of the body needed for casting.
- **Incantations:** The verbal component of spell casting.

CHANNELING

Channeling casters draw their power from their deity, so local fluctuations in the essence field, or even the absence of a local essence field will have no effects on their ability to cast. Metal seems to interfere with their divine connection, so when casting a Channeling spell, the caster must wear no metal armor, no metal head covering, and have less than 10 lbs of metal material on their person. More importantly their ability to draw power is based on their relationship with their deity, so their actions and behavior can have serious impact on their ability to draw power or cast. (This varies from setting to setting, and should be made clear to the player by the GM during character generation.)

All Channeling spells require gestures, related to prayer, ranging from hands raised to the heavens, clasped in prayer, or pointed at or touching the target (laying on hands). Some religions and/or certain spells may require the presentation of a holy symbol (focus). In game terms, at least one hand must be free and available for casting. (A hand holding a holy symbol is considered "free" for casting purposes).

All Channeling spells also require incantations, in the form of prayer, generally invoking the name or title of their deity and a request for the specific effect (spell). Often, but not always, this is done in a special "holy" language that may not be known to laymen. These may be murmured or whispered, but they must be audible to those in the immediate vicinity of the caster.

ESSENCE

Essence users directly draw on local essence fields via their aura, as a result they

are susceptible to fluctuations in the field, and cannot cast without a local field. They must keep as much of their body unobstructed to allow clean contact between their aura and the field. When casting an Essence spell, the caster must wear no armor, no helmet, less than 20 lbs of organic material their person, and have less than 5 lbs of inorganic material on their person.

All Essence spells require gestures, sometimes as simple as pointing at the target, but sometimes involving complicated sweeping motions of the arms, or sign language like finger manipulations. Some schools of the essence make use of magical tools like wands or staves (focus). In game terms, at least one hand must be free and available for casting. (A hand holding a magical tool is considered "free" for casting purposes).

All Essence spells also require incantations, in the form of words of power, invoking forces and elements related to the field of study of the caster. Sometimes these incantations are made in esoteric languages or mathematics relating to the study of magic. These may be murmured or whispered, but they must be audible to those in the immediate vicinity of the caster.

MENTALISM

Mentalism users directly draw on the local essence fields via their will, so while they are also susceptible to fluctuations in the field, and cannot cast without one, they

have far less equipment restrictions than Essence casters. Since they are only drawing power through their minds, they may not wear any form of head covering.

Mentalism users are also required to have at least one hand free to be able to make required gestures. These are small gestures, and easily kept discreet. These gestures are often comprised of small gestures or pointing, nothing as elaborate as the gestures required by Essence and Channeling casters.

HYBRIDS

When casting a Hybrid spell, the caster must abide by the style restrictions for both the realms involved. If they are casting a single realm spell, they must follow the style restrictions of just that realm.

OPTION 6: FLAMBOYANT GESTURES

Using this option, casters can use both hands, and make obvious casting gestures to get a bonus to casting. This gives a +10 bonus to EAR for elemental spells, +5 for all BAR and non-attack spells. Anyone observing the caster is aware that they are casting.

OPTION 7: FLAMBOYANT INCANTATIONS

Using this option, casters can make loud and obvious casting incantations, to get a bonus to casting. (By obvious, we mean shouting, screaming, orating, or declaiming as loud as they can.) This gives a +5 bonus to EAR for elemental spells, or



+10 for all BAR and non-attack spells. Anyone in hearing range of the caster is aware that someone is casting, anyone who can both hear and see the caster knows exactly who is casting. (Mentalism casters are not required to use incantations, so they gain no benefit from using loud and flamboyant incantations.)

SPELL VISIBILITY

Spells are not presumed to have visible or audible effects per the core rules, unless the spell effect says so, or the spell creates something tangible, visible, or noisy (Many spells do just that). Still, casters need to make gestures with at least one hand to cast, and someone watching for this may notice. Needless to say, if a bolt of fire springs from a caster's hand and strikes someone, it doesn't seem likely that anyone will assume this is a freak natural event. Casters can make efforts to remain covert in casting, the best options being to cast from hiding, or at long range, or to use a distraction. (Mentalism casters only use discreet gestures. With no incantations, they are the most inherently subtle casters.)



OPTION 8: ALL SPELLS HAVE VISIBLE CASTING EFFECTS



Using this option, all spells are visible in the round they are cast, as the bending and distortion of the local essence field causes a visible glow. This glow will reach out from the caster to the area of effect. Different types of magic may all look the same, or may have different colors; this is a choice up to the Gamemaster based on the setting. (*Shadow World* has it's own specific and detailed color scheme for instance.). As an example, magic may look like this:

Channeling:	Green
Essence:	Red
Mentalism:	Blue
Hybrid:	Mixed threads or swirls of the realms combined.
Arcane:	White

Beyond the color, the visible effect will have an intensity (Brightness) and hue. This can be used to reflect the power of the spell, so higher level spells will have more intense, brighter effects than lower level spells, and possibly alignment, so spells cast by an "Evil Caster" (see section 2.4) may be of a darker hue, or be mixed with black

or darkness. (Some GMs may want only spells from Evil lists to be so marked, with the other spells cast by the Evil Caster merely having color based on their realm.) The Gamemaster should be aware that the more information the appearance of a spell grants, the harder it will be for casters to be subtle, deceptive or sneaky with magic.

Example: *If Molnar the Magician (Essence) casts Sleep V on a group of guards, a wash of reddish light will come from his hands and settle onto the targets (guards). This is a low level spell, so it will be a dim effect. If Molnar was an Evil Magician, the red might be darker, or shot through with streaks or spots of darkness.*

Note: *This glow is only visible on the round of casting, so an Essence illusion of a wall might look like a red glow spreading out from the caster into the shape of a wall on the round it is cast, but after that it will just look like a wall.*

3.7 MAGIC ITEMS

Certain magic items, bonus items, can enable characters to cast more spells per day; other items have spells imbedded in them that can be cast by their user. (See section 5.2 for information on creating items.)

BONUS ITEMS

Power Point Multipliers: The power points of a spell caster with a power point multiplier are increased by the factor of the item. For example, a spell user with a "x2" item and an inherent power point total of 7 has a net PP total of 14 points.

Spell Adders: Each +1 on a spell adder means that the owning spell user may cast (once) any one spell which they can normally cast, and not expend any PPs. These spell items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain their own PPs). Spells cast using a spell adder may not be of a level higher than that of the caster even if options allowing the casting of such spells are used.



Example: Suppose Anselm the 15th level Cleric from the previous example had an intuition of 92 (15 power points) and a +2 spell adder. He may cast any combination of spells he knows costing up to 15 PP and he may cast any 2 other spells that he knows (the levels of these two additional spells would not matter at all for the purposes of calculating the PPs he had expended). If Anselm had a "2x" power point multiplier, he would have 30 power points to expend in the normal manner.

Restrictions: GMs must be very careful in handing out bonus items as they can distort the balance of the system. It is suggested that while +1 spell adders might be available to starting characters (like a weapon or armor for a Fighter), anything better should be relatively rare and expensive.

- Only one bonus item should be usable by any one character between periods of rest (possession of two "x2" PP multipliers does not multiply your spell points by 4). The objects attune to the caster's aura, and two will create interference.
- Bonus items should be usable by only one character per day.
- Bonus items must be held (or at least worn) when used. So a Magician would have to have their wand in their hand when casting if it was their bonus item. (Having such an item in hand means you are using that hand for casting, so the hand(s) holding the bonus item should count as a "Free hand" for casting purposes.)
- Channeling bonus items are usually keyed to one faith, and only work for Channelers who are tied to the same source of power as the item. (So the hammer shaped holy symbol



of Thor that acts as a x2 Power point multiplier for any Channeler of Thor, may not work for a priest of Odin, almost certainly won't work for a priest of Loki, and definitely wouldn't work for a Priest of Ymir.) There are exceptions to this, but the Gamemaster should keep in mind that it's rare to find ecumenical cooperation in mythology, and fooling around with the holy objects of another faith can have dire consequences.

- It is also suggested that bonus items be restricted to working in only one realm of power, except for Hybrid spell user bonus items. Those items will work as bonus items for either of the two realms, or the hybrid formed from those two realms. (So a caster of one of the two realms could use a hybrid bonus item normally.) Hybrid bonus items should be even more rare than normal bonus items, and hard to acquire.

Example: Khabal the Mystic could use a +3 spell adder for Essence to cast an additional 3 Essence spells. He could not use this spell device to cast his base spells or any Mentalism spells he knew, although he could use his inherent PP in those areas.

If he had a "x2" multiplier for Mentalism, he could use his inherent 10 points for any of his spells, but the extra 10 PP's from the multiplier could only be used for Mentalism spells. (If he wanted to use this spell device, he could not at the same time use the one described above or any other, of course.)

A +2 spell adder for a hybrid Essence & Mentalism would allow them to cast any 2 spells from his Essence, Mentalism or Mystic (hybrid) Base lists

A hybrid Essence & Mentalism x2 multiplier would allow him to use 20 PPs for any spells from his Essence, Mentalism or Mystic (hybrid) Base lists.

IMBEDDED SPELL ITEMS

Imbedded spell items, rather than enhancing a caster's innate abilities, enable anyone using them to cast a spell. When an imbedded spell is cast from an item, three things must be considered:

- **First**, the character using the item must be able to use such an item. (See the "Staves and Wands" skill on page 68 for details.)
- **Second**, the level of effect of the spell cast is usually the level of the spell itself (on whatever list it might appear) and not the level of the character using the item. (Some exceptional items cast spells at a higher level, which is still fixed, and not based on the caster's level.)
- **Third**, the number of rounds required to prepare and cast the spell depends upon the level of the character as detailed in section 3.5. If the spell would normally be a Class II spell for them, they would require one round for preparation and one round for effect (exactly as if they were casting a Class II spell normally). If the character using the item is of a lower level than the spell being cast from the item, the spell is treated as Class III for preparation and effect timing. This reflects the fact that higher level spells, even from items, are harder to trigger. (This does not apply for intelligent items which cast all spells as class I unless they are instants.)
- **Fourth**, any resulting spell failure is applied to the character, as the process of attunement has linked the item to their aura.



OPTION 9.1: FASTER CASTING FROM ITEMS

The GM may decide to treat spells cast from items as Class I spells, with normally instantaneous spells cast from items as instantaneous spells.

OPTION 9.2: INSTANT CASTING FROM ITEMS

The GM may decide to treat spells cast from items as instantaneous spells.

3.8 EXTRAORDINARY SPELL CASTING

This section consists of a series of optional rules for spell casting beyond the limits of normal spell casting. These Options greatly increase the power limits and options available to spell casters, but they also increase the dangers of spell casting.

All of the following options involve an Extraordinary Spell Casting Failure (ESF) modification. If any of them are being used, then all modifications from the options in use should be totaled, then added to the 01-02 UM failure range for the spell being cast.

Example: A total ESF modification of 15 would result in the spell failing on an UM roll of 01-17 (2+15).

If spell failure occurs, triple the ESF modifications and add them to the resulting spell failure roll. (So the 15 ESF above would add +45 to the spell failure roll.)

None of these options may be used when casting with a spell adder, or from an imbedded spell item.

OPTION 10.1: KNOWN SPELLS GIVE ESF BONUS

With this option the character subtracts from any ESF modifiers a number equal to the highest level spell known on a given list when making an ESF roll for a spell from that list. This specific modifier can never reduce the ESF range below the normal failure range of 01-02.

Note: This can build to a potent bonus across many spells, and is a significant increase in caster power.

OPTION 10.2: SPELL MASTERY RANKS GIVE ESF BONUS

With this option each rank of Spell Mastery subtracts 1 from ESF for all casting attempts for the spell(s) that the skill applies to. (This cannot eliminate the base UM 01-02 failure range.)

Note: *This bonus is more controlled as long as spell mastery applies to one spell. If spell mastery is expanded to cover multiple spells, this option becomes significantly more powerful. (See Options 14.1 and 14.2)*

OPTION 10.3: ESF PENALTY FOR CASTING SPELLS NOT NORMALLY LEARNED

If using Options 3.2 or 3.3 to expand the spell lists or portions a caster is allowed to purchase ranks in, apply an ESF modification of 20 whenever a spell is cast from a list or portion not normally learnable under the core rules. (See Table 03-01 for the lists and portions allowed under the core rules.)



OPTION 10.4: ESF FOR OVERCASTING SPELLS

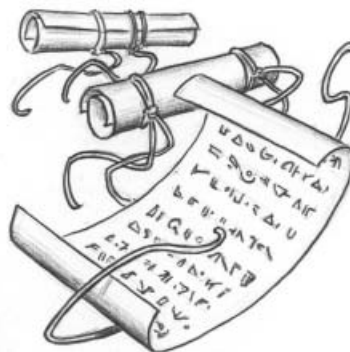
This option allows casters to cast spells that are higher than their level. Any spell above the caster's level is considered to be a Class IV spell, requiring 4 rounds to cast, 3 rounds of preparation, and 1 round for the effect.

This option will require an ESF modification based on the spell's level versus the caster's level as detailed in the following table.

03-06 ESF MODS DUE TO SPELL LEVEL	
Spell's Level – Caster's Level	ESF Modification
1	20
2	25
3	30
4	35
5	40
6	55
7	60
8	65
9	70
10	75
11	90
12	95
13	100
14	105
15	110
16	150
17	155
18	160
19	165
20	170
21+	200

OPTION 10.5: ESF FOR RUSHED SPELL CASTING

This option allows casters to skip preparation rounds; casting Class II or III (or Class IV, if option 10.4 is used) spells faster. For every round of preparation that is skipped, ESF increases by 25.



OPTION 10.6: ESF FOR CASTING IN ARMOR

This option makes it possible for Essence spells to be cast in Armor, and for Channeling spells to be cast in metal armor, but with fairly high ESF penalties. The table below gives ESF modifications for Essence and Channeling spell casting by AT.

03-07 ESF MODS DUE TO ARMOR TYPE

Armor Type	Essence Modification	Channeling Modification
1	0	0
2	0	0
3	0	0
4	0	0
5	10	0
6	15	0
7	20	0
8	25	0
9	15	0
10	30	0
11	40	0
12	50	0
13	35	25
14	45	35
15	70	60
16	70	60
17	40	30
18	50	40
19	75	60
20	90	75

03-08 ESF MODS DUE TO HELMET WORN

Helmet Type	Essence Modification	Channeling Modification	Mentalism Modification
All Leather	20	0	30
Leather/Metal	30	10	45
All Metal	40	20	60

03-09 ESF MODS DUE TO EQUIPMENT CARRIED

Equipment Type	Essence Modification	Channeling Modification
Organic material (living)	+1 / 5 lbs over 50	—
Organic material (non-living)	+1 / 1 lb over 3	—
Inorganic material	+2 / 1 lb over 5	+1 / 1 lb over 10

*(Equipment other than helm, armor, and boots)
(Rounded up to the nearest lb or 5 lb)*

OPTION 10.7: ESF FOR CASTING IN A HELM

This option allows Channeling spells to be cast while wearing a metal helm, and for Essence and Mentalism spells to be cast while wearing any helm at all. The table below gives ESF modifications by helm type and realm.

OPTION 10.8: ESF FOR CASTING WHILE CARRYING

PROHIBITED AMOUNTS OF EQUIPMENT

This option allows Essence and Channeling spells to be cast when the caster is carrying too much weight of prohibited materials. The table below gives ESF modifications for equipment carried by type and realm.

OPTION 10.9: ESF FOR EXCEEDING WEIGHT LIMITS ON TRANSPORT SPELLS

Casters normally cannot move more than 150% of their body weight with transportation spells. With this option, rather than such a spell simply failing to work, the caster can attempt to strain the spell to carry more.

There is a +5 ESF modification for every 20% of the caster's mass over the limit. So, a 200 lb Magician normally could levitate up to 300 lb. However, the ESF modification would be +5 for 301-340 lb., +10 for 341-380 lb., +15 for 381-420 lb, etc.

OPTION 10.10: ESF FOR CASTING WITH NO FREE HAND

This option allows spells to be cast when the caster has no hand free. Casting with an object of power or casting focus in hand does not count as no hands free, so for instance, a priest presenting a holy symbol with both hands is considered to be using both hands for casting. Casting with no hands is a 20 ESF modification for Essence and Channeling users, and 10 for Mentalism users.

4.0 RESOLVING SPELL EFFECTS



4

Once a spell is cast, the effects of the spell must be resolved. In many cases the results are automatic, but when the target is a living creature or unusual object, various results can occur. These results range from the spell failing to operate correctly to the spell being overwhelmingly successful.

Resolution of Spell casting depends on the type of spell being cast, but always requires a d100 roll called the Base Spell Casting Roll. Spells can either be Non-Attack Spells, Base Attack Spells, or Elemental Attack Spells. If using any of the options under section 3.8 "Extraordinary Spell Casting" then the same roll can be used in all cases. Use the ESF modifiers to the raw roll to determine if the spell succeeds or fails, then use the raw roll to resolve based on the type of spell as detailed below.

4.1 NON-ATTACK SPELLS (BASE CASTING ROLL: BCR)

Non-attack spells include those that cannot adversely affect an opponent. These spells are indicated in the spell descriptions and include all spells marked: Defensive, Healing, and Utility. Some of the Force and Elemental spells can be non-attack spells (At the discretion of the GM). When a non-attack spell is cast, the caster

makes a 1-100 Base Casting Roll (BCR) adding in any level bonuses:

If the BCR is 03-100, the spell succeeds.

If the BCR is 01-02, the spell fails.

SPELL FAILURE

If a spell failure results from a BCR roll, then a high open-ended is made, add the number of power points used to cast the spell to the spell failure roll and apply the result to the Non-Attack section of the Spell Failure Table (p.265). Finally, the result is immediately applied to the spell or to the caster (whichever is indicated the result). If a spell cast from an item "fails", the failure is handled just like any other spell failure, affecting either the spell or the wielder as the result indicates.

4.2 BASE ATTACK SPELLS

Base attack spells include all spells that directly affect a target. These spells are indicated in the spell descriptions as Force spells. Sometimes these spells are non-attack, but when the spell acts directly upon a target that is a creature (or an unusual object) the target gets to attempt to avoid or reduce the effects of the spell via a Resistance Roll.

Base attack spells are resolved by the caster making a Base Attack Roll (not open-

37

ended) and then applying the results to a Resistance Roll (open-ended) made for the target. This net Resistance Roll (RR) will indicate if the spell has affected the target.

BASE ATTACK ROLLS (BAR)

The Base Attack Roll (BAR) is not open-ended and represents the effectiveness of the caster's spell.

UNMODIFIED ROLLS

A BAR of 01-02 or 96-00 indicate an immediate effect and no modifications are applied. These rolls are marked on the Base Attack Table (p. 268) with a "UM" (for "Unmodified").

An unmodified roll of 01-02 indicates automatic spell failure.

An unmodified roll of 96-00 indicates a higher than normal Resistance Roll modification.

MODIFICATIONS TO THE BASE ATTACK ROLL

If the original roll was not 01-02 or 96-00, the following modifications are added to the Base Attack Roll to obtain the Modified BAR. If the BAR thus modified is less than 03, the Modified BAR is 03. If the modified roll is greater than 95, the Modified BAR is 95. These modifications are summarized in the modifications to the Base Attack Table (p.269).

Level of Caster – If the caster is a Pure spell user or a Hybrid spell user, the Base Casting level bonus of the caster is added to the BAR. Non spell users and Semi-spell users do not get this bonus. This bonus also applies if the spell is being cast from an item by a pure or Hybrid spell user.

Range – There is a modification to the BAR based upon the distance from the caster to the target. The modifications are provided below and on the Base Attack Table (p.268):

04-01 BAR RANGE MODIFICATIONS

Range	BAR Modification
Touching	+30
0' - 10'	+10
11' - 50'	+0
51' - 100'	-10
101' - 300'	-20
more than 300'	-30

Race or Unusual Material – Certain creatures and races are especially hard to enchant (e.g., Demons or Dwarves). These creatures should be given a modification by the Gamemaster based upon their world system. Similar modifications should be given to certain unusual materials (e.g., Mithril or Adamant) and magic items (see section 7.2, p.76).

Items and Spells – Some spells and magic items may modify the BAR. These are variable and usually depend upon the specific spell and the properties of the magic item.

Cover and Situation – Certain situations can result in modifications being given by the Gamemaster. Some suggested modifications are indicated below and on the modifications to the Base Attack Table (p.269).

04-02 BAR COVER & SITUATION

Situation	Mod	Notes
Full Cover	-20	Detected but not sighted
Partial Cover	-10	Less than target sighted
Static Target	+10	No cover, target is surprised or prone

Example: Suppose a 12th level Magician wants to cast a sleep spell on a 9th level Fighter, who is 55' away. The magician gets to add +12 for his level and suffers a -10 for range, giving a total modification of +2 to the Base Attack Roll. If the Fighter was behind a tree, the Gamemaster might give him -10 for partial cover, changing the net modification total to -8. So a roll of 72 would give a Modified BAR of 64.

BASE ATTACK TABLE

The Base Attack Table (p.268) has seven columns based upon the effect certain armor has on the three realms of power. To find the appropriate column, first find the heading for the realm of power of the spell being cast (Essence, Channeling, or Mentalism). Then choose one of the two columns under that realm which applies to the target. If neither column applies, the "General" column is used.

EFFECTS OF THE BASE ATTACK ROLL

The Modified BAR is cross-indexed with the appropriate column and the spell result is read off the Base Attack Table (p.268).

Spell Failure – An “F” Result indicates that the spell has failed and a high open-ended roll must be made, add the number of power points used to cast the spell to the spell failure roll and apply the result to the Attack section of the Spell Failure Table (p. 265). The result is immediately applied to the spell or caster (as indicated by the result). If a spell cast from an item “fails”, the failure is handled just like any other spell failure, affecting either the spell or the wielder as the result indicates.

Resistance Roll Modification – A result of a positive or negative number indicates a result that must be added to the target’s Resistance Roll.

Example: Assume the situation in the example above, but without the partial cover (net modification is +12 for level, -10 for range or +2 total). Assume the Fighter is wearing leather armor.

If the Magician rolls 01-02, the spell fails automatically. If the Magician rolls a 03-10, the Modified BAR is between 05 and 12, which still indicates a spell failure.

If the roll is 11-46, the Modified BAR would be between 13 and 48, resulting in a modification to the RR favorable to the Fighter.

If the roll is 55-95, the Modified BAR is between 57 and 95 (96 and 97 would be treated as 95s) and would result in a modification to the RR unfavorable to the Fighter (the spell is particularly well cast).

Of course, an unmodified roll of 96-100 would result in a very large modification to the RR.

RESISTANCE ROLLS

If the spell has not failed, the target of a base attack spell must make a Resistance Roll (RR). This roll represents the target’s innate resistance to the effects of the spell and may be modified by a number of factors. This roll is open-ended and thus always represents the chance that the target may not be affected by a very powerful spell, as well as the chance that the target may fail to resist a very weak spell.

MODIFICATIONS TO THE RESISTANCE ROLL

Modifications to the RR are additions or subtractions to the RR which result in the Modified RR. These are summarized in the Resistance Roll Modifications table below.

Modifications From the BAR – The modification indicated by cross-indexing the Modified BAR with the appropriate target column is added to the RR.

Stat Bonus – A stat bonus modification is added to the RR; this bonus is based upon the realm of the spell cast and one of the stats of the target. The stat bonus for a RR against one of a Hybrid spell user’s base spells is obtained by averaging the stat bonuses for the two realms involved. The values of these modifications are given in the Stat Bonus Table 03-05. The suggested stats are listed on the table below:

04-03 RESISTANCE MODIFICATIONS	
Realm of the Spell	Target’s RR Stat
Channeling	Intuition [wisdom]
Essence	Empathy [intelligence]
Mentalism	Presence [charisma]

Race – Certain races are unusually magic resistant and may be given a modification by the Gamemaster based upon their world system, (e.g., Demons and Dwarves). See *ChL* Table 04-01 and *C&T* for some suggested values.

Items and Spells – Certain items or spells may give a target a modification to their RR. These modifications depend upon the item or specific spell.

Willing Targets – Certain targets may submit themselves as willing participants in a spell, in such a case, the RR should be modified by -50, and the level of the target should be 1 for the purposes of the RR.

Special Attack Spells – A few spells are very difficult to resist and have their own additional modification to any RR made against them (e.g., any RR versus “Absolution” on the Cleric Base list, Channels, is subjected to a special -20 “RR Mod”).

THE RESISTANCE ROLL TABLE

To use the Resistance Roll Table (p.269), cross-index the attack level (usually the level of the caster) with the level of the target. If the Modified RR is greater than or equal to the result obtained by the cross-indexing, the target has resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell (sections 8.0-10.0).

Example: *The 12th level Magician in the examples above has rolled a 60, modified (+12 for level, -10 for range) to a 62. Cross-indexing 62 with the Leather Armor column on the Base Attack Table we find that a RR modification of -5 is the result. The Fighter rolls a 62 for his Resistance Roll. The BAR modification is -5 and the Fighter's Empathy stat is 50 (stat bonus is +0). No items are affecting the spell (+0) and the Common Man Fighter is not of a particularly magic resistant race (+0). He is not a willing target (+0) and the spell being used is not particularly powerful (+0). So -5 is the only modification to his RR. His Modified RR is 57. Cross-indexing his level (9th) with the attack level (12th), we note that he needed a modified RR of 57 or more to successfully resist the spell. So he does resist the spell; had he rolled a 61 or lower initially, he would have failed to resist the spell.*

Minimum Result Spells – Certain spells also have minimum effects. These are applied even if a successful RR is made.

Critical Hit Tables – Some spell attacks require a roll on one of the Critical Hit Tables. In these cases, the BAR and Resistance Rolls are made as usual, and, if the target fails their RR, the spell user casting the spell then makes an unmodified roll on the appropriate column of the table indicated. (E.g., a target in the radius of a first round Stun Cloud on the Magician Base list, Wind Law, is subjected to a 'C' electricity critical if they fail their RR.) See section 4.4 for details on resolving critical results. Normally, the caster rolls a separate critical for each affected

target each round that the target is affected (i.e., for lingering spells like Stun Cloud); in some situations, the GM may decide to have a "group" critical roll for a number of targets in order to speed play.

Result /#failure – Certain spells will indicate a total result based upon the difference between the Modified RR and the result from the Resistance Roll Table. This difference, divided by the # (round off), indicates how many increments of the result are applied.

Example: *If a target fails their RR by 47 against a Confusion spell (Mentalist Base list, Mind Assault), he will be paralyzed for 9 rounds because the Duration is "1 rnd / 5 failure" ($47 \div 5 = 9.4$ which rounds to 9).*

4.3 ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of Essence (earth, water, air, heat, cold, light, etc.) into a physical attack on the target. Since the spell acts to focus elemental force, which is then used to attack the target physically, the target is not entitled to a Resistance Roll; it is resolved like a physical attack.

Elemental attacks are resolved by the caster making an Elemental Attack Roll. Each spell of this type has a separate attack table (pp. 254-261) differentiating its varying effects based upon the target's Armor Type, DB and mobility.

ELEMENTAL ATTACK ROLLS (EAR)

The Elemental Attack Roll (EAR) is an open-ended roll that represents the accuracy and potency of a caster's elemental attack spell.

- An unmodified roll of 01-02 indicates automatic spell failure.
- An unmodified roll of 96-00 for Area spells (e.g., Cold Ball, Fire Ball, etc.) indicates a very severe attack result.
- An unmodified roll of 00 for Non-Area spells (e.g., Ice Bolt, Lightning Bolt, etc.) indicates a very severe attack result.
- If an unmodified roll is not indicated, then rolls of 01-05 and 96-00 are treated as normal open-ended rolls (see section 1.3).

CASTER MODIFICATIONS TO THE EAR

If the original EAR was not an unmodified result, the following Caster modifications are added to the EAR. These modifications are summarized in the modifications to the Elemental Attack Table (p. 267).

Caster Level – If the caster is a Pure spell user or a Hybrid spell user, their directed spell level bonus is added to the EAR.

Caster Agility – The caster's Agility stat bonus may modify the EAR (see the Stat Bonus Table 03-05). This modification is not applicable to Area Spells (e.g., Coldball, Fireball, etc.). This bonus is replaced by the Directed Spell Bonus once ranks in DS are taken in the spell.

Directed Spells Skill Bonus – This is based upon the caster's Directed Spells Skill with the spell being cast (section 6.2). This modification is not applicable to Area Spells (e.g., Coldball, Fireball, etc.). This bonus replaces the caster agility bonus once ranks in DS are taken in the spell.

Example: A 25th level Magician has 10 Directed Spell skill ranks (+50 bonus) with Fire Bolt and 8 skill ranks (+40 bonus) with Ice Bolt. When he reaches 26th level he may develop another Directed Spell skill rank with the Fire Bolt, which will raise his bonus by +2 to +52, or he may increase his Ice Bolt skill ranks and increase that bonus by +5 (from +40 to +45). Of course he could choose to develop Directed Spell skill with another spell, which would give him a skill rank of 1 and a bonus of +5 with that spell (if he had not already developed any skill with it).

04-05 Helm & Shield Modifications

Type	EAR Mod.	Note
No Helmet	+5	—
Normal Helmet	+0	—
Full Helmet	-5	covers face
Wall Shield	-30	35-50 lb
Full Shield	-20	25-30 lb
Normal Shield	-15	15-20 lb
Target Shield	-5	5-10 lb

Range – There is a modification to the EAR based upon the distance from the caster to the target. These modifications range from +35 to -75 and are provided on the Elemental Attack Tables (pp. 254-261). The standard modifications are provided below:

04-04 EAR RANGE MODIFICATIONS

Range	EAR Modification
0' - 10'	+35
11' - 50'	+0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
300' - up	-75

Items and Spells – Some spells and magic items may modify the EAR. These are variable and usually depend upon the specific spell and the properties of the magic item.

TARGET MODIFICATIONS TO THE EAR

These modifications are summarized on the modifications to the Elemental Attack Table (p.267).

Target Quickness – The target's Quickness stat bonus may modify the EAR (see the Stat Bonus Table 03-05). This only applies if the target is moving; stationary targets receive cover and position modifications rather than Quickness bonuses. The target's Quickness bonus may be modified by the armor they are wearing (see *ChL* section 7.3).

Shields & Helmets – A helmet and/or shield which faces the caster gives the target modifications as indicated below and on the modifications to the Elemental Attack Table (p.267). For a full description of shield types see *ChL* Table 08-14. Shield modifications are not applicable to Area Spells (e.g., Coldball, Fireball, etc.).



Cover and Position – At times, the target may be in an advantageous position. For example, partially behind a tree and should be reflected in a subtraction from the EAR (to be determined by the GM). Note that, at times, the defender's position may be so advantageous that they cannot be affected the attack (use common sense). Some suggested modifications are indicated below and on the modifications to the Elemental Attack Table (p.267).

04-06 EAR COVER & POSITION

Situation	Mod	Notes (No Qu Bonus)
Full Cover	-60	Detected but not sighted
Partial Cover	-30	Less than ? target sighted
Static Target	+30	No cover, target is surprised or prone

AREA SPELLS

Certain Elemental Attack spells are called Area spells (Fireball, Coldball, etc.). These spells attack all targets in their radius.

Modifications to the EAR due to caster's Agility, caster's skill, and target's shield do not apply; all other modifications do apply. There is a +20 EAR modification for any target at the center point (chosen by caster) of the spell's effect, and there is a -20 EAR modification for any targets around the edge of the effect (i.e. their position places them at the outer fringe of the effect, perhaps even just partially within the area of effect.)

A GM may require only one EAR to be applied to all targets or individual EARs, whichever they deem appropriate for the given situation. If the GM decides on individual EARs, only the first could result in spell failure; a subsequent EAR that would normally result in spell failure is treated as a "no effect" result.

RESULT DETERMINATION

If the Modified EAR is less than 03, it is treated as 03. If the Modified EAR is greater than 95 for an Area Elemental Attack spell, it is treated as 95. If the Modified EAR is greater than 99 for an Area Elemental Attack spell, it is treated as 150.

The Modified EAR is cross-indexed with the target's Armor Type on the appropriate Elemental Attack Tables (pp. 254-261). The results vary from spell failure to critical strikes as follows:

Spell Failure – An "F" result indicates that the spell has failed and a high open-ended roll must be made and applied to the Attack section of the Spell Failure Table (p.265). Add the number of power points used to cast the spell to the spell failure roll. The result is immediately applied to the spell or caster (as indicated by the result). If a spell cast from an item "fails", the failure is handled just like any other spell failure, affecting either the spell or the wielder as the result indicates.

Concussion Hits – A number result (e.g., "8") indicates the number of concussion hits the target receives (see *ChL* section 5.4).

Critical Strikes – A result of a number followed by a letter (e.g., "17B") indicates: a number of concussion hits (see above) and a critical strike of a severity indicated by the letter (i.e., a severity of between 'A' and 'J').

Example: *8B indicates that the target takes 8 concussion hits and a critical strike of severity 'B'. The type of critical strike depends on the spell and is printed on the appropriate Elemental Attack Table (pp. 254-261). For example, a Firebolt gives Heat criticals while an Icebolt gives Impact criticals and possibly Cold criticals.*

4.4 CRITICAL STRIKES

The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe). Where the letters occur in the range 'F' through 'J', this indicates multiple criticals as detailed below and on the individual Elemental Attack Tables (pp. 254-261).

When a critical is indicated, a second (1-100, not open-ended) roll is then made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The results are immediately applied to the target.

Certain critical strikes fall in the range of 'F', 'G', 'H', 'I', or 'J'. These results indicate two or three normal critical strikes to be applied to the target. A separate roll is made for each critical and all results are applied cumulatively. The number of critical strikes and their severity is given by the following table. This information along

with the critical types are provided on each of the individual Elemental Attack Tables (pp. 254-261).

04-07 CRITICAL STRIKES TABLE			
Critical Severity	Primary Critical	Secondary Critical	Tertiary Critical
F	E	A	—
G	E	B	—
H	E	C	A
I	E	D	B
J	E	D	C

Example: Suppose a 12th level Magician wants to cast a “Lightning Bolt” spell at a 9th level Fighter.

Assume the Fighter is 55’ away (-25) from the Magician and has normal Quickness (+0), a normal shield facing the Magician (-15), and a normal helmet (+0); for a total target EAR modification of -40.

The Magician adds his level (+12) and his Direct Spell skill bonus (+10). (Lightning Bolt is a 10th level spell and he has been able to cast it for 2 levels, at each of which he developed a skill rank in Directed Spell skill for Lightning Bolt for a bonus of +5 per skill rank.) This gives a total caster EAR modification of +22.

The net modification to the die roll is -18 (22 - 40). Assuming the Fighter is wearing a leather breastplate and greaves (AT 9) and the Magician rolls an EAR of 90, the Modified EAR is 72 (90 + -18). Cross-indexing the result with AT 9, we see the result is “7A” – the Fighter takes 7 concussion hits and an ‘A’ electricity critical. The critical result is obtained by making a 1-100 roll and cross-indexing it with the ‘A’ column on the Electricity Critical Strike Table (p.262).

Had the Magician gotten a little closer to the Fighter, he would have eliminated the unfavorable range modification (-25 at 55’ goes to +0 at 50’) and the net EAR would have been 97(90 + 22 - 15) for a “17D” result.

4.5 CRITICAL STRIKE RESULTS

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances.

Example: A target behind a low stone wall is hit by an Ice Bolt and receives a critical calling for damage to his ankle. Instead the GM should rule that he is hit in the wrist. Note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it. Similarly, if a critical strike calling for an unspecified limb to be broken is rolled, the limb affected should be determined randomly.

OVERALL GUIDELINES

- All damage (including concussion hits), unless otherwise noted, is only applicable to the target (or targets).
- Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain.
- “Next roll” can refer to a missile attack, maneuver, or spell attack, as well as to a melee attack.
- If a target takes a critical result that lasts for a certain number of rounds and they have performed less than 50% activity for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.
- If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material (e.g., Mithril) or it is incredibly magical (e.g., an Artifact). In this case, if the GM allows it, the item may make a RR as described in section 7.2 to avoid destruction.

LARGE AND SUPER-LARGE CREATURES

Certain unusual creatures are so large and/or powerful that the normal critical strike tables are not used when they receive critical strikes. Unusual creatures are separated into two categories:

Large Creatures (Trolls, Giants, Demons, and Undead, etc.).

Super-Large Creatures (Dragons, very powerful Demons, etc.).

Each category has its own critical strike table, which is consulted if a sufficiently severe critical strike is obtained against them. The roll for criticals against Large and Super-Large creatures is high open-ended.

LARGE CREATURE CRITICAL STRIKES

Only critical strikes of severity 'B', 'C', 'D', or 'E' affect Large creatures (i.e., 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Large Creature, Normal" column on the Creature Critical Strike Table (p. 266), to obtain a result that is applied immediately.

Note: *the severity of the critical strike is irrelevant, except that it must be of 'B' severity or higher. This reflects the fact that such creatures present such a large target that they are much more difficult to seriously hurt.*

SUPER-LARGE CREATURE CRITICAL STRIKES

Only critical strikes of severity 'D' or 'E' affect Super-Large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Super-Large, Normal" column on the Creature Critical Strike Table (p. 266), to obtain a result that is applied immediately.

This table should be consulted of only for creatures such as Dragons, Dinosaurs, and the most powerful Demons.

SLAYING CRITICALS

Some Large and Super-Large creatures are especially vulnerable to certain types of spell criticals (e.g., Metal Golems are likely to be relatively vulnerable to electricity criticals, Fire Dragons are likely to be relatively vulnerable to cold criticals, etc.). In such cases, if a Large or Super-Large critical is to be resolved, use the appropriate Slaying column on the Creature Critical Strike Table (p. 266) instead of the Normal column.

If a critical strike is obtained when using a slaying critical for a man-sized creature (e.g., a cold spell used against a hatchling Fire Dragon.), the normal critical is resolved and then a second critical is resolved on the slaying column of the Large Creature Critical Strike Table using the same roll.

IMMUNE CREATURES

Some creatures are immune to certain types of critical strikes (e.g., Fire Demons are likely to be immune to fire spells and Heat criticals). These creatures are unaffected by such criticals.

4.6 CRITICAL & FUMBLE RESULT KEY

The guidelines for specific criticals/fumbles are provided below.



+# Hits – (e.g., “+5 hits”) This many hits (#) are taken in addition to the normal hit result derived from the attack table used. Normally, these hits are not increased (i.e., “multiplied”) by strength factors (e.g., certain creatures do “3x” normal damage, a Strength spell on a character lets them deliver “2x” normal damage, etc.).

Hits per round – (e.g., “+3 hits per round”) Each round after the critical is taken, the target takes this many (#) additional hits due to pain and bleeding.

... At -# – (e.g., “Foe fights at -30”) All of the target’s bonuses (except DB and RRs) are modified by this number (#). These penalties are cumulative. Certain of these penalties apply only to specific skills (e.g., fighting, running, etc.). Alternatively, the GM may elect to treat these penalties as a percentage modification of the target’s bonuses (i.e., reduce each bonus by # %).

Must parry # rounds – (e.g., “must parry 2 rounds”) For this number (#) of rounds, the target may not attack; they may only parry with half of their OB, and the only other actions allowed are movement and maneuvers, both modified by -25.

Stunned # rounds – (e.g., “stunned 4 rounds”) For this number (#) of rounds, the target may not attack, they may only parry with half of their Offensive Bonus (their normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -50.

Stunned and unable to parry # rounds (Stunned-No Parry) – (e.g., “stunned no parry 3 rounds”) For this number (#) of rounds, the target may not attack, they may not parry (their normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -75.

Down for # rounds – (e.g., “down 2 rounds”) The target falls to the floor, and for this number (#) of rounds, the target may not attack or parry, the only actions allowed are movements or maneuvers, both modified by -100.

If the result does not specify a number of rounds, then the target is down for one round.

Out for # rounds – (e.g., “out 12 rounds”)

The target falls to the floor, unconscious. They cannot act, and they lose all parry, movement or quickness related DB. They only gain DB from items or magical effects.

Note: Self Discipline Bonus is subtracted from the penalty from any “Stun” result. (This includes Stunned, Stunned No Parry and Down results.)

Knocked (back/left/right/etc) # feet –

Target is knocked in the direction indicated by the critical (random if not indicated), and ends up at the destination on their feet or down, as indicated by the critical. (If not indicated, assume they are still standing, if they are still capable.)

4.7 SPELL TYPES

DEFENSIVE SPELLS

These spells require a willing target. If a person distrusts the caster, and refuses their protection, it cannot be forced on them. (Targets cannot be certain what spell a caster is using, so they should be wary, but it has drawbacks. See “Utility Spells” below for more details.)

FORCE SPELLS

These spells directly apply magical force to an object or being. Targets get a Resistance Roll to avoid being affected. (See section 7.2 “Attacks against items and Material Integrity” for more on spells cast on objects.). Targets do not get RRs for indirect spell effects. (If a force spell is used to heat water that someone later jumps into, they do not get a RR.)

If a RR is needed for an ordinary object or normal plant, use a target level of 1.

HEALING SPELLS

These spells require a willing target. If a person distrusts the caster, and refuses healing, it cannot be forced on them. (Targets cannot be certain what spell a caster is using, so they should be wary, but it has drawbacks. See “Utility Spells” below for more details.) Unconscious targets are considered willing for Healing spells.

INFORMATIONAL SPELLS

Any spell marked as Informational are scrying or clairvoyance of some sort and fall in a gray area between non-attack and attack spells. (The spells that boost or change the senses of the caster in a passive way are "U" type spells and are undetectable without using magical perception of some sort.) These spells only gather information, but often these spells will impact on other beings, either taking information from them, or acting upon them in an indirect manner.

Informational spell failures can gather wrong or misleading information. To reflect this, the Gamemaster, rather than the Caster, should make a BAR roll using the "General" column for the caster. If they get a failure result, they do not go the spell failure table; instead the GM should give skewed, wrong or misleading results. (The worse the roll, the more defective the results, any failure will give bad information, but an UM 01-02 or a modified negative roll should give misleading or even dangerously wrong information to the caster.) The GM should be careful to give answers to failed and successful spells in the same manner, so they don't tip off the player to the failure. Spells with durations will continue to give bad information for the entire duration.

Any being considered a target (The Gamemaster makes the final call on if someone is being affected by these spells.) Anyone so affected is considered a target of

the spell and gets a Resistance Roll against it, with the following results:

- **RR Failed:** Target is not aware of the spell, spell results work against this target.
- **RR Made by less than 25:** Target has an "odd" feeling (prickling hairs on the neck, feeling of being watched, etc.) but cannot identify it specifically. Spell results still work against this target.
- **RR Made by 25 to 49:** Target has the same odd feeling as the result above, but in this case can identify the source. (Either the caster, or the point from which the spell is affecting them, if either is visible, otherwise just "From over there".) This does not let them see the spell effect if it is non visible, or what the spell was, but they definitely know someone is casting on them. Spell results still work against this target.
- **RR made by 50 or more:** Target not only feels the spell effect, and can identify where it's coming from, they also have a vague sense of what it was trying to discover. ("Someone just tried to probe my mind", or "Someone is searching for something"). Spell **fails** against this target.

When a target notices these effects due to a RR, and feels the "point of origin" this will only point out the caster if they are directly using a spell on the target, and are



in visible range. So if a caster is using Mind Scan on a target sitting at the next table, and the target makes their RR well enough, they will know the effect is coming from the caster. If the caster is behind a wall or other obstruction, the feeling will just be "Someone over there". If the spell is indirect, like "Long Eye" the target making their RR well will sense the "eye", not the caster, so long as that "eye" is within 50'. (With a high enough roll, they might "feel" the presence of the floating point up in the corner of the room, but unless they can see magic, they will not gain the ability to see the effect itself.)

With spells that scry an area, like Long Eye, all terrain is visible and obviously gets no RR. All beings within 50' of the spell's focal point that are observed get a separate RR, and those that make their RR by 50 or more are not affected by the spell. It is up to the Gamemaster if these targets are just nonexistent, or appear as blurry, blank or distorted spots (or sounds, depending on the spell). It's possible to observe one half of a conversation if one target makes their RR by 50 or more, and the other does not. Any targets outside this 50' range are seen as blurred forms and no fine details may be seen. The further beyond the 50' range, the blurrier the details.

Targets only get one RR per casting, so if an Informational spell effect should observe them more than once during its duration, the results of their initial RR always apply.

Due to the large number of RRs that these spells can provoke, the GM may need to roll for groups of people, or just use their judgment if an effect washes over large groups of people (for instance a "Long Eye" used to observe a large crowd).

TRACES IN THE ESSENCE

All beings and things leave traces of themselves behind in the essence field. Certain spells like Vision Behind or Death's Tale read these traces to gather information. Targets observed through spells that tap into these residual traces do **not** get a RR vs. the effect.

DISPELLING RESIDUAL ESSENCE

If an object or area has had a cancel power or dispel effect cast on it, any attempt to read the essence traces back past

the moment the essence-disrupting spell was cast will be blocked. When this occurs, make a RR with the informational spell as the attack level, and the level of the cancel or dispel as the defender. If the RR fails, the informational spell will continue to function past that point, if the RR is made, the flow of information halts at the point where the cancel took effect. This means the spell will not show who cast the dispel effect, since casting happens before the dispel effect blocks the spell, and so would be beyond the reach of the spell if it fails to overcome the garbling caused by the dispel effect. (The caster may not try again until they purchase another rank in the informational spell list involved.)

PHANTASMS & ILLUSIONS

Illusions are spells that create or manipulate a physical element perceived by one of the six senses used in *Spell Law*: sight, hearing, smell, taste, touch (i.e., feel), and Presence. Such spells include: Illusions, Phantasms, Mirages, Facades, Misfeels, etc.

The sense aspects (i.e., physical elements) of such spells are actually created. Because of this, all potential targets actually sense an illusion and Resistance Rolls are not made to "sense through an illusion." For example, a Light Mirage spell will actually create an image that consists of the physical element, light (much like we create holograms in our world)—so anyone looking a Light Mirage will actually see the image, even after they stick a hand through it.

DISCOVERING AN ILLUSION

A target can "discover" what they are sensing is an illusion by:

- Using a sense that is not affected by the aspects of the illusion (e.g., touching a Light Mirage)
- Deducing that it only an illusion (e.g., an illusion of a fish walking on land might be easily discovered)
- Using an appropriate detection spell (e.g., Detect Essence, Detect Illusion, etc.)

But even if one of these things happens, the target senses will still be affected by the illusion (e.g., they will still see a Light Mirage even if they put their hand through it).

OPTION 11: ILLUSION AS AN ART FORM

Using this Option, the Gamemaster can require an open-ended d100 roll for each illusion to determine how accurately it is rendered by the spell. This roll can be modified by Base Casting Bonus, Spell Mastery, Ranks in the spell list, an artistic or crafting skill bonus, (at the GMs discretion) and then make a static maneuver roll based on the intricacy and complexity of the illusion (light, medium, hard, etc.). Then each target that senses the illusion makes a Perception roll to "discover" the illusion. Subtract the result of the caster's "Illusion artistry" roll from this perception roll. For example, if a caster's modified maneuver roll for an illusion gives a result of 50, then all such Perception rolls would be modified by -50 to detect flaws in it.

TACTILE ILLUSIONS (PHANTASMS)

If one of the senses in an illusion is "feel," then the illusion feels real to a target's touch senses. Striking part of such an illusion will cause the "feel" part of the illusion to be cancelled, but the rest of the illusion will remain for the normal duration of the spell.

An illusion can be given multiple "feel" senses by using options from an Illusion # spell or a Phantasm # spell – in this case, each blow to the illusion cancels one of the "feel" senses. A Phantasm with "feel" (as one of the senses used) can strike a blow against a target; the blow is the equivalent of a Tier I Martial Arts Strikes attack (i.e., a bare fist attack) with an OB equal to the caster's directed spell skill for Phantasm attacks. If a Phantasm has been given multiple "feel" senses by using options from a Phantasm # spell, each attack cancels one of the "feel" senses. If a Phantasm has been given increased "size" by using options from a Phantasm # spell, the concussion hit damage from an attack is doubled for each option so used (e.g., if two options are used to increase the "size" to a 40'R, the attack's concussion hit damage is four times normal). Even though the damage caused by a Phantasm's strike is like a bare fist, the phantasm can seem to be striking with any weapon or attack (e.g., sword, Dragon claw, hoof, dagger, etc.).

UTILITY SPELLS

Utility spells generally only affect the caster, willing targets, or non-magical objects. If the target is unwilling, the spell



fails. The caster must declare the spell they are casting to the Gamemaster (they do not have to announce it to the target) and the target can then decide if they are resisting. It is therefore possible to lie or deceive in order to cast a U spell on them. ("I'm going to heal that broken leg, Jim."). Casters may NOT declare what spell they are casting after the target has declared if they are resisting, nor may targets demand to know what spell is being cast before deciding. It is an issue of trust; all "U", "H" and "D" spells require the target to be willing.

These types of spells can be extremely deadly. Compare the "Lofty Movements" list to the "Fall/Crush" table for some good examples of why players should be careful about using the phrase "Sure, I'm willing." Gamemasters should be wary of only asking players if they are willing when these types of spells will harm them, as this is a blatant tip off (and a common GMing mistake). Try and make "Are you willing?" a routine question when someone is the target of a spell.

If a magical object is Cancelled, or Unpowered, it is at the GMs discretion if this means a U type spell can now affect it.

DIRECTED SPELLS

All spells marked with a 'd' sub type are attack spells. They involve focused long-range attacks, and casters can develop Directed Spell skill for them. (See section 6.2)

BALL SPELLS

All spells marked with a 'b' sub type are attack spells. They involve long-range area affect attacks, and casters may NOT develop Directed Spell skill for them.

MIND/MENTAL ATTACK SPELLS

Spells marked with an 'm' sub type are considered mental spell, and are subject to effects and defenses that target mental spells or mind attacks. It should also be noted that these spells are ineffective against any creature or entity that does not have a "mind" per se (e.g., Undead, plants, politicians, etc.).

SUBCONSCIOUS SPELLS

A subconscious spell is a spell that is triggered when certain conditions are met. Some of the triggering conditions are obvious (i.e. being stunned for Stun Relief spells, or poisoned for Neutralize Poison spells, or being injured for Unpain spells), while others are not (i.e. Awaken spells) and for some spells the triggering conditions may

actually be set by the caster. Certain subconscious spells are also spells that require concentration. These spells will not trigger unless the character is unconscious or asleep.

When spells are subconsciously triggered they only fail on an UM 01-02 roll, no other modifications apply. (The subconsciously triggered spells ignore ESF penalties from section 3.8, if those options are in use, but the subconscious will also never overcast or rush a spell.) Spells with a "C" duration will be automatically maintained for asleep or unconscious casters until they are no longer effective (e.g. a regeneration spell will continue healing until the caster reaches full hits).

If more than one subconscious spell could go off in one round, the subconscious will always choose to deal with the most life threatening current condition first (if more than one seems equal, the order will go from highest level spell to lowest, with the GM deciding any ties). Thus, the subconscious will stop bleeding before regenerating concussion hits, or cure poisoning before removing stun.



OPTION 12:



CONTROLLED SUBCONSCIOUS

A GM may allow a character to set conditions on their subconscious spells by "programming" their subconscious (e.g., a character might decide to only trigger Regenerate if they take hits and go unconscious in combat and not if they just trip and fall and knock themselves out). In such a case, the GM may require a maneuver roll to change the "programming" modified by +50 plus the character's Self Discipline plus any Spell Mastery skill developed for this spell. (The complexity of the programming determines the difficulty of the maneuver.)

4.9 DEFINITIONS OF SPELL TERMS

Animal: A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.

Being: Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.

Embed: To fix or become fixed firmly in a surrounding mass.

Herbs: A plant or plant part valued for medicinal qualities.

Inanimate: Not having qualities associated with active, living, organisms; not animate.

Inorganic: Involving neither organic life nor products of organic life.

"Lord" Spell: A "Lord" spell is keyed to a 20th level effect and will normally be defined in multiples or increments of 20.

"Mass" Spell: A spell with its "# of targets" or its "area of effect" based upon the caster's level.

Organ: A differentiated part of an organism, adapted for a specific function (e.g., the liver).

Organic: Composed of or deriving from living organisms.

Shock: This term is equivalent to what we call electricity.

Slaying item or weapon: An item or weapon specifically designed to combat and/or destroy a being or type of being (e.g., a Dragon-slaying sword or staff).

Spell points: This term is equivalent to the term "Power Points".

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a spell is attempting to affect.

"True" Spell: A "True" spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effect(s) derived from a given spell.

Wound: An injury in which the skin is torn, pierced, or cut.

THE SPELL DESCRIPTION KEY

The following codes are used in the Spell List Summary Tables: spell class, spell duration (**D:**), spell range (**R:**), Resistance Roll Modification (**RR Mod:**), and several other special codes (e.g., instantaneous status (*), no PP requirement (•), etc.). This section presents a key to those codes.

ABBREVIATIONS

cu' – Cubic feet

hr – Hour

lvl – Level (normally of caster)

mi – Miles(s)

min – Minute(s)

mo – Month

mod – Modification or modifier

mph – Miles per hour

pt – Point

R or rad – Radius

rnd – Round (battle round)

RR – Resistance roll

yr – Year

SPELL CLASSES

D – Defensive Spell; allows caster to resist or withstand the effects of a spell, the elements, etc.

E – Elemental Attack spell; a spell that calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.

F – Force spell; involves the manipulation of matter, energy, the elements, etc. through the use of a spell force.

H – Healing spell; involves healing.

I – Informational spell; a spell that gathers information.

P – Phantasm or Illusion spell; a spell that creates magical constructs out of sensory elements.

U – Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster, willing targets or inanimate objects.

SPECIAL SPELL CODES

RR Mod: # – Any RRs against the effects of this spell are modified by #.

***** – Instantaneous; spell doesn't require preparation

• – Spell doesn't require power points

‡ – Part of a set of spells that must be thrown continuously in order to be effective (or fully effective)

s – Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be in a trance, unconscious, stunned, or meet other specific conditions before the spell will work.

m – Mental Attack spell; an attack spell affecting the target's mind.

d – Directed attack, a spell you can develop Directed Spell skill in these spells.

b – Ball, or area attack spell, you cannot develop directed spell skill in these spells.

DURATION (D:)

C – Concentration required; caster can perform only 50% of normal activity (e.g., movement halved, maneuvers at half normal rate, and -50 to OB). The caster cannot cast any other spells while concentrating.

duration (C) – Concentration required, except the period of concentration cannot exceed the *duration* given. The caster can stop concentrating and the spell effect will stop; later, if the duration has not expired, the caster can concentrate again and the spell effect will resume.

P – Permanent; spell has a permanent effect in the sense of creating a “permanent” physical or mental condition.

The effects of “Permanent” spells that manipulate matter and require concentration, will disperse according to normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool).

A spell with a “Permanent” duration may be affected by outside forces; e.g., the spell may be dispelled, cured, or otherwise disturbed by enchantment, physical force, etc.

V – Variable; depends on the nature of the spell cast.

“—” – Instantaneous; spell’s effect is instantaneously applied.

time /lvl – Duration is the time multiplied by the level of the caster.

time/# failure – The duration of the spell’s effect is based upon the difference between the target’s Modified RR and the minimum roll required to resist the spell. The duration is equal to (this difference divided by #) and then multiplied by time.

Duration = [(Minimum RR Required to Succeed - Modified RR) - #] x time

Example: *1 rnd/10 failure would mean that a RR failure by 20 would have a 2 round effect (2 = 20 ÷ 10 × 1).*

RANGE (R:)

distance R – Effect is felt in an area with a radius equal to distance),

distance/lvl – Spell can take effect anywhere within (distance) x (level) of the caster.

Note: *An area spell has a center of effect, and the center must lie within the range of the spell.*

Note: *Normally, when a spell takes effect, the target must be in the caster’s field of vision or sensed by some other means. This rule may be modified or changed by provisions in the specific spell descriptions.*



5.0 MAGICAL RESEARCH & ITEM CREATION

5



In any comprehensive world system for a long-running campaign, attention must be paid to magical research. This is essential for explaining where magic items come from and how spells are developed. Of course, the simplest solution to this is to say that spells and items come from the gods (or some other external force) and to allow no research in terms of the game. If this is the case, both the Alchemist spell lists and this section should be ignored.

The following sections contain some suggested rules for conducting research in conjunction with the *Spell Law* system.

5.1 SPELL RESEARCH

Spell research is the development of new spells to add to existing spell lists or new spells that do not fit on any existing list. Potentially, a powerful character might research an entire new spell list, and the knowledge of it passed on to their friends and followers.

LIMITATIONS

The GM should first determine if the proposed spell is acceptable for their world system. They are the final authority on the

inclusion of a researched spell into their game and should examine each prospective spell closely. They may wish to introduce their own spell lists or spells to be available for the characters and non-player characters in their game.

Research Eligibility – Under these guidelines, only Pure and Hybrid spell users may conduct research. Semi-spell users and Non-spell users may not normally conduct spell research. This prohibition represents a definitive limit on the powers of characters not devoting themselves exclusively to the use of spells.

Define Realm – The GM should determine the realm of the proposed spell, (i.e., is the spell an Essence spell, a Mentalism spell, a Channeling spell, or perhaps a hybrid spell). The introductions to the various spell books are useful for this purpose, and it should be noted that certain concepts have been deliberately left off certain lists with this restriction in mind (e.g., Clerics do not throw Fire Balls).

Normally, a character may not research a spell outside of their realm of magic. Hybrid spell users may research

52

spells in either of their two realms; however, they are severely limited, for the power of the spells they can research that do not fit on their base lists. (Since they cannot learn other lists beyond level 10, they could not research such spells.)

Define List – If possible, each spell should be grouped with similar spells, according to their nature. After determining that the spell is acceptable and deciding which realm it fits into, the Gamemaster (with help from the researcher) should determine if the spell fits into an existing list. If it does, then this concept is relatively easy to research, provided the researcher already knows that spell list. If the spell concept does not fit into an exiting spell list, it indicates that research material in this area is going to be more difficult to find and more time will have to be spent in learning the new spell.

Determine Spell Level – The GM must assign a level to the spell, based upon its power and the level of other spells of similar power that the spell user already knows or has available. Note that spells with exactly the same effect often have different levels for different professions and particularly for different realms. Of course, a character cannot research a spell that is of higher level than they are, nor may any character research a spell that they would not be able to learn if it were on a list. Specifically, if a spell fits into a spell list above 10th level and a hybrid wishes to research it, they could not normally do so because they are not permitted to learn spells on that list above 10th level - assuming, of course, that the spell did not fit into their base lists.

REQUIREMENTS FOR SPELL RESEARCH

After satisfying himself that the researcher can learn the spell desired, the GM must establish that the character has access to the research material necessary (which may well involve payment) and subsistence. Other activity should be severely curtailed

(i.e., they should plan to spend at least 8-10 hours a day doing the research). The researcher may then proceed to do their studying; the total amount of time required is discussed below.

Researching Spells on Known Lists – If the spell is on an existing spell list, the researcher must know the spell list to at least the level of the spell to be researched. The amount of time indicated by the following table must be spent in research.

05-01 TIME TO RESEARCH			
Level of Spell	Years	Months	Weeks
1	—	—	1
2	—	—	2
3	—	—	3
4	—	1	0
5	—	1	1
6	—	3	0
7	—	3	2
8	—	4	0
9	—	4	2
10	—	5	0
11	—	8	1
12	—	9	0
13	—	9	3
14	—	10	2
15	—	11	1
16	1	4	0
17	1	5	0
18	1	6	0
19	1	7	0
20	1	8	0
25	2	7	0
30	3	9	0
50	7	3	2

Researching Spells NOT on Known Lists – If the spell to be researched is not on a known list, or the researcher does not know that list to a sufficient level, the time costs involved (derived from the table on the previous page) are tripled.

SUCCESSFUL RESEARCH

Upon completing the required research, the researcher rolls on the “General” column of the Base Attack Table. Any non-failure result indicates that the spell has been learned. The researcher (and only the re-

searcher) now knows the spell. They may teach it to an associate at one fourth of the original research time for them and their pupil. The Gamemaster may wish to eventually allow certain researched spells to become a part of the list system for their world.

5.2 ITEM CREATION

Alchemical research is the only way in which a spell user can make a specific magic item, potion, or enchanted material (as opposed to Lord Research, section 5.4, which is essentially random). Under our system, the Alchemist Base lists provide the necessary framework for making specific items. They are usually usable only by Alchemists (see section 5.5 for some suggested exceptions). Making a magic item consists of simultaneously:

- 1) Creating the base item (always required).
- 2) Enchanting the item (not required).
- 3) Imbedding spells into the item (not required).

Once a magic item has been created, it cannot normally have other spells or abilities added (except for *recharging* wands, rods and staves). The GM should make the necessary modifications to these rules to adapt them to specific circumstances in their world system.



CREATING THE BASE ITEM

The base item is the actual physical item that may be enchanted or have a spell imbedded. Base items are classified as:

- Inorganic (metal).
- Organic (living or once living material).
- Liquid/Gas (potions).

Each of these classifications is represented by one of the Alchemist Base lists. Each list allows an Alchemist to work the appropriate materials through the use of spells, aided by normal equipment (forges, looms, presses, laboratory apparatuses, etc.).

Making the base item requires that the appropriate spell from the appropriate list be cast once per day. (That's why the Duration of many Alchemist Base spells is 24 hours.) It is also assumed that the Alchemist works normal full days (8-10 hours) on the project (no spell research, excursions, or other projects).

In order to make a base item, some of the following spells must be cast during the creation process:

- *Work xxx* - always required, even if the material to be worked, xxx, is already in the desired shape/form.
- *Make xxx* - required if the material to be worked, xxx, is only available in the form of raw materials; see the individual spell descriptions (e.g., to make a steel weapon from available iron, a *Make Steel* spell is required).
- *Make Wand, Make Rod, or Make Staff* - required to make a Wand, Rod, Staff so that it can be charged with an imbedded spell; see "Imbedding spells" below.

The exception to the above requirements is rune paper, which can be created merely by casting the appropriate Rune Paper # spell (i.e., no other *Make xxx* or *Work xxx* spells are required).

BASE ITEMS

The properties of the base items are summarized on the *Items Characteristics Table*.

Wands, Rods and Staves – Wands, rods, and staves are the primary base items for storing spells that can be cast multiple times. Normally they must be organic, due to the inherent resistance of inorganic material to spells. In order to make one of these items, the Alchemist must know the appropriate spell on the Organic Skills list (i.e., *Make Wand* to make a Wand,

Make Rod to make a Rod, or *Make Staff* to make a Staff).

Rune Paper – Spell users must have rune paper in order to inscribe runes (see the Open Essence list, Rune Mastery, and section 6.2). The various *Rune Paper #* spells allow rune paper to be made which will hold various level spells (e.g., rune paper made with a *Rune Paper III* spell will only hold 1st, 2nd, and 3rd level spells).

Potions – Potions are fluids (or in some cases, gases) in which a spell can be placed (imbedded). The various *Potion #* spells make potions which will hold various level spells as rune paper does. “Potion” spells are harder (higher level) to both learn and use because there can be no requirement that the end user have any understanding of spells (reading Runes requires Runes skill and need not be as foolproof).

Objects – Objects are any items that are not wands, rods, staves, rune paper, or potions in the sense outlined above. They include weapons, armor, spell bonus items (see section 3.7), rings, cloaks, boots, etc.

If they are created out of superior materials (assuming iron as a normal, non-bonus material), weapons, armor, and other items can have bonuses that are non-magical. In this case, creating a base item need not be accompanied by enchantment or imbedding a spell. See *ChL* section 8.3 for more information on non-magic bonuses and superior materials.

If weapons and armor are enchanted to get a magical bonus, then the user can elect to use either the non-magical bonus (due to material) or the magical bonus (but not both).

Example: *A high-steel weapon (+10) enchanted with a +5 bonus could be used as a +10 normal weapon or a +5 magic weapon, but not as a +15 weapon. In most cases it would be used as a +10 weapon. However, when fighting creatures that can only be hit by magic weapons, the +5 bonus would have to be used.*

ENCHANTING AN ITEM

Enchanted properties of an item do not normally require Staves & Wands skill to

use (see section 6.2). Standard enchantments include:

- Intelligence.
- Magical bonuses.
- Any special permanent abilities that are not spells (e.g., Holy Arms or Slaying are such abilities, while flying, invisibility, and teleportation are normally not).

When an Alchemist wishes to enchant an object, they must perform the enchantment process simultaneously with the creation of the base item and the imbedding of spells (if any). The enchantment process consists of casting the appropriate spell from the Enchanting Ways list once per day during the item creation process (e.g., to make an item enchanted with “Low Intelligence”, the spell *Low Intelligence* must be cast once per day while the item is being created).

Normally, a spell may not be cast from an item unless the wielder has made a successfully Staves & Wands roll for the item to attune to it, or the item has the intelligence necessary for casting the spell as outlined below.

INTELLIGENCE AND WILL

In *Rolemaster*, item intelligence allows any character to use spells “imbedded” in items (see section 3.7) without having to successfully use their Staves & Wands skill (see section 6.2). The character does not need to attune their aura to the item, because the item attunes itself to its wielder.

The effect of intelligent items on characters or a game will depend upon the world system used (e.g., control or dominance of a character by an item they are wielding). Normally, the “alignment” of such an item is the same as that of the Alchemist that made it.

The following is a summary of the effects of various intelligences that can be placed in an item by the corresponding spells on the enchanting ways list:

Empathy	Allows casting of 1st lvl spells.
Low Intelligence	Allows casting of 2nd lvl spells.
Medium Intelligence	Allows casting of 5th lvl spells.
High Intelligence	Allows casting of 10th lvl spells.
Very High Intelligence	Allows casting of 20th lvl spells.

Items with intelligence may come into conflict with the characters that possess them, so it is important for the Gamemaster to establish the purpose and goals of any item with intelligence before introducing them into the game. If an intelligent item feels that its possessor is acting contrary to either its purpose or goals it will engage in a contest of wills, either to resist being used, or to possess it's wielder. This can happen rarely, or every time the item is used, depending on how opposed the character and the item's goals and purposes are.

To generate Will for characters, add together their Reasoning, Self Discipline, Empathy, Intuition and Presence Bonuses. Gamemaster's can randomly determine or assign these stats to an intelligent item to generate Will, or just use the table below as a rough guide. The more intelligent an item is, the higher these stats will be, and the stronger its will is. If the Gamemaster wants to randomly generate stats for an item per the stat generation rules in *ChL* section 2.4, use the "Average Stat Bonus" column below as the "Race Stat Bonus" when generating the 5 stats needed.

Intelligence	Avg. stat bonus	Avg. Will
Empathy	-20	-100
Low Intelligence	-10	-50
Medium Intelligence	0	0
High Intelligence	+10	+50
Very High Intelligence	+20	+100

To resolve a will contest, make a resistance roll with the item's level as the attack level, and the character's level as the target level. Subtract the item's Will from the roll, and add the character's Will to the roll. Use the Table 05-02 to determine the result:

Example: *Darby is wandering alone through some ruins in the wilderness, and finds a ring. He picks up the ring and just slips it on. The ring is of very high intelligence, and VERY evil, it was created by a demon that*

wants a gate opened to this world to free it to wreak havoc. Having foolishly put the ring on, Darby is immediately confronted by a will contest from the ring (It has very different goals and morals, to say the least.) Darby is 10th level, and has a will of +35. The ring is 15th level, and has a will of +100. Darby is in trouble,

05-02 RESULTS FROM WILL CONTEST

Fails by 150 or more – Item masters the character. The character is completely under the sway of the item and will pursue its purpose (or be overcome by its influence). The character suffers a permanent -25 penalty to all future Will Contests with this item.

Fails by 66 to 149 – Item is in control of the character. The character is influenced by the item. He begins to act in accordance with the item's desires (although the influence is not absolute). The character may initiate another Will Contest under certain circumstances (GM's discretion; usually only allowed when separated from the item, or some traumatic experience caused by the item. Note that controlled characters will not voluntarily be separated from the item. The next Will Contest with this item suffers a penalty of -25.

Fails by 51 to 65 – Character struggling. Although presently influenced by the item, the character realizes that his mind is affected and makes a valiant effort to resist the item. The affected character may immediately initiate another Will Contest (with no extra modifications).

Fails by 26 to 50 – Item gains. The item is gaining influence over the character. Although not compelled to comply, the character feels biased by the item's will. Friends may notice a change in personality. The next time a Will contest occurs with this item, it suffers a penalty of -10.

Fails by 1 to 25 – Contest in question. The struggle is still undecided. For the moment the character may wield the item as he desires. The character may not even be aware that a Will Contest has taken place.

Succeeds by 1 to 25 – Contest in question. The struggle is still undecided. For the moment the character may wield the item as he desires. The character may not even be aware that a Will Contest has taken place.

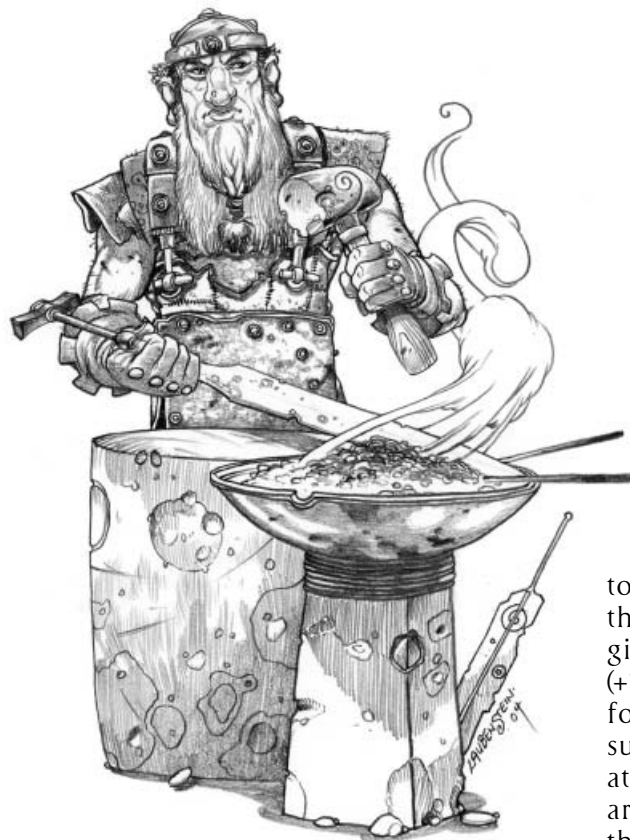
Succeeds by 26 to 50 – Character gains. Character is gaining influence over the item. Although not compelled to comply, the item is biased by the character's will. For the moment the character may wield the item as he desires. The next time a Will Contest occurs with this item, it suffers a bonus of +10.

Succeeds by 51 to 65 – Item struggling. The item makes a strong effort to resist the character, but it remains under the control of the character. The item may initiate another Will Contest immediately (with no extra modifications).

Succeeds by 66 to 149 – The item fails under the strong influence of the character. The character may wield the item as he desires. The spirit will begin to act in accordance with the character's desires, although control is not absolute. The spirit receives taint through interaction with the PC. The item may initiate another Will Contest under certain circumstances (GM's discretion). The next time a Will Contest occurs between the character and this item, there is a +25 bonus.

Succeeds by 150 or more – The item is completely under the control of the character. The spirit is overcome by the character's influence and obeys his will insofar as possible. The character receives a permanent modifier of +25 bonus to all future Will Contests with this item.

looking at the RR chart for a 15th level attack vs. a 10th level target; we see Darby needs a 60 to resist. Darby's player rolls a 65, but then the will bonuses are applied: Roll 65 + 35 (Darby's will) - 100 (Ring's Will) = 0. Darby has failed his RR by 60 points. Consulting the will contest results table, we see that Darby is "struggling to resist" but may make another will check immediately at no penalty. His second roll is a 55; 55 + 35 - 100 = -10, Darby has failed by 70. This time, the Ring gets control, but not completely. Darby forgets the struggle, and proceeds to walk off toward that ring of stones he passed two days earlier, a thin point between realms. Unfortunately Darby thinks this is completely normal, and will proceed there without finding it odd. When the actual opening of a demon gate starts, Darby will likely get another chance to resist the will of the ring, as this is freaky enough that even in his fuddled state, Darby will know something is wrong. Unfortunately, due to that last result, he will resist at a -25 penalty.



Note: Intelligent items actually cast their spells, not the wielder. The item uses the wielder's aura to focus the spell, in the same sort of the way that a radio uses a broadcast antenna, so they still count toward the caster's one spell per round limit. (An item capable of casting completely by itself, without a wielder, would be a form of construct creature.) Any spell failures apply to the wielder, not the item. This also means that if the wielder is not in control of an active, intelligent item, it can cast spells through them of its own choice, including spells targeted at the wielder or their allies. Spells with a range of "self" can be cast by the item upon the wielder.

BONUSES

Bonuses fall into three categories:

- **Weapons** – Normally a weapon bonus gives an additional bonus to the wielder's Offensive Bonus. *Weapon I* gives a weapon a magical +5 bonus, *Weapon II* gives a magical +10 bonus, etc.
- **Armor & Shields** – Normally a shield bonus or an armor bonus gives a bonus to wielder's Defensive Bonus. *Armor I* gives a shield or a suit of armor a magical +5 bonus, *Armor II* gives a shield or a suit of armor a magical +10 bonus, etc.
- **General** – Normally a general item bonus gives a bonus when performing the normal function of the item. *General I* gives a "specific use" item (e.g., a grappling hook, a bridle, a ink pen, etc.) a magical +5 bonus, *General II* gives a "specific use" item a magical +10 bonus, etc. The general category also handles creating power point multipliers and adders (see section 3.7). A +# General spell will enchant either "+# adder" or a "x (# - 1) multiplier"

A weapon bonus gives a specific bonus to the combat attack of the character using that weapon. Each "I" of an enchantment gives a bonus of +5 under a 1-100 system (+1 under a 1-20 system). Similarly, each +1 for an armor bonus (or shields) gives a subtraction to the attack roll of persons attacking the character that is wearing the armor. The +1 general category is meant for the miscellaneous items that exist in various world systems.

SPECIAL ENCHANTMENT

All enchantments aside from intelligence and bonuses falls into this category. Because they are too numerous to catalog and are highly dependent upon the world system being used, these special enchantments are not specifically covered by spells on the Enchanting Ways list.

If a GM feels that a special enchanted ability is standard for Alchemists in their world system, they may place a spell for enchanting that ability at any level on the Enchanting Ways list that they deem appropriate. Otherwise, an Alchemist should be required to research the enchantment spell for that ability using the spell research rules detailed in section 5.1. This research should require that the researcher cast the 1st level *Research* spell on the Enchanted Ways list once per day.

Example: *An Alchemist wishes to enchant a sword to be an Orc-slaying weapon. If the GM decides that the ability is a known Alchemist enchantment, they might assign it a level of 15. If not, they could still assign it a level of 15, but the Alchemist would be required to research the spell for 11 months and 1 week as required in "Time Cost" below. It might even take longer if the Gamemaster decides the ability is really obscure and requires the research time for a spell not on a normal list; e.g., triple the normal time of 11 months and 1 week would be 2 years, 9 months and 3 weeks.*

IMBEDDING SPELLS

Spells can be imbedded in items by casting the appropriate spell or spells from one of the Alchemist Base lists, Imbed Essence or Imbed Mentalism/Channeling. While a Base Item is being created, several procedures must be performed in order to imbed a spell:

- The appropriate *Imbed #* spell for the appropriate realm must be cast on the item once a day (that's why the Duration of many Alchemist Base spells is 24 hours).
- While creating the item, the spell to be imbedded must also be cast on the item once a day (this spell can be cast by the Alchemist, an item, or another spell user).

- If the item is to be a Wand, a Rod, or a Staff, then the appropriate *Charge xxx* spell must be cast on the item once a day.
- If the item is to be a Daily item, or a Constant item, then the appropriate *Daily #* or *Constant* spell must be cast on the item once a day.

Because an Alchemist is a Pure spell user of Essence, the Mentalism and Channeling spells are harder (higher level) to imbed than Essence spells.

NORMAL IMBEDDING

If only the first two steps above are performed, the spell imbedded can only be used **once**. After such a spell is cast, it is gone and cannot be recharged.

CHARGED ITEMS: WANDS, RODS, STAVES

Multiple spell charges can be imbedded in Wands (10), Rods (30), and Staves (100). This requires that:

- The base item must be of the appropriate type (i.e., Wand, Rod, or Staff; see "Base Items" above).
- The appropriate *Charge xxx* spell must be cast on the item (in addition to the other required spells) once per day while the item is being created.

Unlike other items with imbedded spells, Wands, Rods, and Staves can be recharged by casting the appropriate *Charge xxx* spell once a day for a number of consecutive weeks equal to the level of the *Charge xxx* spell (e.g., recharging an Essence Rod would require an 8th level *Charge Rod* spell and 8 weeks). The properties of wands, rods and staves are summarized in the Item Characteristics Table 05-03.



OPTION 13.1: CHARGE DEPLETION ROLL



If a GM does not wish to keep track of the charges on items in their world, they may wish to roll (1-100) each time a Charged Item is used. If the roll is less than a certain number, then the last charge in the item has been used. The suggested values for the chance of charge depletion are provided on the Item Characteristics Table: 1-10 (10%) for Wands, 1-4 (4%) for Rods, and 1-1 (1%) for Staves. Note that this is not cumulative.

Thus a Charged Item will continue to function until a low enough roll is made, and may potentially function forever).

DAILY ITEMS

A spell can be imbedded in an item so that the imbedded spell can be cast a certain number of times per day. This requires the appropriate *Daily #* spell be cast once a day while creating the item.

The number of times per day that such an imbedded spell may be cast is dependent upon the level of the imbedded spell and the # of the *Daily #* spell used (see the individual *Daily #* spell descriptions).

Example: A high level Alchemist is making a ring and casts a "Daily III" spell. He may either imbed a 1st level spell to be used up to three times each day or a 2nd or 3rd level spell that could be used once each day.

CONSTANT ITEMS

A spell can be imbedded in an item so that the imbedded spell works continuously (i.e., constantly). This requires the

appropriate *Constant* spell be cast once a day while creating the item.

Only spells deemed appropriate to work constantly can be imbedded in this manner (to be determined by the GM, of course). Allowable spells might include: *Detect* spells, *Invisibility*, *Presence*, etc. Non-allowable spells might include: elemental attack spells, base attack spells, *Teleport*, etc.



OPTION 13.2: LIMITS ON MAGICAL RINGS



One viable option for a GM is to only allow rings to be Constant items. Only one spell per ring can be imbedded. Only two rings can be worn and used per character (except in extreme circumstances to be determined by the GM).

RESEARCHING IMBED SPELLS

If a GM feels that a more specific *Imbed* spell is standard for Alchemists in their world system, they may place such a spell at any level on the appropriate Imbedding list. Otherwise, an Alchemist should



be required to research the Imbed spell using the spell research rules detailed in section 5.1. This research should require that the researcher cast the 1st level *Research* spell on the appropriate Imbedding list once per day.

Example: *A character might wish to research a spell that would imbed "At Will" spells (i.e., an "At Will" imbedded spell would cast a certain spell whenever the character willed it). The GM could decide that this would be handled like the Constant spell, and require the character to research "At Will" as a 50th level spell.*



OPTION 13.3: IMBEDDED SPELL CASTING TIME



This optional rule allows an Alchemist to make the number of rounds required to cast an imbedded spell a factor of the item and not the user (i.e., this optional rule would supersede section 3.7). If this optional rule is used, an *Imbed* β spell imbeds a β level spell as a Class III spell (i.e., takes 3 rounds to cast, regardless of the level of the user). An *Imbed* $\beta+1$ spell imbeds the same spell as a Class II spell (i.e., taking any user 2 rounds to cast it), and an *Imbed* $\beta+2$ spell could be used to imbed the same spell as a Class I spell. Note that some spells are instantaneous normally, and are always treated as instantaneous spells (e.g., *Sprint I*, imbedded in an item with an *Imbed V* spell would not become a Class III spell because it always instantaneous).

5.3 THE COST OF MAKING MAGIC ITEMS

The cost of making magic items is reflected by several factors:

- 1) Time (see below).
- 2) Required spells and Power Points (see above).
- 3) Material and possibly money (depends upon world system).
- 4) Standard research costs if necessary (see section 5.1).

These costs have been designed to make magic item creation difficult but not outrageous. Note that the price of such items, when and if ever sold, should reflect these costs, including the (perhaps) years the Alchemist worked on the item. *ChL* section 8.0 provides some guidelines for determining the cost/value of standard magic items.

TIME COST

Time is the key factor in the cost of making a magic item. The time cost is given in terms of a number of required consecutive weeks. Making a magic item consists of simultaneously:

- 1) Creating the **base item** - This costs one week per level of spell used in creating the base item; see "Creating the Base Item" above for the list of required spells. The spells normally cast for the base item are:

The *Work xxx* spell.

A *Make xxx* spell (if there is one).

A *Make Wand, Rod, or Staff* spell (if there is one).

05-03 ITEM CHARACTERISTICS CHART

Item	Maximum Spell Level	Size	Material	Maximum # Charges	Spell Required	Restrictions On Use
Wand	2	1 foot	Organic	10/(10%)	"Charge Wand"	Must be Held in Hand
Rod	5	2.5 feet	Organic	30/(4%)	"Charge Rod"	Must be Held in Hand
Staff	10	5 feet	Organic	100/(1%)	"Charge Staff"	Must be Held in Hand
Other	10	varies	any	1	—	Touch & Look at
Other	10	varies	any	1/Day	"Daily"	Touch & Look at
Ring	10	Ring	Ring	Constant	"Constant"	None

2) Placing an **enchanted ability** in the item - There can be multiple enchanted abilities in an item; for the purposes of time cost (see below) treat each enchanted ability as a separate capability. See "Enchanting an Item" above for the list of required spells. Only one spell from the Enchanting Ways list is normally required for an enchanted ability.

3) Placing an **imbedded spell** in the item - There can be multiple imbedded spells in an item; for the purposes of time cost (see below) treat each imbedded spell as a separate capability. See "Imbedding spells" above for the list of required spells. The spells normally cast for an imbedded spell are:

The spell imbedded.

The *Imbed* # spell.

A *Charge* xxx, *Daily* #, or *Constant* spell (if there is one).

Base Item Time Cost: Creating the base item costs one week per level of spells used in creating the base item.

Capability Time Costs: For these cost calculation purposes, a *capability* refers to an enchanted ability or an imbedded spell. Basically, the time required for each capability is:

- The first capability costs 1 week for each level of each spell cast for creating that *capability*.
- The second capability costs 2 weeks for each level of each spell cast for creating that *capability*.
- The third capability costs 3 weeks for each level of each spell cast for creating that *capability*.etc.

In order to obtain the lowest cost, the creating Alchemist can choose which capability is first, which is second, etc. For the lowest cost, make the capability with the highest cost the first, make the capability with the second highest cost the second, etc.

Total Time Cost = 1 wk per lvl of spells for the base item

+ 1 wk per lvl of spells for 1st capability
+ 2 wk per lvl of spells for 2nd capability
+ 3 wk per lvl of spells for 3rd capability, etc.

Example: A 50th level Alchemist wishes to make: *Mithril hammer* (requires a 15th lvl *Work Mithril* spell) of *Orc-slaying* (requires a 15th lvl enchantment spell as determined by the GM). It would take 30 weeks to finish: 15 weeks for creating the base item (i.e., the *Mithril hammer* assuming the material is available) and 15 weeks for the enchanted ability or *Orc-slaying* to be added.

If he also wanted to imbed a *Haste I* spell (1 charge) in the hammer (requires the 6th lvl *Haste I* spell to be imbedded and a 13th lvl *Imbed VI* spell), it would cost him considerably more time:

[15 weeks for the base item]

+ [19 weeks for imbedding the *Haste VI* spell]

+ [2 x 15 weeks for the *Orc-slaying* enchanted ability]

= 15+19+30

= 64 weeks

Note: making the *Orc-slaying* ability the first capability would cost 15 + 15 + 2 x (19) or 68 weeks.



Example: The same 50th level Alchemist wishes to make a Dragon Bone Rod. (Requires a 20th lvl Work Organic True spell and a 10th lvl Make Rod spell.) He also wishes to imbue a Sudden Light spell. (Requires the 5th lvl spell to be imbedded and a 8th lvl Charge Rod spell.) He also wishes to enchant it to be a +2 spell adder (requires a 10th lvl General II spell) and to enchant it to have a +10 combat bonus as a mace (requires a 8th lvl Weapon II spell). The cheapest total cost is.

[30 weeks for the base item]

+ [13 weeks for imbedding the Sudden Light spell]

+ [2 x 10 weeks for the +2 spell adder enchanted ability]

+ [3 x 8 weeks for +10 weapon enchanted ability]

= 30 + 13 + 20 + 24

= 87 weeks

Distributing Time Costs: A GM may wish to allow this time cost to be distributed over several Alchemists if they are **all** capable of casting all of the Alchemist spells involved in the creation process.

Example: The hammer above takes one Alchemist 64 weeks. It would take 8 Alchemists working together 8 weeks provided all of them could cast Work Mithril, had researched Orc-slaying, and knew the Imbed VI and Haste I spells.

REQUIRED SPELL CASTING COSTS

The spell casting cost is merely the spells and power points that are required to be cast to make a magic item. Remember, all of the spells required to make a magic item must be cast every day of every week required for creating the item.

MATERIAL AND MONEY

This factor is dependent upon the world system used, but usually making metal items requires a forge and the appropriate metal (some metals may be rare, expensive or unobtainable). Cloth items might require a loom, leather items might require the appropriate leather and tools, and potions might require special lab equipment. Money is only required as it is needed to obtain these materials and perhaps for the support of the Alchemist while they are working.

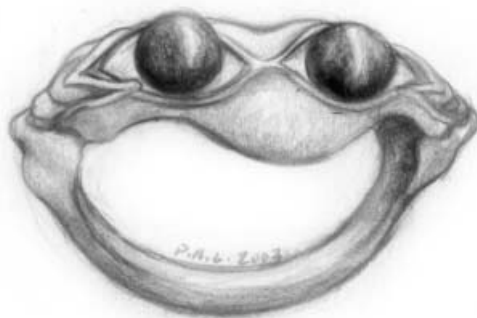
Example: Suppose the GM ruled that the Mithril hammer in the example above requires 1 pound of Mithril (i.e., the rest of the weight is a wood or metal shaft and a steel core). The Alchemist would have to obtain the pound of Mithril. In the suggested Rolemaster monetary system (see ChL section 8.0) a Mithril piece (.25 oz) is worth 100 gold pieces, so 1 pound of Mithril would be worth around 6400 gold pieces.

MAKING "ARTIFACTS"

Certain magic items which could not be made using the rules included in *Spell Law* can be classified as "Artifacts." Requirements for making an artifact could be: special ceremonies, special groups of individuals, special sites, special equipment, special material, sacrifices, etc.

5.4 LORD RESEARCH

Lord research can be performed when a Pure spell user of Essence or Channeling (not Mentalism) reaches 25th level and has learned the appropriate list (Symbolic Ways for Channelers or Rune Mastery for Essence users) to 25th level. At that point they can use the *Lord Research* spell to "research magic items." This type of research is heavily dependent on the world system being used, but we suggest the following guidelines.



Note: *The Lord Research spell can only be obtained by learning a type "E" portion, which means that the research list must have been selected as one of the spell user's base lists (see section 3.2).*

First, the assumption is made that jewels have a very, very high concentration of essence locked within them. Lord researchers, with the proper equipment and care, can break down jewels and release their essence into other materials at hand, although they have little control over the end result of the process. Thus to perform lord research, an Essence user slowly feed jewels into a forge over the course of several weeks (or more) while casting the Lord Research spell at least three times a day. A Channeler is required to "sacrifice" their jewels to their god (the jewels are destroyed) while casting the Lord Research spell at least three times a day. In both cases, the essence locked in the jewels will be released and begin to concentrate in some nearby item.

What form this released essence will take is impossible to determine until some time after the process is entirely completed. At that time, the GM should determine randomly what the newly created magic item actually does (its realm of power could be random). Keep in mind that its power and capabilities should be proportional to the number of weeks spent in casting Lord Research spells and the number (and value) of the jewels destroyed in supplying it with essence (note that the more essence a jewel has, the more valuable it would normally be).

It is suggested that the GM draw up tables of magic items appropriate to their world and use them to determine what powers an item created in this way might have. (The *Creatures & Treasures* tables can be used for this purpose.) We suggest that these tables be based roughly on the alchemical lists, although it is not our intention that other professions be given the same item making capacity as an Alchemist (i.e., an Alchemist can choose what they are making).

5.5 SPECIAL ITEM CREATION

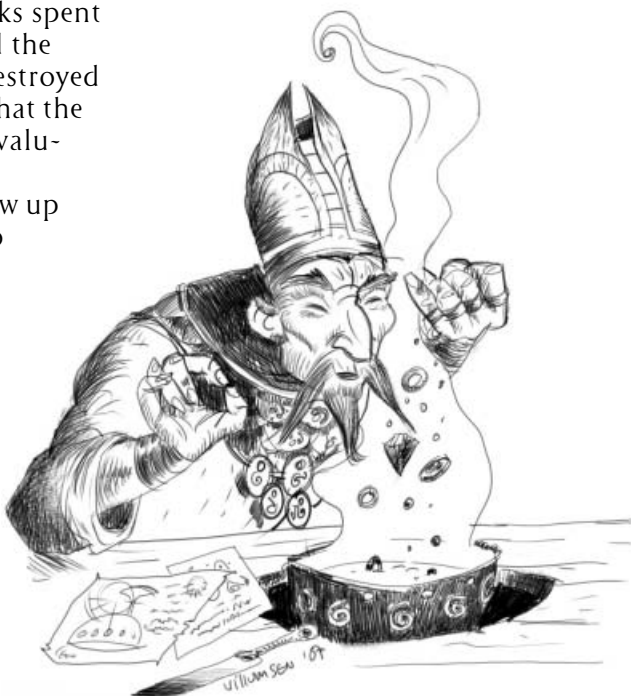
Of course, the Gamemaster may institute special rules as they see fit. We present a few which might be appropriate.

OPTION 14.1: LIMITING ALCHEMY

If a GM wishes to have specialized Alchemists in their game, they can limit such Alchemists to one of the three material creation lists and allow them two other base lists of their choice. This means that specialized Alchemists would become forgers (only inorganic, e.g., a Dwarf forger), potion makers (only liquid/gas, e.g., a classic Witch), or weaver/leatherworkers (organic). Alternatively Alchemists could be allowed two of the three lists.

OPTION 14.2: CREATION OF ITEMS BY NON SPELL USERS

In certain mythologies, certain races (such as Dwarves) were excellent forgers but not spell users. To simulate this, a Gamemaster can allow certain trained individuals in these races to use the materials list (but not the imbedding list).



6.0 GAMEMASTER NOTES

6



This section contains guidelines and optional rules for situations that come up in games and require a bit more explanation.

6.1 SPELLS AND PERSONAL AURA

Each living or animate thing is surrounded by an aura, their personal field of essence, which casters manipulate to create effects. This field also enables beings to resist effects. It is given flavor and intensity by factors like race and stats, which help explain characters varying casting abilities and resistance to types of magic.

This aura is also why casters can use attack spells on beings, but cannot attack with utility spells, and why your personal gear resists with you, rather than being separately attacked by all effects. Since your clothing and gear is inside or in contact with your personal aura, it receives a certain amount of shelter from effects. This aura also explains why "1 target" effects like a teleportation will grab the target, and all of their clothing and equipment, rather than whisking them off naked.

This protection works more for resistible effects than it does for physical effects

generated by magic. So a caster cannot teleport a sword out of someone's hand, but could use telekinesis to wrench it away from them (If the telekinesis is strong enough). This also explains why spells like *Boil Liquid* would work on a cup full of blood, but cannot be used to boil the blood inside a living target.

6.2 MAGIC AND SKILLS

All of the skills below are described in *Character Law*, but all can have an effect on spell casting, so they are reproduced here, with some additional notes and examples.

CHANNELING

This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know their exact location (direction and distance, or a specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell, then another spell user (or deity) could use

64

Channels to send them a spell (if they knew where the altar was and the correct time). In some cases it will occur when a Cleric is on a vital mission and their god decides to aid them. It is permissible, however, for characters to Channel to each other.

It is important to note that the spells a Channeling spell user (i.e., Clerics, Animists, Healers, etc.) acquires normally through worship and the use of intrinsic power points (although the entire realm is termed "Channeling") are not subject to this rule. Channeling spell users have a link with their deity that always functions, using normal spell casting rules, unless severed by a spell like "Unpower". The acquisition of channeling skill will not allow other characters to gain a Channeling spell user's intrinsic spell ability. This skill only applies to extraordinary channeling.

TRANSMITTING POWER POINTS

Normally Channeling consists of transferring power points from one character to another. The sender expends the power points and multiplies the number of points expended by their Channeling skill rank bonus expressed as a percentage. Treat channeling bonuses greater than 100 as 100, and round down the resulting power points, to calculate the number of points sent.

The receiving character multiplies the number of points sent by their Channeling skill bonus (again, expressed as a percentage, the result is rounded down, and channeling bonuses of more than 100 treated as 100). This result is the number of points received. The receiving character may use these points as they wish. Any unused points will be lost the next time they sleep.

Channeling between characters (including NPCs) may only take place if they are

concentrating on the same realm of power. In other words a Cleric can't channel to a Magician. In the case of a Non-spell user (i.e., Fighter, Thief, Rogue or Warrior Monk), the character's realm of magic should be determined during character generation. Gods are, of course, able to channel to whomever they please. Hybrids may channel to or be channeled by character's concentration on either of the Hybrid's realms (e.g., a Mystic can channel in either Essence or Mentalism).

TRANSMITTING SPELLS

Spells may be channeled in rare cases. If the receiver is of the proper spell realm, the sender may cast spells through them. It is not necessary for the receiver to know how to cast the spell; they are not required to do any of the work. The spell is cast, and the power points expended by the sender. The power points are subject to the same modifications for Channeling skill rank bonuses as power points sent without a spell, and sufficient power points must be received to cast the spell. The spell may not be cast if it depends on the receiving character to provide any of the power points, nor may one individual cast the spell while someone else channels the power points required to cast the spell.

Example: *Bak is of the Mentalism realm of Magic. He has skill rank 1 in Channeling (5%) and no further bonuses. A high level Mentalist, Moour, offers to channel through him, and Bak, in need of such help, agrees. Moour must see Bak, make mental contact with him, or know exactly where Bak is. Bak must also know the exact time that the spell is being sent. Moour, in a crucial situation, throws "Cold Resistance" (a 3rd level spell) and puts 60 power points into the effort. He has a 100% Channeling ability and all 60 points are sent, but Bak receives only 5% or 3 of them. This, however, is enough to power the spell and it takes effect. Had Moour possessed only a 90% Channeling ability, he would have had to expend 67 PPs for the spell to take effect ($90\% \times 67 = 60$ PPs sent, with $5\% \times 60 = 3$ PP being received). Failure to provide even one of these 67 power points would make it impossible for the spell to work.*



BURNOUT DUE TO CHANNELING

Successful Channeling can be dangerous. Roll 1-100 and add the number of power points received (this die roll is open-ended). Subtract the skill rank (not skill rank bonus) in Channeling of the receiving character. If the result is over 100, a burnout has occurred.

Example: *Bak's brother Geen is a Cleric, with skill rank 14 in Channeling. In a crucial situation, he asks his god, Blag, for help and Blag responds (the Gamemaster rolls an incredible reaction for the deity) by throwing the spell "Absolution Pure" through the Cleric. This is a 20th level spell and the god sends 40 power points with the spell. All 40 are sent (Blag is a god) and Geen receives 58% of them (23). He now rolls D100 to determine if it affects him. He rolls a 48 (+23 for the power points received in the spell), -14 for his skill rank (note that the skill rank, not the bonus is subtracted). The total is 57 ($48 + 23 = 71 - 14 = 57$) and Geen does not suffer burnout.*

Suppose that Geen had rolled a 97 instead of a 48. Since 97 is over 95, under the "open-ended" rules, he must roll again and add. He rolls a 23 the second time for a total "roll" of $120 + 23 - 14$, yielding a 129. Geen has suffered some form of burnout.

If burnout occurs, roll twice on the 15+ column of Table 05-02 in *ChL*. This is the number of points that are lost from the Memory stat (the temporary not the potential). This process is repeated for Reasoning. If this process reduces either stat to 0 or below, all experience and skills are lost. On the brighter side, the character can now switch professions as they have lost all memory of their adolescence, apprenticeship, and the rest of their life (though it will take them many years to function as an adult again).

Should a burnout occur, the sender of the channeling power to the target must roll under their Presence on 1-100 or suffer the same result (gods would not be affected). If the sender survives, unharmed, they may (regardless of the status or will of the receiving individual) exercise absolute

control over the victim's body and its remaining knowledge, skills, spells and power points. The sender must have some method of issuing commands and instructions to the burnout victim. This control lasts 24 hours or until contact is broken.

Note: *Use Intuition stat bonus for Channeling.*



CHARACTER LAW OPTION 15: CHANNELING BURNOUT WHEN USING SPELL LAW



If burnout occurs, a 1-100 roll is made and 5 x the amount that the burnout roll was above 100 is added. This total is applied to the Non-attack Spell Failures Table (p.265). This result can be in addition to the loss of Memory and Reasoning or instead of it (at the Gamemaster's discretion).

DIRECTED SPELLS

Spell Law makes provision for Spell Attack Rolls with certain "elemental" spells. These Spells are specifically listed there, and have separate attack tables. Skill may be developed separately for each such spell.



Developing skill in Directed Spells is treated just as developing skill in weapons. Generally skill may be developed only for spells that are directed against a single target (e.g., Fire Bolts but not Fire Balls or Fire Storms). A character wishing to develop skill with such a spell must be able to cast it at least once per day (either intrinsically or from an item or runes).

At each level of experience, a spell caster may increase their Directed Spell skill with one elemental attack spell (that they can already cast) by one "skill rank" (their choice). This means their Directed Spell skill with any elemental attack spell is not a direct function of their level. The spell caster's Directed Spell skill rank with each of these spells must be recorded.

A spell user's directed spell skill bonus with a specific spell is +5 for each of the first 10 skill ranks, +2 for each of skill ranks 11-20, +1 for every skill rank over 20.

This skill is important for it allows certain spell users to specialize in particular elemental spells in the same manner that fighters may specialize in their weapons.

Note: Use Agility stat bonus for Directed Spells.

LORE, MAGICAL

This skill encompasses the use of informational and academic skills dealing with magic and magical things. They are usually available only to those with access to magical resources and/or instructors. Some examples: Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore and Warding Lore.

These lore skills can be used to identify spells, magical creatures, or effects by examining them, but the more on topic, specific and limited the lore is, the easier the maneuver difficulties should be.

Example: Trying to figure out what sort of magical ritual the demon priest is attempting might be an absurd Spell Lore roll, but only a hard maneuver for Channeling Lore, or a light maneuver for Ritual Lore.

Note: Use Memory / Reason stat bonuses for Lore: Magical

MEDITATION

This skill gives a skill bonus for entering, leaving, and exploiting meditative trances. Each hour of uninterrupted meditation equals two hours sleep. Once in trance, one is normally oblivious to outside activity. Physical prodding allows one to make a static maneuver to leave trance, as does a painful strike (modify by +25). Elves get an additional +25 modification to this skill bonus.

This skill can enable a caster to recover their full Power Points in 4 hours of meditation, rather than 8 hours of rest.

Note: Use Presence / Self Discipline stat bonuses for Meditation.

CHARACTER LAW OPTION 16: POWER POINT DEVELOPMENT (SP)

This optional skill replaces level in calculating total Power Points. Using this option, you determine a characters total PP by multiplying the PP factor for their (Temporary) PP stat by the number of ranks they have in PPD. See section 3.4 for more on power points. (This skill should be considered a Primary Skill if used). If used in conjunction with Option 4: Base Power Points, then the Power Points gained with each rank replace the number gained each level in the formula.

Example: Molnar the magician has a 95 Empathy, offering 2 PPs per the table. He has purchased 14 ranks of Power Point Development, so he has $14 \times 2 = 28$ PPs.

Note: There is no stat bonus for Power Point Development.

RUNES (SM)

The Rune skill enables a character to decipher and use Runes (spells inscribed on suitable media). To decipher a Rune a character makes an open-ended roll, adds their skill rank bonus, and subtracts the level of the Rune plus any modifications the GM deems needed, example +10 for previous roll of 70-100. If the resulting total is 101+, the Rune is deciphered and the character may use it. If the total is negative, the spell on the Rune is cast on the character attempting to decipher the Rune (or a random bystander if the Game Master deems it appropriate). If the total is be-

tween 75 and 100, the character learns what the spell is but can not use it. If the total is between 0 and 74, nothing happens.

If the level of the spell on the Rune is less than or equal to the level of the character attempting to use it, then deciphering the Rune is sufficient to use it (subject to the normal chances of Spell Failure). If the rune is a level above that of the character, or of a realm of power other than their specialty, a second roll, similar to the first, must be made to successfully cast the spell from the Rune (for these purposes, Fighters, Thieves, Rogues and Warrior Monks have no realm of power that is their specialty). Runes are generally not reusable.

A character should be given one chance to decipher a Rune. If they fail, they may not try again until they improve their skill ranks with Runes.

Note: Use *Empathy/Intuition* stat bonus for Runes.

SPELL LIST (SPELL LIST ACQUISITION SKILL)

This skill is learning spells, the number of ranks measuring the amount of effort placed into learning the spells on a specific list. Learning spells is covered in section 3.1.

SPELL MASTERY

Bonus for spells which require rolls for concentration, maneuvers, or orientation. Each individual spell requires separate skill development (as with riding and weapon skills). Any spell that has a roll within it (Like teleporting successfully) may be modified by either the bonus or the ranks in this skill at the Gamemaster's discretion.

Example: *Molnar the Magician has 5 ranks in Teleport I and an Empathy bonus of +10. When teleporting, if he arrives into an unexpected situation, he can apply of +35 (5 ranks x 5 + 10 Empathy bonus) to any orientation roll. If he had the same number of ranks in Fly I, he could use the spell mastery bonus to any flying maneuver rolls while using Fly I.*

Note: Use stat bonus of the caster's realm for Spell Mastery.



OPTION 15.1: SPELL MASTERY AND SIMILAR SPELLS



Gamemasters may wish to allow spell mastery to apply to all spells of the same name on the same list. This option makes the skill significantly more powerful. It is suggested that DP costs for this skill be doubled when using this option.



OPTION 15.2: SPELL MASTERY AND LISTS



Gamemasters may wish to allow Spell Mastery to apply to entire lists, rather than single spells. This option makes this skill very powerful. It is suggested that DP costs for this skill be quadrupled when using this option.

STAVES AND WANDS (ATTUNEMENT)

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities. In order to cast spells from an item, the wielder of the item must have made a "staves/wands roll". The process for gaining the capability of casting spells off an item is identical to that for deciphering a Rune, except that the spell on the Rune is equivalent to the spells on the item.

If an item has several spells or groups of spells that are widely separated in power or type, the Gamemaster may require separate staves/wands rolls for each spell or group of spells.

"Teaching" someone else to use an item is not permitted. Using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the power of the item, you cannot aid them in their attempt at attuning to the item.

Certain spells on items do not normally require a staves/wands roll, they include:

- Spells that operate constantly: Boots of Silence, Cloaks of Invisibility, etc. you put them on and they work.
- Bonuses built into items: Bonuses on weapons, bonuses on armor.

All of these cases include spells that do not require the conscious casting of any spell by the wielder of the item. These items are an important exception, in that they allow a caster to effectively cast more than one spell per round.

Example: A caster can not cast *Invisibility* and *Fly* upon themselves in the same round, but they could cast *Fly* and put on a "constant" cloak of invisibility in the same round.

Note: Use *Empathy/Intuition* stat bonuses for *Staves* and *Wands*.

Note: Learning to use an intelligent item does not require this skill, as intelligent items automatically attune themselves to anyone who picks them up. An intelligent item may refuse to cooperate, requiring a will contest between the character and the item for control. Intelligent items can cast the spells that they contain when instructed by a wielder who can communicate with the item and whom the item will obey (unless specifically created otherwise, intelligent items will usually obey any wielder). Rules concerning intelligent items can be found in section 5.2.

6.3 ADDING FLAVOR TO MAGIC

This section contains some guidelines for Gamemasters on adding a bit more excitement and diversity to their game without changing any casting mechanics.

Looking at the spell lists, you have lots of effects and parameters, so it would seem like a *Firebolt* or *Light* spell cast by any caster would appear identical to the same spell cast by another caster, with the only differences being due to caster level. But with a bit of work, you can almost make the same spell cast by two different casters seem like completely different spells. Much of the flavor of spell casting comes in how the gamemaster or the players describe casting, and the effects. By varying the descriptions of the effects, and always describing casting and spells in terms of what the characters experience, makes magic far more interesting than just calling off the spell name and a dry reading of the attack table and critical results.

COMPARE THESE DESCRIPTIONS:

"The Mad Magician Mellus casts a Firebolt at Julian, it hits for a 17D, the blast burns both of Julian's arms and his entire upper chest, Julian loses use of his arms and is stunned for 9 rounds. Julian takes +15 hits."

"The Mad Magician Mellus shouts out a guttural word and points her hand at Julian, and fire lances out from her fingers. Julian raises his arms and covers his face before the flames burn it off, but at a terrible price. The flames roar around Julian's arms and chest, as his clothing flash burns away to ash, exposing blackened skin. The brief roar of the flame is drowned out by Julian's agonized scream. Julian takes 32 hits, is stunned for 9 rounds and cannot use his arms due to the pain."

"The Mad Magician Mellus points her palm at Julian, exposing a tattoo of a snake, the head resting on her palm, the body winding around her wrist and disappearing up the sleeve of her robes. She utters a sibilant hiss and the tattoo seems to jump off of her hand in the form of a flaming snake, streaking forward in a serpentine path toward Julian. Julian raises his arms to shield his face, and the flaming snake strikes his hands, wrapping around them, sliding down his arms, burning away his clothing until the head of the snake passes his elbows, rearing free and then striking forward to hit Julian in the chest, blasting away the tattered remnants of his shirt. Julian screams just as the snake of fire fades away in a wisp of smoke. Julian takes 32 hits, is stunned for 9 rounds and cannot use his arms due to the pain."

All three of those describe exactly the same effects in completely different manners. If a gamemaster is creative enough, they shouldn't be surprised if their players actually think completely new and different spells are being used. As long as the mechanics and effects of casting remain unchanged, there is no risk of skewing game balance, but everyone will find they are having a better time, and things will remain fresh and exciting far longer.

It's best to put some thought into this ahead of time, as opposed to bogging down game play trying to think these things up on the fly, but you generally can get these kinds of results with just a few basic ideas, and then applying them imaginatively.

CASTING

Casting takes a certain amount of time, and may require gestures or incantations. None of the details are specified. Is the caster chanting out guttural words, or are they soft? Is the gesture just pointing a finger, complicated hand weaving, or a little dance? Does the caster's hair stand up while the room fills with the smell of ozone? Does hellfire crackle in the caster's eyes? (The options here get wider if using Option 8.1, where all spell casting has visible effects.)

FORM

Is the Firebolt a tiny ball of fire, a stream of fire, a flaming snake? What color is it? How does it move?

SOUND

Does the firebolt hiss and crackle like flame, scream like a tortured soul, roar like a beast? When it strikes does it explode with a pop or boom, or does it sizzle?

FEEL

Other senses may be involved, how does the spell smell, taste or feel? An Utterlight spell cast by a Cleric of a truth god may be a cool white light that feels like it shines right through you, illuminating your soul, while the same Utterlight spell cast by the Cleric of a sun god might feel exactly like sunlight, warm on the skin.

Involving players in customizing the effects of their spells can often get them more attuned to their character, and certain in game elements might be tied into the flavor of spells. For instance, casting a Firebolt that looks like a flaming

snake may be a signature of a magician trained at the Red Tower of Serpents. This may allow the gamemaster to include clues or campaign information just in the way spells are described.

6.4 CRITICALS FOR NON-ATTACK SITUATIONS

The critical strike tables can be used in a variety of general situations which arise in fantasy role playing.

Example: *In a blizzard, each character might take an 'A' Cold critical. If in the arctic, the critical might be a 'C', 'D', or even 'E'. A Character hit by a small landslide might take an 'A' Impact critical, with increasingly larger landslides giving more severe criticals.*

6.5 HEALING

A Gamemaster should develop a comprehensive healing system for their world. Rolemaster GMs should refer to section 10.6 in *Character Law* for more information.

Healing is a factor that controls how many and how often characters die permanently and how long they are out of commission healing. The spells provided in this package provide a basis for this, but consideration should be given to a few other factors and options.

One of the prime ingredients of a healing system is herbs (drugs or medicines). Herbs may be used to simulate the effects of certain spells in performing miraculous cures, are portable, and are usually much more available than high level healers. The GM can experiment with

06-01 SAMPLE HERBS

Name	Home	Form	Prepare	Apply	Effect
Abass	Coastal Beaches	Green Leaf	Crush	Eat	Cure (2-12)
Fiis	High Altitude Lakes	Tree Resin	Dilute	Drink	Cure (1-5)
Thurl	Forests (common)	Brown Clove	Brew	Drink	Cure (1-4)
Mireнна	Vales Above 10,000' (Rare)	Silvery Berry	—	Chew	Cure (10)
Harfy	Hilly Regions	Scrub Resin	Dry	On Wound	Stops Bleeding
Ucason	River Bands (Rare)	Yellow Grass	Burn	Inhale	Cures Blindness
Jojojopo	Base of Glaciers	Grey Leaves	Dry	On wound	Cures Frostbite
Naza	Plains	Red Leaf	—	Chew	Neutralize Poison
Olvar	Bay of Glass Spires	White Flower	—	Chew	Lifekeeping (1 day)
Kathkusa	Northern Icy Plains (Rare)	Green Leaves	—	Chew	2X Strength (2-5 rnds)
Nelisse	Volcano of the Udahir	White Leaves	Brew	Drink	Euphoria and Nutrition
Agaath	Mountains Above 20,000	Blue Berry	—	Eat	Breathe at High Altitudes
Ukur	Yon Kusir Valley	Nut	—	Eat	One Day's Nutrition
Fukwar	Salt-Water Islands	Blue Leaves	Crush	Burn	Mental Summons (20 miles)

the numbers, prices, and effects of whatever herbs they feel are necessary in their game. Above we present an example some herbs found in one area of a fantasy world; other drugs might be available in other areas.

Another key factor in a healing system is the effect of the wound after being cured (by spells or herbs). Some considerations in this area are: How long does it take to recover? Should there be any permanent damage (often reflected in a lowering of stats)? What effect would the wound have

on the character while they are recovering? Most of these questions are very subjective and must be decided on a case-by-case basis. For example, having an arm cut off and then re-attached might cause a loss of agility (temporary or permanent) and maybe a scar. Death and being raised from the dead might cause a general loss of abilities, partial loss of experience and scars. Due to the variety of character systems that exist, these elements will not be detailed in *Spell Law*.

06-02 HEALING RECOVERY CHART

This chart provides recovery times for most general injuries. When using it, apply the character's Constitution bonus to any roll. The result is the recovery time for light injuries. Multiply the figure by 5 for medium injuries and by 10 for severe injuries. Halve the recovery time if the victim is hospitalized or placed in some other special care

Roll	TYPE OF DAMAGE (in days)					
	Burn	Bone	Tissue	Head	Organ	Muscle/Tendon
01-15	3	5	3	10	9	7
16-35	3	3	2	7	6	4
36-65	2	2	1	5	4	3
66-90	1	1	1	3	3	2
91+	1	1	1	2	2	1



7.0 EXPANDED SPELL NOTES

7



Remember, that the spells described in *Spell Law* do not comprise the entirety of a world's legacy. There may be an infinite variety yet to be discovered. *Spell Law* provides a world with spells found in common usage and/or knowledge (from a relative standpoint). These spells provide a framework based on the normal needs of an environment, and may act as standards by which Gamemasters can judge other creations or discoveries.

7.1 ELEMENTAL SPELLS

The effects that elemental attacks have on the environment can sometimes be more than just the results on the table. This is more pronounced for ball attacks, but even bolt or small elemental creations can have a dramatic effect. It's often important for the GM to consider the context around which these spells is cast, such things as "Where did that firebolt that missed the ranger go?"

Some things in the environment are very susceptible to effects, while some are more than normally resistant or almost immune. For purposes of this section, consider that susceptible items are af-

ected by the element 100% of the time if they are directly in contact. (Either struck by a bolt or inside the radius of a ball for instance.) Normal items will be affected 20% of the time x the level of the critical effect (so 20% for 'A', 40% for 'B', 60% for 'C', 80% for 'D' and 100% for 'E'). Resistant items will be affected about 5% of the time x critical level, and generally, immune items will ignore all but the most potent effects. GMs should keep in mind that these are guidelines, the listings are not exhaustive, and don't cover all situations, so they can feel free to tweak these numbers to fit specific situations.

Due to the "personal aura" defined in section 6.1, these effects generally apply to the environment, not to objects on characters or in the possession of characters. Those objects will only be directly affected by specific wording of a critical result.

CRITICALS

COLD CRITICALS

Cold criticals will tend to freeze things, sometimes causing cracking or splitting of porous objects that contain water, or the shattering of hot and brittle

72

objects. Super cold will snuff out fires by bringing them below their ignition temperatures. The surfaces of objects will gather condensation, then frost. Damp objects frost, but wet objects become coated in thin, clear ice. Super cold surfaces are a menace to exposed flesh, causing skin to stick, or flash frostbite. The air will become cool or cold. If it is humid, the air will fog, or at super low temperatures, fog and then glitter as the fog turns to snow and settles out of the air.

Susceptible: Tiny volumes of water, wet wood, wet straw, hair or cloth, small fires (lantern wicks, torches).

Normal: Small volumes of water, wood, hot and thin ceramic or glass, medium fires (campfire, fireplace).

Resistant: Large volumes of water, dry wood, paper or straw, moderate sized objects of hot glass or ceramic and large fires (Bonfire, small forge).

Immune: Solid or thick stone or metal, sand, non-hot ceramic or glass, and huge fires. (Fully involved forest or house fires. Iron foundry furnace fires).



ELECTRICITY CRITICALS

Electricity criticals mostly injure living things, directly by critical. Most non-living materials will be unaffected. Of course, electrical criticals can spread under the right conditions, via conduction. The percentages given are the odds of a "jump" using the object in question, which must be via contact. (Allowing arcing effects would otherwise turn every electrical attack into a ball attack.) We suggest they loose one level of critical intensity per 5 feet traveled, or per jump from object to object.

Due to aura resistance, we suggest that only natural electricity will jump using beings, while elemental electricity attacks will only do so via inanimate objects.

Example 1: An elemental 'C' electrical critical on the center of a wading pool will inflict a 'B' to anyone standing in the center 5 feet of water, and an 'A' critical to anyone in the water 6-10 feet from the center.

Example 2: A chain of 5 people holding hands, where the first is struck by natural lightning for an 'E' electrical critical, the second will take a 'D', the third a 'C' and so on. With an elemental 'E' critical, the shock would only inflict an 'E' on the first person, and would fail to jump down the line due to aura resistance.

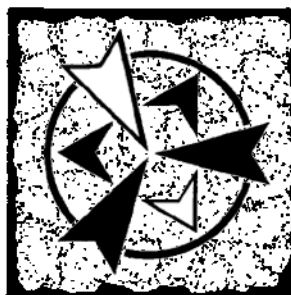
Example 3: A metal balcony rail is struck by elemental lightning inflicting a 'C' critical, anyone touching the rail within 5 feet takes a 'B' electrical critical, anyone touching it within 6-10' takes an 'A'. The floor of the balcony is wet, the B critical in the rail jumps into the water, so anyone standing within 5' of the point where the lightning struck the railing has a 20% chance of taking an 'A' critical. (Reduced from 'C' to 'B' by the rail, reduced from 'B' to 'A' by the wet wooden floor.) If the wooden floor were dry, the shock would have a lower probability to inflict an 'A' on people standing nearby (Only 5%, as the dry wood is "resistant" where the wet wood is "normal")

Susceptible: Metal, water and flesh.

Normal: Wet wood, wet stone, leafy vegetation.

Resistant: Dry wood, cloth, leather.

Immune: Dry sand, glass, stone, ceramic, rubber, and the ground. (Once electricity runs to ground it rarely continues to "jump").



HEAT CRITICALS

Heat criticals will tend to dry things out, set them on fire, or melt them. Cold and brittle objects may shatter in the change of temperature. The surfaces of objects will become dry, and the air will become warm or hot. Metal, stone, glass and other similar "heat sink" objects will become hot, potentially hot enough to burn when touched. The air may shimmer or distort with heat, and the secondary fires sparked will create smoke or other potentially toxic vapors.

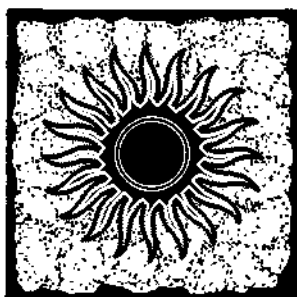
Once started, normal fire is an expanding chain reaction that will spread as long as it has fuel and air, and once it reaches a certain size, can become unstoppable by any normal means. (Most pre-modern cities completely burned at least once.)

Susceptible: Tiny volumes of water, leaves, lush vegetation, snow, loose paper, oil, flammable gas, loose dry cloth, and hair.

Normal: Small volumes of water, dry wood, books, densely packed or wet leaves, cloth or straw, ice, and thin cold ceramic or glass.

Resistant: Large volumes of water, wet or green wood, metals with low melting points, sand, and moderate sized objects of cold glass or ceramic.

Immune: Most stone, thick ceramic or glass, metals with high melting points, and dirt.



IMPACT CRITICALS

Impact criticals tend to break things, and are usually very loud. They will also knock over unsecured objects. (Gamemasters should ignore the categories below, and use your judgment based on the force of impact and the weight of the object struck if the object is not secured to something immobile like a wall or the ground.)

Susceptible: Thin glass or ceramic, thin wood, thin plaster, tiny branches and twigs, leaves and liquids.

Normal: Thick glass or ceramic, wood, thick plaster, thin stone, or branches.

Resistant: Thick wood, tile, thin metal, brick or cement.

Immune: Thick solid stone or metal.

SPECIFIC ELEMENTS

COLD

Elemental cold effects follow exactly along the rules for Cold criticals above.

FIRE

Elemental fire burns cleanly, without smoke, but burns very hot. Due to the fact that it will only penetrate bodily auras as specified by critical, it does not usually have the terrible effects of normal fire, such as searing the air in your lungs, setting your hair and clothing on fire, and choking you with smoke.

Fire spells will likely crackle and roar like a fire of similar size, but fire bolts will be a bit louder, and fire balls are an explosion, at least as loud as an M-80 firecracker or hand grenade. Not usually enough to temporarily deafen people, but loud enough to ring their ears, and to be noticed from quite some distance.

Gamemasters should note that secondary fires started by elemental fire are normal, and not restrained by aura resistance, so if a character is hiding in a loose pile of dry hay and hit with a fireball, after they take their spell damage, they are now in the middle of a raging normal fire, and subject to lung searing temperatures, smoke, and burning equipment problems.

Fire tends to spread upwards, and in the direction of airflow. Remember that most pre-modern buildings are held up with wooden beams, including stone castles and mineshaft-like subterranean tunnels, so an uncontrolled fire will cause a collapse after the beams are weakened enough. (The technique of treating beams with tar to prevent rot makes for fast spreading, hot, smoky fires.)

Small, light objects will be sucked up into the fire, ignite if flammable as they rise, then rain down once they depart the column of super heated air above the fire. When taken to an extreme, this is referred to as a "Firestorm" and the falling debris

can range in size from burning leaves to small burning branches and roof shingles. This process, in dry conditions, can cause the already dangerous walls and "arms" of spreading fire to "jump" spawning multiple fires, mostly downwind of the initial fire.

ICE

Non-mobile ice spells are generally fairly benign, but will be super cold in the round of casting. Bolts or similar attacks will cause both impact and cold criticals. A mass of super cold elemental ice surrounded by super cold air capable of the effects listed can have some interesting secondary effects.

If an elemental ice spell is cast onto water, it can freeze quickly . . . perhaps quickly enough to trap beings standing or swimming in it. This is more likely with shallow water, like casting an ice bolt at the feet of someone walking through ankle deep water in a storm drain tunnel. In deep water, if not secured or attached to something, ice will float to the surface, and then travel with the current, if any.

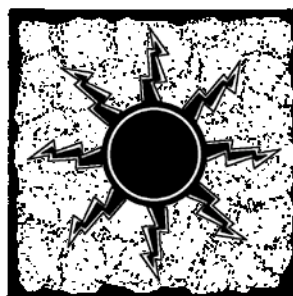
Ice bolts or falling ice walls will be loud, consider the mass of the ice, and what was struck. A stone corridor wall or floor will be a sharp crack or crash, but a metal door will gong like a poorly tuned bell.

LIGHTNING

Lightning is very potent, in that it can inflict three criticals, electrical, heat and impact. Thus objects struck by lightning may conduct jumps of electricity per the shock rules, but may also be broken or set on fire at the same time.

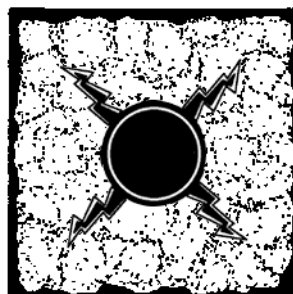
Lightning is always associated with thunder, and can be heard from miles away outdoors, indoors the noise alone will be enough to temporarily deafen people and break delicate objects and glass windows. Not a sneaky magic, lightning should alert every conscious person that something happened within a gigantic radius. Only during a storm would such a noise seem normal. Few buildings are large enough to bother calculating the distance required for the noise of thunder failing to travel to every nook and corner, and outdoors the range is measured in miles. Soundproofing would need to be very complete to block the noise, doors on a lesser scale than wood, stone or metal measured in feet of thickness would just reverberate, transmitting the noise. (A silence spell with a

large enough radius to cover the whole lightning strike would work).



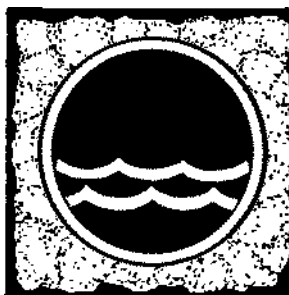
SHOCK

Weaker than lightning, shock only inflicts electrical criticals, and basically follows the rules for those above. Shocks will sizzle and crack, loud, but not nearly on the scale of lightning, not loud enough to temporarily deafen, and inaudible from long distances or beyond normal doors or walls.



WATER

Water will have only one effect beyond direct impact, it will get things wet. Water will flow downward from wherever it comes to rest after the spell is cast, if in sufficient quantities, it will drown creatures that need to breathe. (An unconscious, sleeping or downed person laying face down can drown in an inch or less of water.) Water bolts will be less loud than ice, tending to lose much of the shock that creates noise in "splash" effects.



7.2 ATTACKS AGAINST ITEMS AND MATERIAL INTEGRITY

Certain spells can attack items or non-living substances (e.g., the *Unmetal* spell on the Sorcerer Base List destroys metal). If such a spell is cast against an item, a BAR is made by the caster (use the most appropriate column) and a RR is made by the Gamemaster (or player) for the item.

- If the item is being carried by a living being (i.e., in their Essence Aura), its target level is equal to the being's level.
- If the item is magic, its target level is 5 levels per *RM* +5 bonus **or** 5 levels per +1 for a spell adder **or** 5 levels per x1 for a power point multiplier **or** equal to total imbedded spell levels (whichever is highest).
- If the item is both on a living being and magic, it uses the higher of the two possible target levels (i.e., do not combine the two potential target levels).
- If none of these cases occur, use a target level of one.

Some materials are highly resistant and would have a higher level as a base for their resistance roll (this should be determined by the GM). Magic items without specific quantitative bonuses (e.g., a ring of invisibility) would also require that the GM assign a level based on its magic abilities.

Note: *Unless otherwise specified, a spell which affects a target may also affect objects that they are carrying, based on the critical result rolled. The critical will specify a location struck, and the kind of damage, sometimes it will indicate damage to equipment, all other instances are at the GM's discretion.*

In order to destroy structures or objects, hits must be delivered to it by an object, weapon or spell. Find the line item on the table on the next page that best fits the object being attacked.

07-01 STRUCTURAL CRITICAL DAMAGE

Critical Severity	Additional Melee Damage	Additional Spell Damage
A	+5 hits	+10 hits
B	+10 hits	+20 hits
C	+15 hits	+30 hits
D	+20 hits	+40 hits
E	+25 hits	+50 hits
F	+35 hits	+65 hits
G	+45 hits	+80 hits
H	+55 hits	+95 hits
I	+65 hits	+110 hits
J	+75 hits	+125 hits

Make an attack against the object using the AT listed on the left of the chart. Each concussion hit delivered in this fashion is applied towards the Structural Hits of the structure. Whenever a critical is delivered to a structure, additional hits are delivered to the structure based on the table above:

Determine the volume of the object, and multiply it by the structural hit factor given on the right side of the chart. There are two columns of factors, for "Per 36 cubic inches" and "Per cubic foot" to make it easier to calculate for larger and smaller objects. Some Example objects are given below with their calculations:

COMMON BRICK

Dimensions: 3" x 8" x 4"

Volume = 3" x 8" x 4" = 96 cu"

Material: Brick – AT-13 – Base Hits at 36 cu" = 60

Total Hits = (96 cu" ÷ 36 cu") x 60 = 160



DOOR, EXTERIOR WOODEN

Dimensions: 1" x 6'(72") x 3.5'(42")
 Volume = 1" x 72" x 42" = 3024 cu"
 Material: Oak – AT-9 – Base Hits at
 36 cu" = 35
 Total Hits = (3024 cu" ÷ 36 cu") x 35 = 2940

DOOR, INTERIOR WOODEN

Dimensions: 3/4" x 6'(72") x 3'(36")
 Volume = 0.75" x 72" x 36" = 1944 cu"
 Material: Pine – AT-8 – Base Hits at
 36 cu" = 30
 Total Hits = (1944 cu" ÷ 36 cu") x 30 = 1620

DOOR, VAULT (MODERN)

Dimensions: 3' x 4' x 4'
 Volume = 3' x 4' x 4' = 48 cu'
 Material: High Steel – AT-19 – Base hits
 at 1 cu' = 24,000
 Total Hits = (48 cu' ÷ 1 cu') x
 24,000 = 1,152,000

TREE TRUNK

Dimensions: 30' high with a radius of 1'
 Volume = 3.142 x (1 sq') x 30' = 94.26 cu'
 Material: Oak – AT-9 – Base Hits at 1
 sq' = 1680

Total hits = (94.26 cu' x 1 cu') x
 1680 = 158,356

SIMPLE IRON LOCK

Dimensions: 0.5" x 3" x 3"
 Volume = 0.5" x 3" x 3" = 4.5 cu"
 Material: Iron – AT-18 – Base Hits
 at 36 cu" = 200
 Total Hits = (4.5 cu" ÷ 36 cu") x 200 = 25

WALL OF STONE (PER THE SPELL)

Dimensions: 10' x 10' x 1'
 Volume = 10' x 10' x 1' = 100 cu'
 Material: Stone – AT-12 – Base Hits at 1
 cu' = 2400
 Total Hits = (100 cu' ÷ 1 cu') x
 2400 = 240,000

BREACHING

It is not usually necessary to destroy an entire structure to render it ineffective as a barrier. Simply destroy enough of the structure to pass whatever it is that needs to cross the barrier (e.g., a man-sized hole is 3' x 3' x thickness of structure). Determine the volume of that breach and consult the table below, then add an additional 15% to overcome the

07-02 MATERIALS INTEGRITY TABLE

AT	Substance	Hits per:	
		36 cu"	1 cu'
1	Flesh, Soft Plants, Butter	2	96
2	Cloth, Hair	6	288
3	Canvas, Rope, Vine, Briars, Bamboo, Rubber (Primitive)	8	384
4	Cured Animal Hide, Coal	10	480
5	Clay, Loose Coarse Soils	15	720
6	Metals (Gold, Silver, Lead, Thildin, Aluminum)	20	960
7	Packed earth, hard clay, Natural Conglomerate (Mixed, Hard Soil)	25	1200
8	Soft Woods (Birch, Pine)	30	1440
9	Hard Woods (Ebony, Oak, Pecan)	35	1680
10	Glass, Shale, Fossilized Bone, Horn	40	1920
11	Bone, Ice, Tooth	45	2160
12	Metamorphic/Sedimentary rock (Sandstone, Limestone)	50	2400
13	Gravel, Brick	60	2880
14	Concrete, Cement	65	3120
15	Medium Metals (Bronze, Brass, Pig Iron, Copper, Tin)	80	3840
16	Enchanted Woods (Treant, Mallorn)	100	4800
17	Igneous Rock (Granite, Obsidian)	150	7200
18	Hard Metals (Steel, Iron)	200	9600
19	GemStones, Armor Plating, High Steel	500	24000
20	Some enchanted materials (Laen, Mithril, Galvorn, Eog)	1000	48000

natural reinforcement of the surrounding structure. Once this area has had enough hits to destroy it, the barrier is breached.

SPECIAL SPELL EFFECTS

There are a number of spells dealing with solid manipulation, disruption and destruction (e.g., *Powder Stone*, *Earth to Dust*, *Disintegration*, etc.). These spells are intuitive for the most part, and structural hits need not be calculated if the spell simply destroys/alters the substance.

CRACKS CALL

Cracks Call is handled slightly differently. Any natural or man-made structure can be assumed to have minute or microscopic cracks inherent in the structure. Cracks Call extends and enlarges those cracks without destroying the structure, weakening it without bringing it down. Any further damage to such a structure should be tripled to reflect its weakened state.

WEAPON BREAKAGE

Pounding on a wall with a weapon is not conducive to the future efficacy of the weapon. In general, whenever striking a hard, immobile substance like a wall, weapon breakage should be checked every swing.

Concussion Weapons: Weapons such as hammers, maces and mattocks are well suited to this kind of work, and are only susceptible to normal breakage. Whenever a check is made, assess a -10 modification to the roll.

Slashing/Piercing Weapons: Weapons such as swords and axes are not as well suited to this work, and there is a -35 modification to each weapon breakage check. In addition, every strike generates a chance equal to the number of concussion hits dealt that permanent damage will be done to the weapon, and it will be at -5 thereafter until it can be reworked in a smithy. If a weapon ever drops below -25 in this fashion, it is useless as an edged weapon and any Slash or Pierce criticals should be changed to a Krush of one less severity until the weapon is repaired. (The GM should exercise some judgment here, as heavy bladed weapons like a battleaxe are more suitable for

chopping through wooden doors and similar objects, but they are built with a different edge than a wood axe, and may suffer from misuse regardless.)

Fumbles: Weapon fumbles while attacking a structure automatically require weapon breakage checks, and do negligible damage to any structure they are attacking.

Specialized Equipment: Certain special equipment is especially effective against certain materials. Axes and chisels on wood, and picks, mattocks and stone chisels against stone and earth fall into this category. If the GM deems that a particular weapon is particularly well suited to such work, they should be assigned a bonus of between +25 and +50, with a +10 modification to all breakage rolls.

HEATING AND COOLING ITEMS

Many spells and natural effects will heat or cool items. The spell effects in *Rolemaster* like "Heat Solid" or "Freeze Liquid" will not affect living beings, but can be cast on their surroundings, or on an object they are wearing. (The latter would require a Resistance Roll to work.) Some Gamemaster judgment will need to be used when applying these spells, as the specifics are too variable to cover in detail here.

07-03 HEATING & COOLING CRITICAL TABLE

Temperature	Critical
-450-(-459)° F	'J' Cold
-400-(-449)° F	'I' Cold
-350-(-399)° F	'H' Cold
-300-(-349)° F	'G' Cold
-250-(-299)° F	'F' Cold
-200-(-249)° F	'E' Cold
-150-(-199)° F	'D' Cold
-100-(-149)° F	'C' Cold
-50-(-99)° F	'B' Cold
0-(-49)° F	'A' Cold
200-299° F	'A' Heat
300-399° F	'B' Heat
400-499° F	'C' Heat
500-599° F	'D' Heat
600-699° F	'E' Heat
700-799° F	'F' Heat
800-899° F	'G' Heat
900-999° F	'H' Heat
1000+° F	+1 crit level per 100° F

As a rule of thumb, objects will cause damage in combat time for temperatures over 200°F or below -50°F. (Prolonged exposure to items of less extreme temperature will also cause damage, but this section will only deal with damage inflicted in 10 second rounds or less.) Direct exposure will inflict criticals based on Table07-03. Make sure to adjust the detail of the critical to match the area affected. (Standing in boiling water will burn feet, wearing a cold helm will cause frostbite to head areas.)

- For 'F' and higher heat criticals, apply multiple heat criticals, an 'F' is an 'E' and an 'A', a 'G' is an 'E' and a 'B', etc. For temperatures 1000°F and up, apply an additional critical level for every extra 100°F. So 1000°F would be an 'I' critical (an 'E' and a 'D', both

Heat), 1100°F would be a 'J', etc.

- For 'F' through 'J' cold criticals, apply two cold criticals, an 'F' is an 'E' and an 'A', a 'G' is an 'E' and a 'B', etc.
- The chart ends at -459°F because that is absolute zero, the logic of the chart should be easy enough to follow if you choose to alter the physics of your game world to allow temperatures lower than that.
- Protection can reduce this, heavy clothing or padding will reduce critical severity by one level (e.g., a 'B' to an 'A' or an 'A' to "No effect"). Heavy protection will reduce it by two levels.
- The Gamemaster should exercise their judgment, pay attention to duration of contact, and consider the invasiveness of the extreme temperature materials.

- Hot materials will transfer heat through the protective gear over time, and at high enough temperatures will potentially set the protective materials on fire or melt them.
- Freezing damage will penetrate with time, and may make the protective material become brittle and crack.
- Extreme temperature liquids will rapidly soak through any non-waterproof material
- Extreme temperature gasses will swiftly penetrate anything unless it is airtight.
- Extreme temperature dust will swiftly penetrate anything unless it is airtight, or composed of many layers.

Take into account that extremely hot or cold materials may degrade or destroy the airtight or waterproof properties of equipment, sometimes very rapidly. For instance, the waterproof properties of waxed or oilskin boots will vanish in a round or two of standing in boiling water, as the oil or wax is melted and washed away.

Beyond how they damage combatants, materials will melt/freeze or boil/condense at certain temperatures. Here are some example materials, research at the library or online if you need more.

07-04 TEMPERATURE POINTS TABLE

Material	Melting/Freezing Pt. (° F)	Boiling/Condensing Pt. (° F)
Aluminum	1220	4473
Ammonia	-108	-27
Bronze	1634	4172
Calcium	1549	2709
Carbon	6422	8721
Carbon Dioxide	-108	-108
Chlorine	-150	-31
Copper	1981	4703
Gold	1945	5371
Hydrogen	-434	-422
Iron	2795	5432
Lead	621	3171
Magnesium	1204	2025
Meat	28	---
Mercury	-38	673
Nickel	2647	4950
Nitrogen	-346	-319
Oxygen	-360	-297
Platinum	3216	6921
Salt	1474	2575
Silicon	2570	4271
Silver	1762	4014
Sodium	208	1638
Sulfur	235	833
Tin	450	4118
Titanium	3047	5900
Water	32	212
Zinc	786	1665
Zirconium	3366	6472

7.3 INVISIBILITY

Only objects/beings totally contained in an invisibility radius at the time of casting become invisible; such an object/being would become visible upon totally leaving the radius; such an object/being would become visible upon violating the normal *Unseen/Invisibility* restrictions (e.g., attacking, receiving a violent blow, etc.), but the other objects/beings associated with the radius would remain invisible.

Two or more invisible beings in a radius of invisibility must make "coordination" rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands - routine; touching - easy; talking to one another - Medium; etc.).

Any solid material that enters an invisibility radius after casting will produce a "fringe effect" (i.e., will blur slightly, will seem slightly out of focus); potential observers may make a Perception roll to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

Absurd: One being walking with a 1" radius about their person.

Sheer Folly: One being moving at faster than a walking pace with a 1" radius.

Extremely Hard: One being walking with a 1' radius about their person.

Very Hard: One being moving at faster than a walking pace with a 1' radius.

Hard: A 10'R or larger moving at a walking pace.

Medium: A 10'R or larger moving at faster than a walking pace.

If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20.

Attacks against invisible targets are modified by at least -50, unless the attacker can *See Invisible*. However, the invisible target must be detected in some way before an attack can even be attempted (via the fringe effect, *Detect Invisible*, some disturbance, mental detection, etc.).

Invisibility is a very useful and powerful type of spell. This type of spell normally lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible character (or creature) attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case after the maneuver roll, we suggest that a roll be made and that the character becomes visible if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are: *Routine* (no roll), *Easy* (02), *Light* (05), *Medium* (10), *Hard* (15), *Very Hard* (20), *Extremely Hard* (25), *Sheer Folly* (40), *Absurd* (50). Of course if the character "falls" or "falls down" due to the result of the moving maneuver, they become visible. If the result is "fail to act" or "freeze", no visibility roll is required.

Certain factors may improve perception rolls made to detect invisible objects or beings.

Rain/Water: Rain or water rushing on and over the area of effect of an invisibility spell will improve the chances of



perceiving an invisible area through the heightened “fringe effect” of the rain passing through the radius limit. Modifications to any Perception rolls shift the difficulty of the maneuver by 2 to 3 “columns”, depending on the amount of water, size of the invisibility radius and lighting.

Example: *Wifflebatt the Mad is trying to escape from his arch-nemesis, Luiss Vill the Slugar, by turning invisible and sneaking past him. Unfortunately, it is raining heavily, and what would ordinarily be an Extremely Hard maneuver for Luiss becomes a Medium maneuver instead.*

Dust/Powder/Paint: Any substance that will coat an object will do so normally with an invisible object. An invisible being covered in flour, for instance, would be visible as a white figure, allowing normal perception. Bonuses for perceiving an invisible object or being coated in this fashion range involve a “column shift” of 4 to 6 degrees of difficulty, depending upon the degree of coverage and the ease of seeing the covering substance itself (e.g., black coal dust covering an invisible being at night will not help as much as crimson paint during the day on a snowfield). Additionally, the fringe effect of a substance passing through the invisibility radius will produce a fringe effect as with rain/water above.

7.4 DREAMS: SYMBOLS, SOURCES AND LOCALES

Dream spells and other divination spells are a valuable part of some fantasy environments, but some GMs are not comfortable with them. They represent an “outside” source of information that can skew a carefully planned story. The GM may decide to be explicit in the information given, but it is recommended that any information be imparted through symbols and metaphor. Animals, music, smells, panoramas, and other elements may be used to convey general messages and vague clues to the information being sought.

Example: *Khale has decided to employ his Dream spell to discover whether he should travel to Golgotha by ship or*

overland. That night he receives a dream of a sea-bird perched upon a piece of beached driftwood beneath a storming sky. Upon awaking, Khale realizes that he has received his dream, but it was not the decisive clue he was looking for, and has created more questions than it has answered. Grumbling about double-dealing GMs, he decides to purchase a horse and travel overland than risk the strange portents of the dream.

In the above example, the dream might have implied that the PC would be shipwrecked, or that the journey would be dangerous but successful. It might have also been a storming sky because of other events in the background of the PC, rather than a reference to the journey itself. This method provides a check upon the abuse of these seemingly omniscient spells.

REALM SOURCE AND DREAMS

A Channeler is asking their deity for information in dream form, so a lot depends on how the gamemaster plays deities in their world. The Dream will incorporate information the deity knows, which may include incorrect information or opinion. The clarity of the dream may depend on how closely the deity is able to think like the caster, and also how much attention the deity devotes to responding to the dream request. Casting on a subject the deity is unaware of, or doesn't want the caster to know will have poor results, but casting on a topic the deity is deeply aware of and eager to share is likely to give a vivid, detailed and on topic dream.

A Mentalist is performing a projection of their mind into the essence field, and hoping to gather up information available there. This can be rather random or precise; dreams of this sort will tend to reflect the information the caster already knows. The more the caster knows, the more likely the answers will be found and “stick” to them, and also, the greater the caster's understanding of the topic, the more likely the dream will be explicable. Taking a complete stab in the dark with a dream spell to try to unravel something the mentalist has

barely discovered will likely give a hard time to understand symbolic dream sparse in hard details. Trying to put together lots of details into a coherent context, or fill in the last bit of missing information for something the caster knows a lot about should work far more smoothly.

An Essence user is plunging to the flow of the essence and trying to sift out details and information. These dreams often impart the most information, but are hardest to sort out, since most of the information does not apply to the question. Essence, being the most material of the three realms, means that it helps most to have a physical connection when using a spell like this. Casting it in a location tied to the dream question, or near an object or person relevant to the topic will make it easier. Attempting a dream on a subject physically far removed from the caster in all particulars means the caster will be dealing with lots of debris, contamination and tangents before the spell finally gets a hold of the correct information. The resulting dream will often have the relevant content almost drowned in tangential information and symbols.

Hybrids will generally be casting dream spells from a single realm, but if the dream spell is on a hybrid base list, the GM should mix the effects above. For instance, a Channeling/Mentalism hybrid spell may give a dream like a Mentalist's, but with some guidance or assistance from the deity in question.

LOCATION AND DREAMS

The effect that the location will have on dreams depends on how the Gamemaster treats dreams. Much depends on if dreams are a reflection of reality, tied to the material realm, or totally separated in an alternate dream realm. It is entirely possible that certain locations may cause unexpected side effects. Casting dream spells on an old battlefield may mean that scenes of conflict may intrude into or incorporate in as part of the dream, while casting in the abandoned temple of a dark god might inadvertently draw that deity's attention. (This is completely at the discretion of the GM.)

7.5 ENTITIES (DEMONS, ELEMENTALS, SPIRITS, ETC.)

The "Entities" include Demons, Elementals, and any other extra-planar creatures that are appropriate to a GM's world. *Creatures & Treasures* provides full discussions and descriptions of a wide variety of Demons and Elementals. This section provides a brief outline of some of the properties of Entities for use with the spells on the Dark Contacts and Gate Mastery spell lists.

Entities are assumed to be beings of another plane who are brought into the caster's plane through the use of an elemental force (usually one not of the Entity's plane).

Thus, the Entity and caster do not make RRs during the initial summons and contact. The Entity can only remain in the world (for more than 2 rounds) while under the influence of an Entity Mastery spell, a Control Entity spell, a Demon Mastery spell, or a Control Demon spell.

For the purposes of the *Spell Law* spells, the 6 Types of Entities can be classified as detailed on Table 07-05.

SUMMONING

When an entity is "summoned" (see the Gate Mastery list, p. 156), it gradually materializes over the course of two or more rounds based on the actual spell. If the entity is not Controlled or Mastered (i.e., usually by one of the spells on the Gate Mastery list) before the entity materializes, make a d100 roll (open-ended) and add the Demon's Type equivalent from the table above times 10. Use this roll to determine the effect that the caster suffers (no RR):

07-05 ENTITIES TABLE

Demon Type	Level	Elemental Type
I	1-2	Elemental Servants
II	3-5	Weak Elementals
III	6-10	Guardian Elementals
IV	11-15	Strong Elementals
V	16-20	—
VI	21-40	—
Beyond the Pale	41-100+	—

Note: If you cannot classify with the left or right columns, use the "Level" column in the middle).

Roll	Effect
< 20	Roll on the attack column of the Spell Failure Table, caster takes result.
21-40	Caster takes an 'A' Impact critical.
41-60	Caster takes a 'B' Impact critical.
61-75	Caster takes a 'C' Impact critical.
76-90	Caster takes a 'D' Impact critical.
91-100	Caster takes an 'E' Impact critical.
>100	Entity gives caster a Quest (GM discretion), see the Spirit Mastery list.

The entity always leaves if uncontrolled or unmastered. In order to handle the Types of entities a GM uses in their world system, they may want to change the % chance of failure for summoning spells and the penalties outlined above. (Using the central "level" column of the type table should cover most words and situations.)

CONTACTS

When an entity is "contacted" (see the Dark Contacts list), its contact is gradually established over the course of two rounds. If the Demon is not Forced (i.e., usually by one of the spells on the Dark Contacts list: Force Analysis, Force Information, or Force Search) before contact is established, the caster suffers an effect. Make a d100 roll (open-ended) and add the Demon's Type equivalent from the table above times 10. Use this roll to determine the effect that the caster suffers (no RR):

- If the result is less than 90, roll on the attack column of the Spell Failure Table p.265. Caster takes the result.
- If the result is less than 90, the effect depends on the Force spell that the caster attempted:
- No Force Spell: Caster takes d5 'A' Impact criticals.
- Force Analysis: Caster loses item to be analyzed;
- Force Information: Caster is in a coma for d10 days;
- Force Search: Demon gives caster a Quest (GM discretion), see the Spirit Mastery list.

Note: *Entities gain information by common knowledge among similar entities, by contacting other entities, or by observing the human plane (mentally and physically).*

7.6 GOOD, EVIL, DARK & LIGHT

There are a number of "alignment"-oriented spells in *Spell Law*. Largely, the application of these spells depends upon the system of morals the GM is using within their world. For these purposes, Good is assumed to be primarily motivated to promote the well-being and happiness of others, or to combat those forces that stand against it (i.e., Evil). Evil is characterized as that which causes intentional suffering or destruction, and that which strives to overthrow good. These definitions may (and should) be altered to fit the GM's particular view of these concepts.

"Of Light" is defined as something of "Good" origins (regardless of whether the thing itself is Good or not).

"Of Darkness" is defined as something of "Evil" origins (regardless of whether the thing itself is Evil or not).

"Holy" is defined as a person, place or object magically blessed by any priest or servant of a deity (or even the deity itself). Note that this may also include the concept of "Unholy," if Holy is applied to a Good blessing and Unholy applied to an Evil blessing.

7.7 MISCELLANEOUS SPELL NOTES

ALCHEMIST BASE LISTS

Many Alchemist Base spells have a duration of 24 hours. This duration refers to the duration of the spell cast and not the duration of the item capabilities that the spell is used to create. The duration is 24 hours because while creating items, certain spells must be cast once a day and the caster must spend all of their "work time" making the item.

The Alchemist Base spells allow objects to be created and worked; the time requirements, the relationship between spells, and what spells are required to make certain types of items are given in section 5.2 of the rules. These spells can only be applied when an item is created (or totally re-forged).

See section 5.2 for more guidelines for using the spells on the Alchemist Base lists.

BARD SPELLS

The Bard spell lists use singing as the delivery method for the spell effects (e.g., Song of Mastery, Great Song, etc.). At the GM's discretion, the Bard may use whatever delivery

desired (e.g., musical instrument, oratory, dance, etc.) to produce the same results.

CANCELING A SPELL

The caster of a spell can, at any time, cancel that spell; the caster must be within the spell's original range limit or within "sensing" range of the spell's current effects. The caster cannot cancel the actual physical or mental results of a spell (e.g., fire, wounds, created materials, etc.). Cancellation takes 1 round of concentration. (Channeling spells may also require the permission or acquiescence of the caster's deity to cancel the effect.)

"CHANGING" SPELLS

Spells that transform the caster or target into other creatures (or even plants) must be handled with caution. The lower level changing spells only give the physical form, without the commensurate abilities or powers. It is simply as if the recipient of the spell had altered their body to appear like the desired creature. Combat abilities, flying abilities, or any other special aspect are not received. If a "changing" spell indicates that physical abilities are received, then purely physical abilities may be utilized, such as armor type, flight, and the use of natural weaponry (no skill with these abilities are received, but the caster may develop such skills). No magical or special abilities are received (e.g., breath weapons, magical immunities, spell capabilities, etc.). These abilities are only received if the spell explicitly states that such abilities are possible.

COMBINING SPELL EFFECTS

The effects of spells of the same name cannot normally be combined (e.g., the effects of a *Protection I* spell and a *Protection II* spell cannot be stacked).

The various *Aura* spells may not be combined with *Blur*.

A Gamemaster may not want to allow certain other spells to be combined. If it is more appropriate in their world system, we strongly suggest they make more restrictions than we indicate in the rules. This may be particularly appropriate for spells on the same list (e.g., the Cleric Base list, Protections).

Example: A GM might not allow *Prayer I* (+5 to RRs and maneuvers) and *Resistance I* (+5 to RRs and DB) to combine for the purposes of RRs.



OPTION 16: LIMITING SPELL COMBINATIONS BY SPELL CLASS



One way for Gamemasters to establish a global rule on this problem is to limit combining of effects based on spell class. Characters may have any number of spells or spell like effects active at one time, but only effects of different spell types stack. So if a character has three Defensive (class "D") spells cast on them that give +5, +10 and +15 bonuses to DB vs. elemental attacks, then only the highest spell bonus of +15 applies. If a Utility (class "U") spell is then cast on them that gives a +10 bonus to DB vs. elemental attacks, the bonus does stack, and rises to +25 (15+10).

This option will limit spell bonus stacking across all realms and lists in a fair manner. (Gamemasters should be aware that very high bonuses are still possible using this option.)

CONFLICTING SPELL EFFECTS

When two conflicting spells are directed at the same area, the lower level spell (or either one of two spells with equal levels) must make a RR; the attack level is the higher of the two levels and the target level is the lower of the two. If the RR fails, the lower level spell is canceled; if it succeeds, the higher level spell is canceled.

Where more than two conflicting spells are involved, start with the lowest attack level spell and roll a RR versus the highest level spell. Repeat this process until only one spell is left.

CURSES AND DISEASES

Curse and Disease spells are handled in a special manner with regards to dispelling and canceling. Such a spell is normally unaffected by normal Cancel and Dispel spells.

Curse spells include all of the spells on the Curses list and a few other scattered spells. One of these spells can only be dispelled by an Uncurse or Remove Curse spell.

Disease spells include all of the spells on the Diseases list and a few other scattered spells. One of these spells can only be dispelled by an Undisease or Remove Disease spell. Alternatively, certain diseases may be "healed" by using a healing spell.

DEATH AND LIFE GIVING

When the body can no longer sustain life (due to system shock, organ failure or other causes), the soul will leave the host as

death occurs (*Absolution* spells can cause the soul to be removed from the body without causing actual death). To restore life it is necessary to first repair the damage that caused the body to become uninhabitable and then restore the soul (if the physical damage were not repaired, the soul would immediately leave the host again). Failure to restore the soul prevents the target from returning to life even after all physical damage is repaired (the body can sustain life at a minimal level without the soul, but once the life process is interrupted it cannot be restored without the soul). Lifegiving spells reunite the soul and the body, restoring the life process if the body is capable of sustaining it. Reuniting spells restore the soul to a still living body (only). Neither can restore a soul that is destroyed by *Dark Absolution*.

If the soul is unwilling to be restored to life, this spell will not force it. If a Lifegiving spell fails due to the soul being unwilling, the caster will immediately know this is the problem. Attempts may be made to contact the dead, if such abilities exist, and convince them to come back, or answers may be sought via commune or other informational spells that can reach into the afterlife.

ENCUMBRANCE LIMITS FOR MOVEMENT SPELLS

When dealing with movement spell (e.g., *Fly*, *Levitation*, *Leaving*, *Long Door*, etc.), we suggest that such spells normally handle up to 1.5 times the caster's mass (weight). The spell will work, but the target simply will not move. (See Option 10.9 ESF for Exceeding Weight Limits on Transport Spells for more.)

FATAL CHANNELING PROJECTIONS

Some who seek the divine aid of deities call for the death of their enemies. And,

when efficiency and spell are paramount, they may turn to the use of fatal Channeling projections.

Fatal Channeling projections fall into 2 categories; they may (1) destroy the soul or life's Essence of the target or (2) they may destroy all or part of the target's body. The former group consists of those projections known as *Absolutions*, spells normally found in the higher reaches of power. The latter category embraces what are commonly called *Black Channels*.

While *Absolutions* refer to specific spells of power, *Black Channels* tend to vary with culture. The niceties of ritual and form mark the only great cultural distinctions between the sources of *Absolution*. *Black Channels*, however, produce widely differing results, many based on the preferences of ancestral prejudice.

The detailed effects of *Absolutions* are found in the Evil Cleric base list, Dark Channels. Specific aspects of *Black Channels* are also found on that list; nonetheless, most of the actual results of usage are dictated by cultural choice and spell variation. Thus, the table below has been provided. Certain users of *Black Channels* may have a choice with regard to which type they use in a specific situation. Others will be bound by cultural/religious restrictions, and may use only one variation.

07-06 BLACK CHANNELS

Name	Range	RR Mod	Effect
Black Channel I			
1) Thrayn's Touch	Touch	-50	Disrupts body cells; foe operates at -50
2) Eye of Nur	25'	-30	Knocks foe out; +25 hits
3) Uonic Curse	50'	-25	Any one limb useless for 1-10 days
4) Tauric Finger	50'	-10	Blinds foe for 1-10 days; +10 hits
5) Londarin's Hand	100'	None	Nerve disruption; foe is sent into coma
Black Channel II			
1) Womaw Finger	25'	-30	Destroys muscles & tendons in legs
2) Urulic Eye	50'	-25	Removes foe's hands
3) Finger of Sart	75'	-15	Paralyzes foe entirely
4) Channels of Chey	100'	-10	Severe brain disorder, convulsive spasms; foe operates at -75
5) Umli Breeze	50'	None	Foe is in permanent coma; +10 hits
Black Channel III			
1) Black Finger	25'	-50	Erases facial area
2) Desert Curse	50'	-30	Blood boils
3) Death's Wish	100'	None	Liquefies skeleton

HASTE AND SPEED SPELLS

A person under the effects of a Haste or Speed spell will have 200% activity each round, and may perform "Short actions" of up to 99%. The effects are summarized below.

Combat: Two melee or missile attacks may be made per round. All bleeding critical results applied to a Hasted individual are doubled, and rounds of stun, parry or no parry are applied at 2 per round.

Example: *Log the Orc has been hasted and has gleefully been attacking twice per round with his axe. Unfortunately, he takes a 'D' critical and receives 4 rounds of stun with no parry and a bleeding wound of 4/rnd. He will be stunned with no parry for 2 full rounds and will bleed for 16 hits in that time.*

Spells: Only one spell may be cast per round, no matter what, Hasted or not. In

addition, all spells cast upon a hasted individual last their normal duration.

Cumulative Haste/Speed: Only one Haste or Speed spell may be in effect on an individual at any given time. In addition, as Speed requires a 50% activity penalty after the spell effects end, casting a Speed or Haste spell at that point will only bring a person to normal activity, rather than extending the 200% activity time ($50\% \times 2 = 100\%$).

HERB & PLANT SPELLS

Herb Enhancement and *Herb Mastery* spells increase the potency (e.g., 2x, 3x, etc.) of herbs; this normally increases the effects of a dose of the herb (e.g., 2x potency for a "Heal 1-10" herb would give a "Heal 2-20" herb). However, a GM may wish to have these spells increase the number of doses of an herb (i.e., 2x potency cast on 2 doses of a "Heal 1-10" herb would result in 4 doses). In either case, only one of these spells may be cast upon a specific herb. *Plant Growth* spells do not work on herbs.

MULTIPLE TARGETS

When casting a spell that can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets. For instance, a spell user casting *Deflections III* may be held until three missiles have been fired at the caster and deflected.

"PATH" SPELLS

The various "Path" spells (*Pathfinding*, *Path Lore*, etc.) share a common definition of "path." A "Path", for these purposes, is a road, track or way created or constructed for a purpose, and along which something travels or moves with at least moderate frequency. This may have been constructed by men, animals, or other means.

In addition, the bounds of the path, for the purposes of these spells, should be between those points at which a larger path, population center (e.g., village, town, city, etc.), or dead end intersects the original. For instance, if the PC casts a *Path Lore* on a secondary road between the King's Highway and the Imperial Road, those two larger "paths" will mark the endpoints of the path, even if the road extends beyond both.



PERMANENT SPELLS

A number of spells have a permanent duration. Typically, these spells deal with the creation of objects, substances, or effects. These durations are intended to indicate that a real, tangible object, substance, or effect has been produced. These results (unless otherwise noted) are subject to the normal effects of time and the environment. For instance, a *Wall of Ice* is permanent in duration, but is still subject to melting or destruction. The same is true of healing spells; a wound might be healed, but the target is still subject to such wounds in future.

REPEATED SPELL ATTEMPTS

When a spell caster attempts certain magical effects (e.g., *Item Analysis*, *Remove Curse*, etc.), that caster may attempt such an action on a specific item or situation only once per experience level. If the attempt fails, another attempt may not be made until another level of experience has been attained.

Alternately, the GM may determine that another attempt may be made only after the caster has developed another skill rank for the list on which the spell is located.

SLAYING CRITICALS FOR SPELLS

When a certain type of spell delivers a critical to a specific Large or Super Large creature, a GM may want to treat the critical as "slaying" (i.e., use the Slaying columns on the Creature Critical Strike Table 6.5). This process should be used when a target is particularly vulnerable to the element or force of a spell. Some common examples include:

CREATURE	"SLAYING" SPELL
Air Elemental	Vacuum
Fire Drake	Ice Bolt
Cold Drake	Fire Bolt

"STICKY" ELEMENTAL & PHANTASM/ILLUSION SPELLS

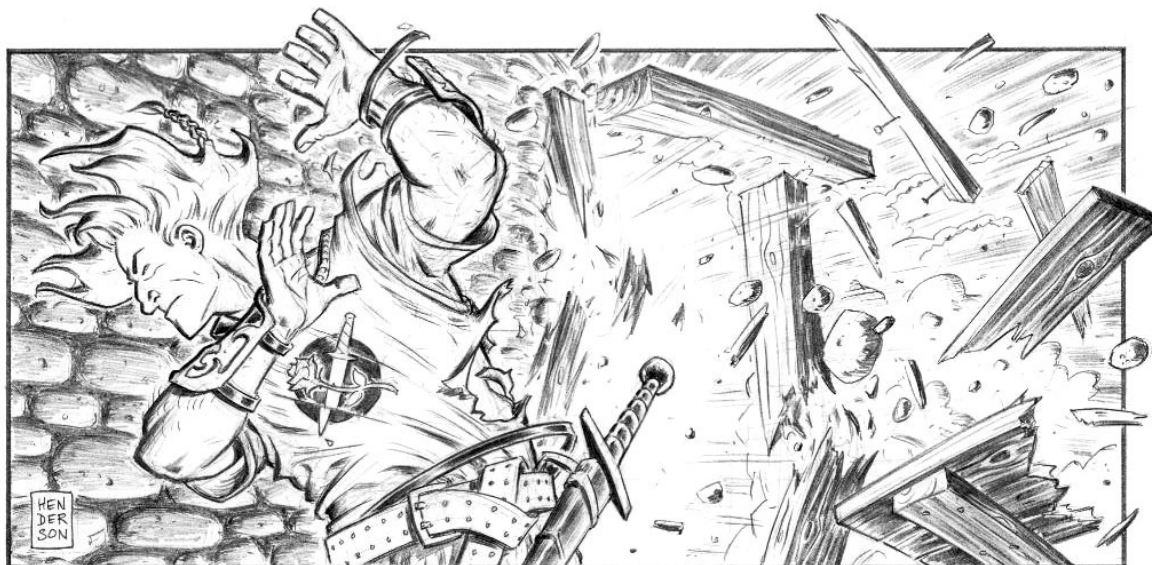
Normally, E and P spells do not allow a RR to avoid the attack or effect. However, if a caster tries to place an E or P spell with a duration on a target, the target gets a RR, with success indicating that the effect will be centered upon the target's location at the time of the casting, and not upon the target themselves. This does not negate the effect, but prevents the effect from being "attached" to the target, so they can move away from it. (See Light and Darkness spells for examples.)

STUN RELIEF AND AWAKENING SPELLS

A *Stun Relief* spell may be cast normally while stunned (or stunned no parry) with no penalty. Similarly, an *Awake* spell may be cast while unconscious or asleep if circumstances alert the caster/spell's senses. In both cases it is assumed that the spell is triggered subconsciously.

VARIABILITY OF SPELL DURATION

If a spell caster has some means of tracking time precisely, it is possible to know exactly how long a given spell will last. Most casters do not have such means, however, and should not be allowed to know exactly when a given duration is going to elapse. The GM may roll randomly to give ± 10 -20% variability to the duration, or any other range the GM desires. This reflects the typical inability of one to accurately judge the precise passage of time.



Example: A Magician casts a *Fly* spell that has a duration of 12 minutes. The player, having calculated out the distance to the far shore of a large inland lake, begins his flight. The GM rolls a 10% reduction in duration, and the player is going to be very surprised when he plunges into the lake unexpectedly.

VARIABILITY OF SPELLS OF THE SAME NAME

Spells having the same name, but occurring on different lists, are necessarily similar; they may be found at different levels (depending on their relationship to the source of power), and often have differing effects.

Always remember that spell descriptions should be read in context with the other spells on the same list. If an upper level spell of the same name specifies a certain effect, the lower level version will necessarily have a lesser effect.

Many of the spells in this book have been named with a numerical progression (e.g., the *Fly* spells: *Fly I*, *Fly III*, *Fly V*, etc.)

to reflect their basic similarity. These spells should be considered the same spell but for the enhancements unique to each. This means, for instance, that two spells of the same name may not effect a target simultaneously, the one with the greater effect will supercede the lesser.

WALL AND SIMILAR SPELLS

Any "wall" created by a spell must rest on a solid surface when initially created. It cannot be created in the same space as other solid material—it can only displace liquids and gases. With all such walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions of the spell. If the caster attempts to "fill" a space with a wall, the wall will not fit perfectly (i.e., not snugly).

The "wall" spells produce a variety of solid structures as barriers, made up of various materials. Attempts to destroy them should follow the rules in section 7.11 "Attacks against Items and Material Integrity".



8.0 OF CHANNELING



Channeling represents the powers of the deities of a given world as channeled through their followers and other spell users. It is spiritual and religious in nature, and is independent of the essence. A spell user of this realm may draw their strength from their respective deity, and often does not require that deity's cooperation; this is especially true where the spell user is employing relatively weak or subtle spells (e.g. healing, detection, etc.). Thus, spells of this realm do not necessarily reflect the nature of specific deities. More powerful and significant spells, however, such as death spells and the revival of the dead, might require the active consent of a deity (depending on the world system).

Inorganic substances, notably metal, interfere with the drawing of power from

deities. No metal helmets or armor may be worn when casting or using a channeling spell. In addition, only a small amount of metal may be carried by a spell user utilizing such spells. This concept is subject to the Gamemaster's discretion, as is one other focal point: lifegiving.

Lifegiving entails the reunification of a soul (or inner essence) with a body capable of supporting it. It is not the healing of the system shock and damage itself; rather, it is the restoration of the spark of life itself. A physical body which is able to nurture the soul is a natural prerequisite, however. Some deities and/or world systems may require specific conduct or rituals before a lifegiving spell can be successfully employed.

BARRIER LAW

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Airwall	10'x10'x3'	C	50'	E
3)					
4)	Waterwall	10'x10'x1'	C	50'	E
5)	Woodwall	10'x10'x2"	1 min/lvl	50'	E
6)					
7)	Earthwall	10'x10'x(1-3)'	1 min/lvl	50'	E
8)	Icewall I	10'x10'x(1-2)'	P	50'	E
9)					
10)	Barrier Pit	varies	P	50'	E
11)	Airwall True	10'x10'x3'	1 min/lvl	50'	E
12)	Stonewall	10'x10'x1'	1 min/lvl	50'	E
13)	Waterwall True	10'x10'x1'	1 min/lvl	50'	E
14)					
15)	Woodwall True	10'x20'x2"	P	50'	E
16)					
17)	Earthwall True	10'x10'x(1-3)'	P	50'	E
18)	Icewall II	20'x20'x(2-4)'	P	50'	E
19)					
20)	Stonewall True	20'x20'x1'	P	50'	E
25)	Meld Walls	varies	P	touch	F
30)	Curved Wall	varies	varies	50'	E
50)	Wall of Force	10'x20'x1"	1 rnd/lvl (C)	100'	F

BARRIER LAW

2. Airwall - Creates a 10'x10'x3' wall of dense churning air: cuts all movement and attacks through it by 50% (i.e., -50 to attacks).

4. Waterwall - Creates a 10'x10'x1' wall of water; cuts all movement and attacks through it by 80% (i.e., -80 to attacks, 80% action to move across.)

5. Woodwall - Creates a wall of wood up to 10'x20'x2'; it must rest on a solid surface. It can be burned though (50 hits for a 2'R hole) or chopped through (20 man rounds) or toppled if one end is not against a wall.

7. Earthwall - As *Woodwall*, except wall is up to 10'x10'x (3' at base, 1' at top) of packed earth; it can be dug through only (10 man-rounds at top).

8. Icewall I - As *Woodwall*, except wall is up to 10'x10'x (2' at base, 1' at top); it can be melted through (100 hits) or chipped through (50 man-rounds) or toppled if not against a wall.

10. Barrier Pit - Opens a Pit (500 cu' in stone: 1000 cu' in earth or ice): entire pit must be within 50' of caster.

11. Airwall True - As *Airwall*, except caster need not concentrate; duration is 1 min/level.

12. Stonewall - As *Woodwall*, except wall is up to 10'x10'x1' of stone; it can be chipped through in 200 man-rounds (1' R hole) or toppled if not against a wall.

13. Waterwall True - As *Waterwall*, except caster need not concentrate and the duration is 1 min/level.

15. Woodwall True - As *Woodwall*, except duration is permanent.

17. Earthwall True - As *Earthwall*, except duration is permanent.

18. Icewall II - As *Icewall I*, except size is up to 20'x20'x (4' at base, 2' at top).

20. Stonewall True - As *Stonewall*, except duration is permanent.

25. Meld Walls - Fuses touching walls (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cu').

30. Curved Wall - As any one of the lower level "wall" Spells on this list, except the wall can be curved up to a semicircle.

50. Wall of Force - By directly Channeling the power of their deity, the caster creates a transparent wall of "force" that is absolutely impassable by anyone or anything. It is up to 10'x20'x1".

Note: All "Wall" spells created by spells on this list must rest on a solid surface. All "Wall" spells (except Wall of Force) require that at least 1 cu' of the material of which the wall consists be within 50' of the caster.

CONCUSSION'S WAY

1. Healing I - Target is healed of 1-10 concussion hits.

2. Frost/Burn Relief I - Will heal one area of mild frostbite or 1st degree burn.

3. Minor Irritation Relief - Will heal one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).

4. Healing III - As *Healing I*, except that target is healed of 3-30 concussion hits.

5. Stun Relief - Target is relieved of 1 round's worth of accumulated stun effects.

6. Frost/Burn Relief II - As *Frost/Burn Relief I*, except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).

7. Regeneration I - Will reduce damage target has by 1 hit every round as long as caster concentrates; if caster is unconscious this spell will operate without concentration.

8. Healing V - As *Healing I*, except that target is healed of 5-50 concussion hits.

9. Frost/Burn Relief III - As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or a combination of 1 mild and 1 moderate area of damage.

10. Awakening - Target is instantly awake.

11. Healing VII - As *Healing I*, except that target is healed of 7-70 concussion hits.

12. Regeneration II - As *Regeneration I*, except target's damage is reduced by 2 hits/round.

13. Frost/Burn Relief IV - As *Frost/Burn Relief I*, except caster can heal 4 mild or 2 moderate or 1 mild and 1 severe or 2 mild and 1 moderate area(s) of damage.

CONCUSSION'S WAY

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Healing I	1 target	P	touch	H
2)	Frost/Burn Relief I	1 target	P	touch	H
3)	Minor Irritation Relief	1 target	P	touch	H
4)	Healing III	1 target	P	touch	H
5)	Stun Relief *	1 target	P	touch	Hs
6)	Frost/Burn Relief II	1 target	P	touch	H
7)	Regeneration I *	1 target	C	touch	Hs
8)	Healing V	1 target	P	touch	H
9)	Frost/Burn Relief III	1 target	P	touch	H
10)	Awakening	1 target	P	100'	H
11)	Healing VII	1 target	P	touch	H
12)	Regeneration II *	1 target	C	touch	Hs
13)	Frost/Burn Relief IV	1 target	P	touch	H
14)					
15)	Healing X	1 target	P	touch	H
16)					
17)	Long Stun Relief *	1 target	P	100'	H
18)	Regeneration III *	1 target	C	touch	Hs
19)					
20)	Healing XV	1 target	P	touch	H
25)	Regeneration V *	1 target	C	touch	Hs
30)	True Healing	1 target	P	touch	H
50)	Mass True Healing	varies	P	100'	H

15. Healing X - As *Healing I*, except that target is healed of 10-100 concussion hits.

17. Long Stun Relief - As *Stun Relief*, except that the caster's range is 100'.

18. Regeneration III - As *Regeneration I*, except target's damage is reduced by 3 hits/round.

20. Healing XV - As *Healing I*, except that target is healed of 15-150 concussion hits.

25. Regeneration V - As *Regeneration I*, except target's damage is reduced by 5 hits/round.

30. True Healing - As *Healing I*, except that target is healed of all concussion hits.

50. Mass True Healing - Allows caster to heal all concussion hits in a number of targets equal to caster's level.

DETECTION MASTERY

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Channeling	5' R	1 min/lvl (C)	50'	I
2)	Detect Essence	5' R	1 min/lvl (C)	50'	I
3)	Detect Mentalism	5' R	1 min/lvl (C)	50'	I
4)	Detect Life	5' R	1 min/lvl (C)	50'	I
5)	Detect Curse	5' R	1 min/lvl (C)	50'	I
6)	Detect Undead	5' R	1 min/lvl (C)	50'	I
7)	Detect Traps	5' R	1 min/lvl (C)	50'	I
8)	Life Typing	1 target	-	50'	I
9)	Detect Invisible	5' R	1 min/lvl (C)	50'	I
10)	Perceive Power I	5' R	1 min/lvl (C)	50'	I
11)	Poison Analysis	1 target	-	50'	I
12)					
13)	Power Typing	5' R	1 min/lvl (C)	50'	I
14)					
15)	Detect Spell	5' R	1 min/lvl (C)	50'	I
16)					
17)	Perceive Power II	50'R	1 min/lvl (C)	500'	I
18)	Location	caster	-	300'	I
19)					
20)	Curse Analysis	5' R	1 min/lvl (C)	50'	I
25)	Life Analysis	1 target	-	50'	I
30)	Detect True	varies	1 min/lvl (C)	50'	I
50)	Location True	caster	-	1 mi/lvl	I

DETECTION MASTERY

1. Detect Channeling - Detects any active spell or item from the Channeling realm; caster can concentrate on a 5'R area each round.

2. Detect Essence - As *Detect Channeling*, except realm is Essence.

3. Detect Mentalism - As *Detect Channeling*, except realm is Mentalism.

4. Detect Life - As *Detect Channeling*, except detects life.

5. Detect Curse - As *Detect Channeling*, except detects curses on people or things.

6. Detect Undead - As *Detect Channeling*, except detects the presence of Undead.

7. Detect Traps - As *Detect Channeling*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).

8. Life Typing - As *Detect Channeling*, except it analyses one living being; giving race, age, and current state of health.

exact profession.

15. Detect Spell - As *Detect Channeling*, except detects any spell that has ever been cast in the area examined.

17. Perceive Power II - As *Perceive Power I*, except range is 500' and area is 50'R.

18. Location - Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

20. Curse Analysis - As *Detect Channeling*, except a curse may be analyzed for approximate level, effect and required cure.

25. Life Analysis - As *Life Typing*, except also gives exact profession, alignment, and other pertinent details.

30. Detect True - As *Detect Channeling*, except any of the lower level spells on this list can be used one/round.

50. Location True - As *Location*, except range is 1 mile/level.

9. Detect Invisible - As *Detect Channeling*, except detects invisible things; all attacks against something so detected are at -50.

10. Perceive Power I - As *Detect Channeling*, except it will give an estimate of the power of the person (level) or item or spell examined.

11. Poison Analysis - As *Detect Channeling*, except it gives an analysis of any poisons on a single object or in a single being.

13. Power Typing - As *Detect Channeling*, except it analyzes general spell type (in item or cast) and what profession cast or created it; or in case of a person, it gives their

LIGHT'S WAY

1. Projected Light - Beam of light (like a flashlight) springs from the caster's palm; 50' effective range.

2. Light I - Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being. If this spell is cast onto a target, they get a RR. If the RR succeeds, the light is centered on the point where they are standing, but will not move with them. If the target fails the RR the light remains centered on the target and will follow with them until it is dispelled, or the duration ends.

3. Aura - Creates a bright aura about the target, making them appear more powerful and subtracting 10 from all attacks.

4. Light II - As *Light I*, except 2 areas (10'R each) can be created; the centers can be any where within 50' of the caster (initially). Alternatively, one area of a 20'R can be created.

5. Sudden Light - Causes a 10'R burst of intense light, all within are stunned for 1 rnd/10 failure.

6. True Aura - As *Aura*, except it makes them appear very powerful; subtracting 15 from all attacks.

7. Shock Bolt - A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.

8. Light III - As *Light II*, except three 10'R Areas can be created or one 30'R area or one 10'R area and one 20'R area (i.e., the total of the radii is 30').

9. Utterlight I - As *Light I*, except it is the equivalent of full daylight. It also cancels all magically created darkness.

10. Waiting Light - As *Light I*, except caster can delay the spell up to 24 hr; it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, etc.

11. Flare - A 6" R ball of light is shot from the palm of the caster: it will travel to the limit

LIGHT'S WAY

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Light I	10'R	10 min/lvl	touch	E
3)	Aura	1 target	10 min/lvl	10'	D
4)	Light II	20'R	10 min/lvl	touch	E
5)	Sudden Light	10'R	-	100'	F
6)	True Aura	1 target	10 min/lvl	10'	D
7)	Shock Bolt	1 target	-	100'	Ed
8)	Light III	30'R	10 min/lvl	touch	E
9)	Utterlight I	10'R	1 min/lvl	touch	E
10)	Waiting Light	10'R	10 min/lvl	touch	E
11)	Flare	varies	1 rnd/lvl	20'/lvl	Ed
12)					
13)	Light V	50'R	10 min/lvl	touch	E
14)					
15)	Light X	100'R	10 min/lvl	touch	E
16)					
17)	Utterlight V	50'R	1 min/lvl	touch	E
18)	Mass Light	10'R / lvl	10 min/lvl	touch	E
19)					
20)	Mass Aura	varies	10 min/lvl	10'	D
25)	Lightning Call	1 target	-	100'	Ed
30)	Alkar	1 target	10 min/lvl	10'	D
50)	Mass Utterlight	10'R / lvl	1 min/lvl	touch	E

of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can rise to its full range; drops 10'/round. It can be fired at a target as a *Shock Bolt* that delivers Heat criticals.

13. Light V - As *Light III*, except radii total is 50'.

15. Light X - As *Light III*, except radii total is 100'.

17. Utterlight V - As *Utterlight I*, except radii total is 50'.

18. Mass Light - As *Light III*, except radii total is 10'/lvl.

20. Mass Aura - As *Aura*, except as many targets as the caster's level can be affected.

25. Lightning Call - Caster can cause a lightning bolt to strike a target within their range; results are determined on the Lightning Bolt Attack Table. There must be a storm within 1 mile, that is severe enough to cause precipitation or lightning or very heavy winds.

30. Alkar - As *Aura*, except target seems like a minor god and the subtraction is 25.

50. Mass Utterlight - As *Utterlight I*, except total radii restriction is 10' x caster's level.

Note: None of the "Aura" spells are cumulative with each other or Blur.

LOFTY MOVEMENTS

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)					
3)					
4)	Limbwalking	1 target	1 min/lvl	10'	U
5)	Stonewalking	1 target	1 min/lvl	10'	U
6)	Waterwalking	1 target	1 min/lvl	10'	U
7)	Merging Organic	1 target	1 min/lvl	10'	U
8)					
9)	Limbrunning	1 target	1 min/lvl	10'	U
10)	Stonerunning	1 target	1 min/lvl	10'	U
11)	Waterrunning	1 target	1 min/lvl	10'	U
12)	Windwalking	1 target	1 min/lvl	10'	U
13)					
14)					
15)	Great Merging Organic	1 target	1 min/lvl	10'	U
16)					
17)					
18)	Windrunning	1 target	1 min/lvl	10'	U
19)					
20)	Merging True Organic	1 target	1 min/lvl	10'	U
25)	Windrunning True	1 target	1 min/lvl	10'	U
30)	Word of Return *	caster	-	self	U
50)	Rereturning *	caster	-	self	U

LOFTY MOVEMENTS

4. Limbwalking - Target can walk along nearly horizontal tree limbs (that can support the weight) as if they were on level ground.

5. Stonewalking - Target can walk on stone surfaces of up to 60° as if they were on level ground.

6. Waterwalking - Target can walk on water as if they were on level ground; may not be used on rough water.

7. Merging Organic - Target can merge (body + 1' depth) into organic material (live or dead); target cannot move while merged.

9. Limbrunning - As *Limbwalking*, except target can run.

the normal speed on calm air without expending energy. Ignore exhaustion points for this movement.

30. Word of Return - Caster may return to any point previously designated and within a range of 10 miles x their level (e.g., a 30th level caster could return to a point up to 300 miles away); caster can only have 1 point of return at a given time. To create a "Point of Return" the caster must cast this spell on the location.

50. Rereturning - Caster may go to their point of return (as per *Word of Return*), stay up to 1 round x their level, and then return to the point where they cast the spell (thus making it a round trip).

10. Stonerunning - As *Stonewalking*, except target can run.

11. Waterrunning - As *Waterwalking*, except target can run.

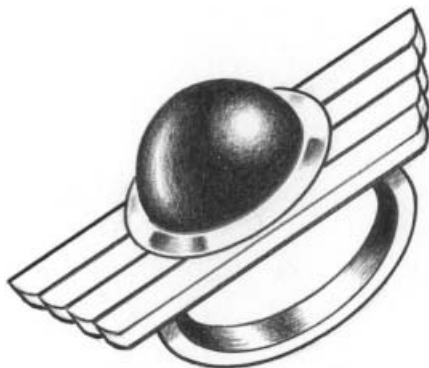
12. Windwalking - Target can walk on calm air; movement must be at a constant height.

15. Great Merging Organic - As *Merging Organic*, except target may turn within the material and see outside if within 6" of the surface.

18. Windrunning - As *Windwalking*, except target can run.

20. Merging True Organic - As *Great Merging Organic*, except target may use spells on themselves while merged.

25. Windrunning True - As *Windrunning*, except target can run up to twice



RING OF SOARING

- X2 Essence PP Multiplier.
 - Wearer may Fly (450'/rnd) at will.
- A bloodstone set in platinum.

NATURE'S LAW

OPEN CHANNELING

NATURE'S LAW

2. Plant Lore - Caster learns nature and history of any 1 plant.

3. Herb Lore - Caster can understand the nature, origin, and value of any 1 herb (a plant used in medicine); if the plant is not an herb (i.e., is inedible or lacks medicinal use), no information will be related.

5. Stone Lore - Caster learns the nature and history of any 1 stone.

6. Speed Growth - Caster can increase speed of growth for any 1 species of plant within the radius by x 10.

7. Animal Tongues - Allows caster to understand and "speak" the language of any 1 animal species.

9. Animal Mastery I - Caster can control the actions of any 1 animal.

10. Nature's Awareness I - Caster can monitor animate activity in the area (e.g., they will be aware of subtle movements); caster cannot move.

11. Plant Tongues - Allows caster to understand and "speak" the language of one plant species.

12. Animal Mastery III - As *Animal Mastery I*, except caster can control 3 animals.

13. Animal Empathy - Caster can understand and/or visualize the thoughts and emotions of any 1 animal.

14. Plant Control I - Caster can control the automatic and/or mental processes of one plant; caster can also control the plant's movements; does not allow movement beyond normal allowances.

15. Stonespeech - Caster can communicate with any 1 stone - if it possesses any required animate qualities (e.g., caster could speak to a holy stone which possesses some sort of intelligence).

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Plant Lore	1 plant	-	10'	I
3)	Herb Lore	1 herb	-	10'	I
4)					
5)	Stone Lore	1 stone	-	10'	I
6)	Speed Growth	1 species	1 day	10'	F
7)	Animal Tongues	caster	1 min/lvl	self	Im
8)					
9)	Animal Mastery I	1 animal	C	100'	Fm
10)	Nature's Awareness I	caster	C	100'	I
11)	Plant Tongues	caster	1 min/lvl	self	Im
12)	Animal Mastery III	3 animals	C	100'	Fm
13)	Animal Empathy	1 animal	C	100'	Im
14)	Plant Control I	1 plant	1 min/lvl	100'	Fm
15)	Stonespeech	1 stone	1 min/lvl	self	Im
16)	Herb Production	1 seed	P	touch	U
17)					
18)	Animal Mastery V	5 animals	C	100'	Fm
19)	Plant Control III	3 plants	1 min/lvl	100'	Fm
20)	Nature's Awareness V	caster	C	500'	I
25)	Earth Empathy	1 object	C	100'	Im
30)	Mastery	1 species	C	10'/lvl	Fm
50)	Animal Mastery True	1 species	P	100'	Fm

16. Herb Production - Caster can grow an herb by planting the proper seed; the herb is sterile and the growth takes 1-10 rounds.

18. Animal Mastery V - As *Animal Mastery I*, except caster can control 5 animals.

19. Plant Control III - As *Plant Control I*, except caster can control any 3 plants.

20. Nature's Awareness V - As *Nature's Awareness I*, except that the radius is 500'.

25. Earth Empathy - Caster can understand and/or visualize the thoughts and emotions of any 1 animal, plant, stone, or dead organic object.

30. Mastery - As *Animal Mastery I*, except caster can control all of the animals of a given species within a range equal to 10 x their level (e.g., at 30th level you could control all of the ferrets or minks within 300').

50. Animal Mastery True - As *Animal Mastery I*, except duration is permanent and concentration is not required. At a given time, there may only be 1 animal controlled by caster through use of this spell.

PURIFICATIONS

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Disease Purification	1 target	P	touch	H
2)					
3)	Poison Purification	1 target	P	touch	H
4)	Disease Resistance I	1 target	10 min/lvl	touch	H
5)	Poison Resistance I	1 target	10 min/lvl	touch	H
6)					
7)					
8)	Disease Resistance II	1 target	10 min/lvl	touch	H
9)	Poison Resistance II	1 target	10 min/lvl	touch	H
10)	Mind Disease Cures	1 target	P	touch	H
11)	Disease Resistance III	1 target	10 min/lvl	touch	H
12)	Poison Resistance III	1 target	10 min/lvl	touch	H
13)					
14)	Undisease	1 target	P	touch	H
15)	Unpoison	1 target	P	touch	H
16)					
17)					
18)	Mass Undisease	varies	P	100'	H
19)	Mass Unpoison	varies	P	100'	H
20)	Mind Disease Cures True	1 target	P	10'	H
25)	Grtr Disease Purification	varies	P	100'	H
30)	Grtr Poison Purification	varies	P	100'	H
50)	Purification True	varies	P	100'/lvl	H

PURIFICATIONS

1. Disease Purification - Stops infection and/or spread of a disease in 1 target after they have acquired the disease. Thus, no further damage will occur in uninfected areas of the body.

3. Poison Purification - Neutralizes any 1 poison in the system of 1 target. Damage already sustained is not cured.

4. Disease Resistance I - Target gets an additional RR vs. any disease(s).

5. Poison Resistance I - Target gets an additional RR vs. any poison(s).

8. Disease Resistance II - As *Disease Resistance I*, except target gets 2 additional RRs.

9. Poison Resistance II - As *Poison Resistance I*, except target gets 2 additional RRs.

10. Mind Disease Cures - Target is cured of one mind disease, recovery 1-50 days.

11. Disease Resistance III - As *Disease Resistance I*, except target gets 3 additional RRs.

12. Poison Resistance III - As *Poison Resistance I*, except target gets 3 additional RRs.

14. Undisease - Caster can remove any 1 disease from a target. The disease does not get a RR.

15. Unpoison - Caster can remove any 1 poison from a target. The poison does not get a RR.

18. Mass Undisease -

Caster can remove any 1 disease from a number of targets equal to their level (e.g., an 18th level caster could remove lycanthropy from 18 targets). The disease does not get a RR.

19. Mass Unpoison -

Caster can remove any 1 poison from the systems of a number of targets equal to their level. The poison does not get a RR.

20. Mind Disease Cures

True - As *Mind Disease Cures*, except recovery is instantaneous.

25. Greater Disease Purification -

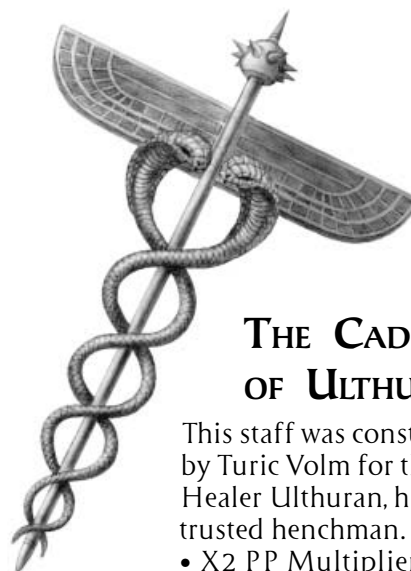
Any disease in the area is eliminated. The disease does not get a RR.

30. Greater Poison Purification -

Any poison in the area is neutralized. The

poison does not get a RR.

50. Purification True - Eliminates all poisons and/or diseases in the area. The poisons and/or diseases do not get a RR.



THE CADUCEUS OF ULTHURAN

This staff was constructed by Turic Volm for the Lay Healer Ulthuran, his most trusted henchman.

- X2 PP Multiplier for Lay Healers
- Allows wielder to cast 15 PP worth of spells from the Concussion Mastery list (up to 10th level).

Fashioned of enchanted mahogany, the Caduceus is encircled by a cobra of jade.

SOUND'S WAY

1. Speech I - Target is able to communicate basic ideas in a specific language (e.g., hungry, thirsty, bathroom, peace, etc.); equivalent to skill rank 2. Caster gains this knowledge mentally from the being they are speaking to.

3. Quiet I - Creates a 1'R area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts.

5. Soundwall I - Creates a plane (up to 20'x20'), through which sound will not pass.

6. Speech II - As *Speech I*, except caster can communicate more complex concepts, although there is a good chance of misinterpretations; equivalent to skill rank 4.

7. Silence I - As *Quiet I*, except radius is 10'.

8. Quiet III - As *Quiet I*, except 3 targets can be affected.

10. Soundwall V - As *Soundwall I*, except 5 such walls are created; each wall must be connected to at least one other wall.

11. Quiet V - As *Quiet I*, except 5 targets may be affected.

13. Silence V - As *Silence I*, except radius is 50'.

15. Speech III - As *Speech II*, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation; equivalent to skill rank 6.

17. Sounding - Target can speak at 5x their normal loudness.

20. Silence X - As *Silence I*, except radius is 100'.

25. Mass Soundwalls - As *Soundwall V*, except as many *Soundwalls* as the caster's level can be created.

30. Mass Quiet - As *Quiet I*, except as many targets as the caster's level can be affected.

50. Speech True - As *Speech III*, except caster speaks the specified language as if they were a native; doesn't need to concentrate, duration is 1 min/level; equivalent to skill rank 8.

SOUND'S WAY

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Speech I	1 target	C	10'	Im
2)					
3)	Quiet I	1 target	1 min/lvl	100'	F
4)					
5)	Soundwall I	20'x20'	10 min/lvl	100'	F
6)	Speech II	1 target	C	10'	Im
7)	Silence I	10'R	1 min/lvl	100'	F
8)	Quiet III	3 targets	1 min/lvl	100'	F
9)					
10)	Soundwall V	(20'x20') x5	10 min/lvl	100'	F
11)	Quiet V	5 targets	1 min/lvl	100'	F
12)					
13)	Silence V	50'R	1 min/lvl	100'	F
14)					
15)	Speech III	1 target	C	10'	Im
16)					
17)	Sounding	1 target	1 min/lvl	10'	F
18)					
19)					
20)	Silence X	100'R	1 min/lvl	100'	F
25)	Mass Soundwalls	varies	10 min/lvl	100'	F
30)	Mass Quiet	varies	1 min/lvl	100'	F
50)	Speech True	1 target	1 min/lvl	100'	Im

SPELL DEFENSE

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	C	10'	D
2)	Protection Sphere I	10'R	C	10'	D
3)					
4)					
5)	Protection II	1 target	C	10'	D
6)					
7)	Protection Sphere II	10'R	C	10'	D
8)					
9)	Channeling Shield	caster	C	self	D
10)	Protection III	1 target	C	10'	D
11)	Essence Shield	caster	C	self	D
12)					
13)	Mind Shield	caster	C	self	D
14)	Protection IV	1 target	C	10'	D
15)	Spell Shield II	caster	C	self	D
16)					
17)	Protection V	1 target	C	10'	D
18)					
19)	Spell Shield True	caster	C	self	D
20)	Channeling Resistance	1 target	C	100'	D
25)	Essence Resistance	1 target	C	100'	D
30)	Mentalism Resistance	1 target	C	100'	D
50)	Resistance True	1 target	C	100'	D

SPELL DEFENSE

1. Protection I - Subtracts 5 from elemental attack rolls against the protected being, and adds 5 to all of the being's RRs vs. spells.

2. Protection Sphere I - As *Protection I*, except all beings within 10'R of target get the benefits.

5. Protection II - As *Protection I* except bonuses are +10.

7. Protection Sphere II - As *Protection Sphere I*, except bonuses are +10.

9. Channeling Shield - Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, they can

"parry" one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for their base attack roll from the attack roll made against them.

10. Protection III - As *Protection I*, except bonuses are +15.

11. Essence Shield - As *Channeling Shield*, except is effective only against Essence spells.

13. Mind Shield - As *Channeling Shield*, except is effective only against Mentalism spells.

14. Protection IV - As *Protection I*, except bonuses are +20.

15. Spell Shield II - As *Channeling Shield*, except it is effective against any two of the realms.

17. Protection V - As *Protection I*, except bonuses are +25.

19. Spell Shield True - As *Channeling Shield*, except all three realms are affected.

20. Channeling Resistance - Target gets +50 to all RRs against Channeling spells.

25. Essence Resistance - As *Channeling Resistance*, except is only effective against Essence spells.

25. Mentalism Resistance - As *Channeling Resistance*, except is only effective against Mentalism spells.

50. Resistance True - As *Channeling Resistance*, except is effective against all three realms.



WEATHER WAYS

1. Living Gauge - Caster can ascertain the exact temperature of the surrounding atmosphere.

2. Rain Prediction -

Gives caster a 95% chance of predicting the time and type of rain by ± 15 min over the next 24 hour period.

4. Storm Prediction - As Rain Prediction, except it allows a 95% chance of predicting the time and type of a storm by ± 15 min over the next 24 hour period.

5. Weather Prediction

I - As Rain Prediction except it allows 95% chance of predicting time, type, and severity of weather over the next 24-hour period.

7. Breeze Call - Caster causes breeze to come forth which will drive out any gaseous matter (cloud, etc.) and subtracts from all missile attacks. Once set, the direction of the breeze will not change.

8. Fog Call - Caster causes fog to arise that obscures nearly all vision in and through the radius, modifying all missile attacks passing through part of the radius by up to -50.

10. Weather Prediction III - As Weather Prediction I, except that caster has a 95% chance of predicting weather over a 3-day period.

11. Precipitation Call - Caster causes rain or snow to fall (depending on temperature). The precipitation obscures vision into the radius by 25% and modifies all missile attacks passing through part of the radius by -25.

13. Weather Prediction V - As Weather Prediction I, except that caster has a 95% chance of predicting weather over a 5-day period.

15. Wind Mastery - Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by an amount equal to 1 mph x their level (e.g., if the wind speed is normally 20 mph, a 15th level caster could alter the wind speed to between 5 and 35 mph). By directing the wind against incoming missile attacks they can cause a -1 modification for each mph of wind speed (e.g., they can create a brutal and changing cross-wind). Note that caster

WEATHER WAYS

OPEN CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Living Gauge	caster	C	self	I
2)	Rain Prediction	caster	-	self	I
3)					
4)	Storm Prediction	caster	-	self	I
5)	Weather Prediction I	caster	-	self	I
6)					
7)	Breeze Call	10'R	1 rnd/lvl	self	E
8)	Fog Call	10'R/lvl	1 min/lvl	self	E
9)					
10)	Weather Prediction III	caster	-	self	I
11)	Precipitation Call	10'R/lvl	1 min/lvl	self	E
12)					
13)	Weather Prediction V	caster	-	self	I
14)					
15)	Wind Mastery	50'/lvl	1 min/lvl (C)	self	E
16)					
17)					
18)	Clear Skies	1 mi R	1 min/lvl (C)	self	F
19)	Weather Prediction True	caster	-	self	I
20)	Rain Call	1 mi	1 min/lvl (C)	self	E
25)	Sky Call	1 mi	1 min/lvl (C)	self	E
30)	Storm Call	1 mi R	1 min/lvl (C)	self	E
50)	Weather Mastery	1 mi R/lvl	1 min/lvl (C)	self	E

can also control the direction of the flow of gases and/or clouds.

18. Clear Skies - Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.

19. Weather Prediction True - As Weather Prediction I, except that caster has a 95% chance of predicting weather over a 30-day period.

20. Rain Call - Caster can summon rain of moderate intensity; the rain will obscure short-range vision by up to 25% and long-range vision by up to 75%, (-25/-75 to missile attacks).

25. Sky Call - Caster may use any of the lower level spells on this list, but with a range (area of effect) of 1 mi R.

30. Storm Call - Caster may call forth a storm of any type with maximum wind speeds equal to twice their level, and intensity according to their desires: effects will vary according to circumstance (and the GM's discretion). For example, a 30th level caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph: the GM may wish to have random rolls to determine possible lightning strikes vs. exposed targets.

50. Weather Mastery - Caster may indicate the weather conditions in the area, modifying wind speeds by ± 1 mph x level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as they concentrate, but the change will take at least 1 minute.

BLOOD LAW

CLOSED CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Flowstop I	1 target	-	touch	H
2)	Flowstop III	1 target	-	touch	H
3)	Clotting I	1 target	-	touch	H
4)	Flowstop V	1 target	-	touch	H
5)	Limb Preservation ‡ *	1 limb	1 day/lvl	touch	H
6)	Cut Repair I	1 target	P	touch	H
7)	Clotting III	1 target	-	touch	H
8)	Minor Vessel Repair	1 target	P	touch	H
9)	Cut Repair III	1 target	P	touch	H
10)	Major Vessel Repair	1 target	P	touch	H
11)					
12)	Joining ‡ *	1 target	P	touch	H
13)	Flow Stoppage True	1 target	-	touch	H
14)	Clotting True	1 target	-	touch	H
15)					
16)	Unclotting	1 target	P	touch	H
17)					
18)	Cut Repair True	1 target	-	touch	H
19)					
20)	Mass Flow Stoppage	varies	-	touch	H
25)	Joining True ‡ *	1 target	P	touch	H
30)	Mass Clotting	1 target	-	touch	H
50)	Mass Blood Repair	1 target	P	100'	H

BLOOD LAW

1. Flowstop I - Allows caster to stop bleeding at rate of 1 hit/round on 1 target; target may not be moved, or bleeding will resume at prior rate.

2. Flowstop III - As *Flowstop I*, except that caster can stop bleeding at rate of 3 hits/round (total), spread over 1-5 targets.

3. Clotting I - Allows caster to stop bleeding at rate of 1 hit/round on 1 target; for 1 hour the target can move at no more than a walking pace, or bleeding will resume at prior rate.

4. Flowstop V - As *Flowstop I*, except that caster can stop bleeding at rate of 5 hits/round (total), spread over 1-5 targets.

5. Limb Preservation - Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from *Muscle Law*, *Bone Law*, and *Nerve Law*.

6. Cut Repair I - Allows caster to permanently stop bleeding from 1 wound that bleeds at rate of 1 hit/round.

7. Clotting III - As *Clotting I*, except that caster can stop bleeding at rate of 3 hits/round (total), spread over 1-3 targets.

8. Minor Vessel Repair - Allows caster to completely mend a damaged, minor blood vessel (a vessel that bleeds at up to 2 hits/round, not major arteries or veins).

9. Cut Repair III - As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/round (total); three 1 hit/

round wounds or one 3 hit/round wound or one 2 hit/round and one 1 hit/round wound can be healed; may be spread over 1-3 targets.

10. Major Vessel Repair -

Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time: 1-10 days, depending on size of vessel and severity of damage. A major vessel is one that bleeds at 5 hit/round or more when severed.

12. Joining - Allows caster to reattach severed limb; also requires use of *Bone Law*, *Muscle Law*, and *Nerve Law* Joining spells in order to restore functional status; limb is fully functional in 10-100 days.

13. Flow Stoppage True - As *Flow Stop I*, except that

blood loss (i.e., hits/round) from one wound is stopped.

14. Clotting True - As *Clotting I*, except that blood loss (i.e., hits/round) from one wound is stopped.

16. Unclotting - Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Evil Cleric list, *Curses*).

18. Cut Repair True - As *Cut Repair I*, except that it will stop bleeding and close any one wound.

20. Mass Flow Stoppage - As *Flow Stoppage True*, except that caster may stop bleeding from a number of wounds equal to their level (e.g., a 20th level caster can stop bleeding from 20 wounds); wounds repaired may be spread out over a number of targets.

25. Joining True - As *Joining*, except that limb is fully functional in 10 minutes (provided caster also uses the other three Joining True spells).

30. Mass Clotting - As *Mass Flow Stoppage*, except that bleeding is stopped as in *Clotting True*.

50. Mass Blood Repair - Allows caster to stop bleeding in, and fully repair, 1 wound/level (e.g., a 50th level caster can fully repair a total of 50 wounds/spell cast); wounds repaired may be spread out over multiple targets.

Note: See section 6.4 or ChL 10.6 for normal healing guidelines.

BONE LAW

1. Bone Lore - Caster acquires complete understanding of any bone damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

3. Minor Fracture Repair - Allows caster to mend simple fractures (not compound fractures, shatters, joint damage, etc.); 1 fracture/spell cast; 1-day recovery period.

4. Cartilage Repair - Allows caster to repair all cartilage around 1 joint; 1 day recovery period.

5. Limb Preservation - Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from *Nerve Law*, *Muscle Law*, and *Blood Law*.

6. Major Fracture Repair - As *Minor Fracture Repair*, except that caster can also repair compound fractures; 1 day recovery period.

8. Skull Repair - Allows caster to mend 1 fracture in skull (but not a shattered area); recovery time: 1-10 days, depending on the damage.

10. Joint Repair - Allows caster to repair 1 broken (but not shattered) joint; recovery time: 1-10 days.

11. Minor Fracture Repair True - As *Minor Fracture Repair*, except recovery is instantaneous.

12. Joining - Allows caster to reattach limb, but requires use of *Muscle Law*, *Blood Law*, and *Nerve Law* *Joining* Spells in order to restore functional status; limb is fully functional in 10-100 days.

13. Cartilage Repair True - As *Cartilage Repair*, except recovery is instantaneous.

14. Major Fracture Repair True - As *Major Fracture Repair*, except recovery is instantaneous.

BONE LAW

CLOSED CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Bone Lore	1 target	-	touch	I
2)					
3)	Minor Fracture Repair	1 target	P	touch	H
4)	Cartilage Repair	1 target	P	touch	H
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	H
6)	Major Fracture Repair	1 target	P	touch	H
7)					
8)	Skull Repair	1 target	P	touch	H
9)					
10)	Joint Repair	1 target	P	touch	H
11)	Mnr Fract. Repair True	1 target	P	touch	H
12)	Joining ‡ *	1 target	P	touch	H
13)	Cartilage Repair True	1 target	P	touch	H
14)	Mjr Fract. Repair True	1 target	P	touch	H
15)	Skull Repair True	1 target	P	touch	H
16)	Joint Repair True	1 target	P	touch	H
17)	Shatter Repair	1 target	P	touch	H
18)	Mass Mnr Fract. Repair	varies	P	touch	H
19)					
20)	Mass Cartilage Repair	varies	P	touch	H
25)	Joining True ‡ *	1 target	P	touch	H
30)	Mass Mjr Fract. Repair	varies	P	100'	H
50)	Mass Shatter Repair	varies	P	100'	H

15. Skull Repair True - As *Skull Repair*, except recovery is instantaneous.

16. Joint Repair True - As *Joint Repair*, except recovery is instantaneous.

17. Shatter Repair - Allows caster to repair any broken or shattered bone; requires 10 minute operation and 1-10 days recovery time.

18. Mass Minor Fracture Repair - As *Minor Fracture Repair*, except it repairs 1 minor fracture/level of the caster; spell operates as long as caster concentrates; each mended fracture requires a 1-day recovery period.

20. Mass Cartilage Repair - As *Mass Minor Fracture Repair*, except it repairs cartilage as *Cartilage Repair*.

25. Joining True - As *Joining*, except that limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).

30. Mass Major Fracture Repair - As *Mass Minor Fracture Repair*, except it repairs major fractures as *Major Fracture Repair* and has a 100' Range.

50. Mass Shatter Repair - As *Mass Minor Fracture Repair*, except it repairs any broken or shattered bones as *Shatter Repair* and has a 100' Range.

CALM SPIRITS

CLOSED CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Calm I	1 target	1 min/lvl	100'	Fm
3)					
4)	Calm II	2 targets	1 min/lvl	100'	Fm
5)	Hold Kind	1 target	C	100'	Fm
6)	Calm III	3 targets	1 min/lvl	100'	Fm
7)					
8)	Calm IV	4 targets	1 min/lvl	100'	Fm
9)	Calm V	5 targets	1 min/lvl	100'	Fm
10)	Mass Animal Calming I	varies	2 min/lvl	100'	Fm
11)	True Hold	1 target	C	100'	Fm
12)	Calm X	10 targets	1 min/lvl	100'	Fm
13)					
14)					
15)	Shout of Calming *	varies	1 min/lvl	50'	Fm
16)					
17)					
18)	Mass Animal Calm. II	varies	1 min/lvl	10'/lvl	Fm
19)					
20)	Lord Calm	varies	1 min/lvl	10'/lvl	Fm
25)	Long Calm	1 target	1 day/lvl	300'	Fm
30)	Mass Calm	varies	1 min/lvl	100'	Fm
50)	Calm True	1 target	P	100'	Fm

CALM SPIRITS

2. Calm I - Target will take no aggressive/offensive action, and will fight only if attacked.

4. Calm II - As *Calm I*, except 2 targets may be affected.

5. Hold Kind - Humanoid target is held to 25% of normal action.

6. Calm III - As *Calm I*, except 3 targets may be affected.

20. Lord Calm - [RR Mod: -20] - Allows Caster to calm up to 20 targets.

25. Long Calm - [RR Mod: -20] - Caster can calm any 1 target.

30. Mass Calm - Caster can calm a number of targets equal to their level.

50. Calm True - Caster can calm any 1 target.

8. Calm IV - As *Calm I*, except 4 targets may be affected.

9. Calm V - As *Calm I*, except 5 targets may be affected.

10. Mass Animal Calming I - Caster can calm a number of animals equal to their level.

11. True Hold - As *Hold Kind*, except it will affect any target.

12. Calm X - As *Calm I*, except that 10 targets may be affected.

15. Shout Of Calming - All targets in radius must resist or they are calmed.

18. Mass Animal Calming II - [RR Mod: -20] - As *Mass Animal Calming I*, except the range is 10'/lvl.



ORMERAK'S RING

- +5 Spell Adder for Pure Channelers.
 - +20 to RRs versus Channeling spell attacks.
 - Allows wearer to cast Calm X 3x/day.
- Made of gold, studded with diamonds and set with a large sapphire.

CREATIONS

2. Sustain Self - Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).

3. Water Production I - Caster can produce sufficient in any available receptacle to supply a being for one day.

4. Food Production I - Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.

5. Fire Starting - Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical. Caster may only target a specific location, not an individual with this spell.

6. Nutrient Conjures I - Caster can produce 1 loaf of waybread that weighs ½ a pound and will support 1 being for 1 day; the loaf will lose potency in 1 month.

7. Water Production III - As *Water Production I*, except caster can produce 3 days of water.

8. Food Production III - As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.

9. Herb Enhancement - Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2). This spell may be employed only once per herb.

10. Water Production V - As *Water Production I*, except caster can produce 5 days supply of water.

11. Food Production V - As *Food Production I*, except caster can produce sufficient food to feed 5 beings for 1 day.

12. Nutrient Conjures III - As *Nutrient Conjure I*, except caster can produce 3 loaves of waybread.

13. Herb Mastery - Caster can double the potency of any 1 herb (growing or dead). This spell may be employed only once/ herb, and may not be combined with Herb Enhancement.

15. Lesser Plant Production - Caster can produce a plant up to 10' in height and/ or width; plant must be representative of the region.

CREATIONS

CLOSED CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Sustain self	caster	1 day	self	U
3)	Water Production I	-	P	10'	U
4)	Food Production I	-	P	10'	U
5)	Fire Starting	1'R	-	1'	E
6)	Nutrient Conjures I	-	P	10'	U
7)	Water Production III	-	P	10'	U
8)	Food Production III	-	P	10'	U
9)	Herb Enhancement	1 herb	P	touch	U
10)	Water Production V	-	P	10'	U
11)	Food Production V	-	P	10'	U
12)	Nutrient Conjures III	-	P	10'	U
13)	Herb Mastery	1 herb	P	touch	U
14)					
15)	Lesser Plant Production	1 plant	P	10'	U
16)	Mass Water Production	-	P	10'	U
17)	Food Production True	-	P	10'	U
18)					
19)					
20)	Lesser Animal Prod.	1 animal	P	10'	U
25)	Nutrient Conjures True	-	P	10'	U
30)	Greater Plant Production	1 plat	P	10'	U
50)	Greater Animal Prod.	1 animal	P	10'	U

16. Mass Water Production - As *Water Production I*, except caster can create 1 day of water per level (e.g., a 17th level Cleric could create 17 days of water).

17. Food Production True - As *Food Production I*, except caster can produce sufficient food to feed a number of beings equal to their level.

20. Lesser Animal Production - Caster can create an animal representative of the surrounding region and weighing no more than 10 lbs; animal will be friendly to caster.

25. Nutrient Conjures True - As *Nutrient Conjure I*, except caster can produce a number of loaves of waybread equal to their level.

30. Greater Plant Production - As *Lesser Plant Production*, except that caster can create 1 plant with a height and/or width = l'/level (e.g., a 30th level could produce a 20' high tree with a 30' maximum width); plant must be representative of the local area.

50. Greater Animal Production - As *Lesser Animal Production*, except that caster can produce an animal with a maximum weight = 1 lb/level; the animal must be a native of the area.

Note: See section 7.7, p.87, for an explanation of how *Herb Enhancement* and *Herb Mastery* spells increase the potency of herbs.

LOCATING WAYS

CLOSED CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Guess	caster	-	self	I
3)	Pathfinding I	caster	-	100'	I
4)					
5)	Location I	1 target	1 min/lvl (C)	100'	I
6)	Pathfinding III	caster	-	300'	I
7)					
8)	Location III	1 target	1 min/lvl (C)	300'	I
9)	Pathfinding V	caster	-	500'	I
10)	Location V	1 target	1 min/lvl (C)	500'	I
11)	Memory's Path	caster	1 hr/lvl	self	I
12)	Pathfinding X	caster	-	1 mi	I
13)					
14)					
15)	Finding I	1 object	-	100'	I
16)	Location X	1 target	1 min/lvl (C)	1 mi	I
17)	Pathfinding True	caster	-	10 mi	I
18)	Finding III	1 object	-	300'	I
19)					
20)	Lord Location	1 target	1 min/lvl (C)	20 mi	I
25)	Paths True	1 mi R'/lvl	-	touch	I
30)	Location True	1 target	1 min/lvl (C)	touch	I
50)	Finding True	1 object	-	touch	I

LOCATING WAYS

2. Guess - When faced with a choice about which they have little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way they goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).

3. Pathfinding I - Caster learns the location(s) of any "path(s)" within 100'; gives the nearest point on path, but not the path's course.

5. Location I - Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

6. Pathfinding III - As *Pathfinding I*, except range is 300'.

8. Location III - As *Location I*, except range is 300'.

9. Pathfinding V - As *Pathfinding I*, except range is 500'.

10. Location V - As *Location I*, except range is 500'.

11. Memory's Path - Caster can remember an exact route they traveled; regardless of whether or not they was without 1 or more of their sensory outlets when they made the original journey (e.g., a 12th level caster could remember the course of 12 hours of a

trip even if they had been blindfolded). To be effective, this spell must be cast within 1 month/level of the journey.

12. Pathfinding X - As *Pathfinding I*, except range is 1 mile.

15. Finding I - Caster can locate any 1 object they describe, if indeed it exists and is in range (e.g., caster could describe a type of mace they had never seen or heard of).

16. Location X - As *Location I*, except range is 1 mile.

17. Pathfinding True - As *Pathfinding I*, except range is 10 miles.

18. Finding III - As *Finding I*, except range is 300'.

20. Lord Location - As *Location I*, except range is 20 miles.

25. Paths True - As *Pathfinding I*, except range is 1

mile/level and exact route(s) within the range are ascertained.

30. Location True - As *Location I*, except range is 1 mile/level.

50. Finding True - As *Finding I*, except range is 100'/level.



LORE

CLOSED CHANNELING

LORE

1. Afterthoughts - Allows caster virtual total recall of any conversation or writing they encountered within a period of days equal to their level.

2. Detect Evil - Detects "true evil" in an animate or inanimate target; caster can concentrate on a 5'R area each round.

3. Detect Curse - As *Detect Evil*, except caster can detect curses.

4. Detect Hate - As *Detect Evil*, except caster can detect the emotion of hatred, in the living mind or in an object forged with great malice. Any object or being "Of Slaying" will show as being filled with hate.

5. Light Lore I - Caster can ascertain the origin point and nature of any 1 "holy item" that is not "of darkness" or "of evil"; will not give specific capabilities.

6. Poison Lore - Caster can ascertain exact nature and type of poison; they can determine what cure may be used, but do not receive the required tools or skills.

8. Life Lore - Caster can determine the nature and type of any 1 living target. They will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the target's species.

10. Curse Tales - Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.

11. Dark Lore I - As *Light Lore I*, except caster can ascertain the origin point and nature of any 1 item "of darkness" or "of evil."

12. Light Lore II - As *Light Lore I*, except that caster can ascertain the origin point and nature of any 2 "holy items" or caster can determine the nature, origin point, and the exact significance of any 1 "holy item."

15. Hate Analysis - Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate); the degree and other details of

such hatred can also be acquired. Any object or being "Of Slaying" will show as hating their target type.

17. Light Lore III - As *Light Lore I*, except that caster can ascertain the origin point and nature of any 3 "holy items" or caster can determine the age, origin point, name of the creator, and nature of any 1 "holy item." Caster also learns item's specific capabilities.

18. Dark Lore II - As *Light Lore II*, except that it can only be used on items "of darkness" or "of evil."

19. White Lore - Caster can ascertain exact nature, origin, purpose, and history of any 1 "holy item"; it allows caster to visualize all who have possessed the item.

20. Dark Lore III - As *Light Lore III*, except that it can be used only on items "of evil" or "of darkness."

25. Life Lore True - As *Life Lore*, except caster can determine specific traits and capabilities of any 1 target.

30. Black Lore - As *White Lore*, except it can only be used on an item "of darkness" or "of evil."

50. White Lore Mastery - As *White Lore*, except caster can acquire the information on all "holy items" within 100'.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	caster	-	touch	I
2)	Detect Evil	5'R	1 min/lvl (C)	100'	I
3)	Detect Curse	5'R	1 min/lvl (C)	100'	I
4)	Detect Hate	5'R	1 min/lvl (C)	100'	I
5)	Light Lore I	1 item	-	10'	I
6)	Poison Lore	1 poison	-	10'	I
7)					
8)	Life Lore	1 target	-	100'	I
9)					
10)	Curse Tales	1 curse	-	10'	I
11)	Dark Lore I	1 item	-	10'	I
12)	Light Lore II	varies	-	10'	I
13)					
14)					
15)	Hate Analysis	1 target	-	10'	I
16)					
17)	Light Lore III	varies	-	10'	I
18)	Dark Lore II	varies	-	10'	I
19)	White Lore	1 item	-	100'	I
20)	Dark Lore III	varies	-	10'	I
25)	Life Lore True	1 target	-	10'	I
30)	Black Lore	1 target	-	100'	I
50)	White Lore Mastery	varies	-	100'	I

MUSCLE LAW

CLOSED CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Muscle Lore	1 target	-	touch	I
2)	Tendon Lore	1 target	-	touch	I
3)	Sprain Repair	1 target	P	touch	H
4)	Muscle Repair I	1 target	P	touch	H
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	H
6)	Tendon Repair I	1 target	P	touch	H
7)					
8)					
9)	Muscle Repair III	1 target	P	touch	H
10)	Tendon Repair III	1 target	P	touch	H
11)					
12)	Joining ‡ *	1 target	P	touch	H
13)	Muscle Repair True	1 target	P	touch	H
14)					
15)	Tendon Repair True	1 target	P	touch	H
16)					
17)	Mass Muscle Repair	1 target	P	touch	H
18)					
19)	Mass Tendon Repair	1 target	P	touch	H
20)	Muscle Regeneration	1 target	P	touch	H
25)	Joining True ‡ *	1 target	P	touch	H
30)	Tendon Regeneration	1 target	P	touch	H
50)	Mass Repair True	varies	P	100'R	H

MUSCLE LAW

1. Muscle Lore - Caster acquires a complete understanding of any muscle damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

2. Tendon Lore - As *Muscle Lore*, except the knowledge obtained concerns the healing of tendon damage.

3. Sprain Repair - Allows caster to repair (not replace) 1 sprain; recovery time: 1 hour.

4. Muscle Repair I - Allows caster to repair (not replace) 1 damaged muscle; recovery time: 1 hour.

5. Limb Preservation - Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from *Nerve Law*, *Bone Law*, and *Blood Law*.

6. Tendon Repair I - Allows caster to repair one damaged tendon; recovery time: 1 hour.

9. Muscle Repair III - As *Muscle Repair I*, except caster can repair 3 damaged muscles.

10. Tendon Repair III -

As *Tendon Repair I*, except caster can repair 3 damaged tendons.

12. Joining - Allows caster to reattach limb, but requires use of *Bone Law*, *Blood Law*, and *Nerve Law* joining spells in order to restore functional status; limb is fully functional in 1-10 days.

13. Muscle Repair True -

As *Muscle Repair I*, except recovery is instantaneous and requires 1-minute "operation" (concentration by caster).

15. Tendon Repair True -

As *Tendon Repair I*, except recovery is instantaneous and requires 1-minute "operation" (concentration by caster).

tion by caster).

17. Mass Muscle Repair - Allows repair of 1 muscle/level of the caster (e.g., a 17th level caster can repair 17 muscles); spell can be used as long as caster concentrates; recovery time: 1 hour.

19. Mass Tendon Repair - Allows repair of 1 tendon/level of the caster (e.g., a 19th level caster can repair 19 muscles); spell can be used as long as caster concentrates.

20. Muscle Regeneration - Allows caster to regenerate 1 muscle; re-growth takes 1-10 hours, depending on extent of loss.

25. Joining True - As *Joining*, except limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).

30. Tendon Regeneration - Allows caster to regenerate 1 tendon; re-growth takes 1-10 hours, depending on extent of loss.

50. Mass Repair True - Caster can repair a number of damaged muscles and/or tendons equal to their level; recovery is instantaneous.

NERVE LAW

CLOSED CHANNELING

NERVE LAW

1. Nerve Lore - Caster acquires complete understanding of any nerve damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

4. Minor Nerve Repair - Allows caster to repair any minor damage to 1 nerve; requires 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties of up to -20.

5. Limb Preservation - Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from *Muscle Law*, *Bone Law*, and *Blood Law*.

9. Major Nerve Repair - Allows caster to repair any damage to 1 nerve; requires 1 day recovery period. This will not heal nerves that are totally destroyed.

10. Unparalysis - Caster can cure any 1 paralysis problem.

11. Minor Nerve Repair True - As *Minor Nerve Repair*, except that there is no recovery period required.

12. Joining - Allows caster to reattach limb, but requires use of *Bone Law*, *Muscle Law*, and *Blood Law* *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.

15. Minor Brain Repair - Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not restored (% lost permanently dependent on severity of damage); requires a 1 hour operation; recovery time: 1-10 days.

16. Major Nerve Repair True - As *Major Nerve Repair*, except that there is no recovery period required.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Nerve Lore	1 target	-	touch	I
2)					
3)					
4)	Minor Nerve Repair	1 target	P	touch	H
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	H
6)					
7)					
8)					
9)	Major Nerve Repair	1 target	P	touch	H
10)	Unparalysis	1 target	10 min/lvl	touch	H
11)	Minor Nerve Repair True	1 target	P	touch	H
12)	Joining ‡ *	1 target	P	touch	H
13)					
14)					
15)	Minor Brain Repair	1 target	P	touch	H
16)	Major Nerve Repair True	1 target	P	touch	H
17)					
18)	Paralysis Cures	1 target	P	touch	H
19)					
20)	Mass Nerve Repair True	varies	P	touch	H
25)	Joining True ‡ *	1 target	P	touch	H
30)	Nerve Regeneration	1 target	P	touch	H
50)	Brain Regeneration	1 target	P	touch	H

18. Paralysis Cures - Allows caster to cure paralysis in 1 target; paralysis must have resulted from a spell or disease.

20. Mass Nerve Repair True - As *Major Nerve Repair True*, except that each spell cast affects 1 nerve/level of caster.

25. Joining True - As *Joining*, except that limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).

30. Nerve Regeneration - Allows caster to regenerate lost nerve; re-growth takes 1-10 days, depending on extent of loss.

50. Brain Regeneration - Allows caster to regenerate lost brain material; re-growth takes 10-100 days, depending on extent of damage; target is in coma during recovery; note that experience lost is not restored (% lost permanently is dependent on severity of damage).

ORGAN LAW

CLOSED CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Organ Lore	1 target	-	touch	I
2)					
3)	Nasal Repair	1 target	P	touch	H
4)					
5)	Minor Ear Repair	1 target	P	touch	H
6)	Minor Eye Repair	1 target	P	touch	H
7)					
8)					
9)	Major Ear Repair	1 target	P	touch	H
10)					
11)	Major Eye Repair	1 target	P	touch	H
12)					
13)					
14)	Heart Repair	1 target	P	touch	H
15)	Lung Repair	1 target	P	touch	H
16)	Organ Repair	1 target	P	touch	H
17)	Nose Regeneration	1 target	P	touch	H
18)	Organ Transplant	1 target	P	touch	H
19)					
20)	Eye & Ear Regeneration	1 target	P	touch	H
25)	Organ Repair True	1 target	P	touch	H
30)	Heart Regeneration	1 target	P	touch	H
50)	Organ Regeneration	1 target	P	touch	H

ORGAN LAW

1. Organ Lore - Caster acquires complete understanding of any organ damage, including the tools and the methods required for healing; caster does not receive the skill or power to perform the cure.

3. Nasal Repair - Allows caster to repair any nose damage short of complete nose loss; requires 1-60 minutes depending on damage.

5. Minor Ear Repair - Caster can repair any external damage, including ear loss (regeneration takes 1-10 hours).

6. Minor Eye Repair - Allows caster to repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).

9. Major Ear Repair - As *Minor Ear Repair* except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days; note that complete replacement of the inner ear is an exception.

11. Major Eye Repair - As *Minor Eye Repair*, except that caster can repair any eye

damage short of total eye loss (e.g., eye's destruction precludes repair); recovery time: 1-10 days.

14. Heart Repair -

Allows caster to repair any heart damage short of total loss or destruction (i.e., replacement); requires 1-10 hour operation and 1-100 day recovery time.

15. Lung Repair - Allows caster to repair any lung damage short of total loss or destruction (i.e., replacement); requires 1-10 hour operation and 1-100 day recovery time.

16. Organ Repair -

Allows caster to repair any internal or external organ damage (not including the brain or nervous system); re-

quires 1-10 hour operation and 1-10 day recovery time.

17. Nose Regeneration - Allows target to regenerate 1 lost nose; re-growth takes 1-10 days.

18. Organ Transplant - Allows caster to transplant 1 healthy organ; operation takes 1 hour; recovery time: 1-10 days; chance of rejection - 10% if both subjects are the same race, 50% if other humanoid.

20. Eye & Ear Regeneration - Allows target to regenerate 1 lost eye or ear (including inner ear); re-growth takes 1-10 days, depending on loss.

25. Organ Repair True - As *Organ Repair*, except recovery time is 10 minutes and no operation is required.

30. Heart Regeneration - Allows caster to regenerate heart; re-growth takes 1-10 days.

50. Organ Regeneration - Allows caster to regenerate any internal or external organ (not including the brain or nervous system); re-growth takes 1-10 days.

SYMBOLIC WAYS

1. Analyze Symbol -

Caster learns what spell is emplaced within one *Symbol* within 50'.

3. Unsymbols I - Caster can remove one *Symbol I* (an emplaced 1st level spell). The Symbol's RR is based on the level of the spell in the *Symbol* spell (the target level) and the level of the *Unsymbol* spell (the attack level).

4. Symbol I - Caster can emplace one 1st level spell on any 1 given inanimate, non-mobile stone (see below). Within 3 rounds, the spell to be emplaced must also be cast (within 10'). A

Symbol can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, reading, violent actions in the area, etc. The triggering range is normally the range of the emplaced spell or 10' (whichever is larger). Regardless of the trigger chosen, the spell embedded within a Symbol can only be triggered once per day. The effective level of the embedded spell (for the purposes of RR's, Duration, etc) is the spell's level (i.e., for *Symbol I* the attack level is always 1st level, not the level of the original caster). The Symbol must be placed on a slab of stone (block, piece, etc.) weighing at least 2,000 lb. Only one Symbol may be placed on each continuous slab. The stone may not be moved appreciably without destroying the Symbol.

6. Unsymbols II - As *Unsymbol I*, except a *Symbol I-II* may be removed.

7. Symbol II - As *Symbol I*, except a 1st-2nd level spell may be emplaced.

8. Unsymbols III - As *Unsymbol I*, except a *Symbol I-V* may be removed.

9. Symbol III - As *Symbol I*, except a 1st-3rd level spell may be emplaced.

10. Analyze Symbol True - As *Analyze Symbol*, except caster learns what spells are emplaced in all Symbols within a 50'R.

SYMBOLIC WAYS

CLOSED CHANNELING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Analyze Symbol	1 symbol	-	50'	I
2)					
3)	Unsymbol I	1 symbol	P	10'	F
4)	Symbol I	1 symbol	P	10'	U
5)					
6)	Unsymbol II	1 symbol	P	10'	F
7)	Symbol II	1 symbol	P	10'	U
8)	Unsymbol III	1 symbol	P	10'	F
9)	Symbol III	1 symbol	P	10'	U
10)	Analyze Symbol True	1 target	P	50'	I
11)	Symbol V	1 symbol	P	10'	U
12)	Unsymbol VI	1 symbol	P	10'	F
13)	Symbol VI	1 symbol	P	10'	U
14)	Unsymbol VII	1 symbol	P	10'	F
15)	Symbol VII	1 symbol	P	10'	U
16)	Unsymbol VIII	1 symbol	P	10'	F
17)	Symbol VIII	1 symbol	P	10'	U
18)	Unsymbol X	1 symbol	P	10'	F
19)	Symbol IX	1 symbol	P	10'	U
20)	Symbol X	1 symbol	P	10'	U
25)	Lord Research	special	special	special	U
30)	Lord Unsymbols	1 symbol	P	10'	F
50)	Lord Symbol	1 symbol	P	10'	U

11. Symbol V - As *Symbol I*, except a 1st-5th level spell may be emplaced.

12. Unsymbols VI - As *Unsymbol I*, except a *Symbol I-VI* may be removed.

13. Symbol VI - As *Symbol I*, except a 1st-6th level spell may be emplaced.

14. Unsymbols VII - As *Unsymbol I*, except a *Symbol I-VII* may be removed.

15. Symbol VII - As *Symbol I*, except a 1st-7th level spell may be emplaced.

16. Unsymbols VIII - As *Unsymbol I*, except a *Symbol I-VIII* may be removed.

17. Symbol VIII - As *Symbol I*, except a 1st-8th level spell may be emplaced.

18. Unsymbols X - As *Unsymbol I*, except a *Symbol I-X* may be removed.

19. Symbol IX - As *Symbol I*, except a 1st-9th level spell may be emplaced.

20. Symbol X - As *Symbol I*, except a 1st-10th level spell may be emplaced.

25. Lord Research - See Section 9.3.

30. Lord Unsymbols - As *Unsymbol I*, except a *Symbol I-X* or a *Lord Symbol* may be removed.

50. Lord Symbol - As *Symbol I*, except a 1st-20th level spell may be emplaced.

ANIMAL MASTERY

ANIMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Animal Sleep I	1 animal	1 min/lvl	100'	Fm
2)	Lesser Cloaking	caster	1 min/lvl	self	Pm
3)	Animal Tongues	1 animal	1 min/lvl	touch	Im
4)	Animal Sleep III	3 animals	1 min/lvl	100'	Fm
5)	Animal Mastery I	1 animal	C	100'	Fm
6)	Animal Location	1 mi R	-	self	I
7)	Befriending	10' R	C	self	Fm
8)	Animal Empathy	1 animal	C	self	Im
9)	Animal Summons I	1 animals	1 min/lvl (C)	1 mi/lvl	Fm
10)	Animal Mastery III	3 animals	C	100'	Fm
11)	Animal Summons III	3 animals	1 min/lvl (C)	1 mi/lvl	Fm
12)	Animal Call	1 mi/lvl	-	self	Fm
13)	Animal Mastery V	5 animals	C	100'	Fm
14)	Animal Summons V	5 animals	1 min/lvl (C)	1 mi/lvl	Fm
15)	Mastery	100'R	C	self	Fm
16)					
17)					
18)					
19)					
20)	Animal Summons X	10 animals	1 min/lvl (C)	1 mi/lvl	Fm
25)	Mastery True	10'R/lvl	C	self	Fm
30)	Absolution *	1 target	30 days/10 failure	100'	F
50)	Anim. Summons True	varies	1 min/lvl (C)	1 mi/lvl	Fm

ANIMAL MASTERY

1. Animal Sleep I - Puts any animal (i.e., non-humanoid) to sleep; will not affect enchanted creatures or "intelligent" animals.

2. Lesser Cloaking - Allows caster to blend into surrounding terrain and become undiscoverable by animals of low intelligence.

3. Animal Tongues - Allows caster to understand and "speak" the language of any 1 animal species.

4. Animal Sleep III - As *Animal Sleep I*, except can put up to 3 animals to sleep.

5. Animal Mastery I - Allows caster to control the actions of any 1 animal.

6. Animal Location - Caster can locate members of any 1 species of animal within the area of effect or they can find out what species are in the area.

7. Befriending - All animals within 10' will act friendly toward caster; does not control the animals.

8. Animal Empathy - Caster can understand and/or visualize the thoughts and emotions of any 1 animal.

9. Animal Summons I - Caster can summon any 1 animal within radius; as long as they concentrate, caster controls the animal; animal is random representative of specified species.

10. Animal Mastery III - As *Animal Mastery I*, except caster can control 3 animals.

11. Animal Summons III - As *Animal Summons I*, except caster can summon and control 3 animals.

12. Animal Call - Caster can "call" any 1 known, specific animal; if it is physically possible, the animal will come to them.

13. Animal Mastery V - As *Animal Mastery I*, except caster can control 5 animals.

14. Animal Summons V - As *Animal Summons I*, except caster can summon and control 5 animals.

15. Mastery - As *Animal Mastery I*, except caster can control all animals of a given species within 100'.

20. Animal Summons X - As *Animal Summons I*, except caster can summon and control 10 animals.

25. Mastery - As above, except caster can control all animals of a given species within a range of 10'/lvl.

30. Absolution - [RR Mod: -20] - Target's "soul" is torn from their body; it remains in whatever place "souls" go for 30 days/10 fail. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even for subconscious activity, they are at -75.

50. Animal Summons True - As *Animal Summons I*, except caster can summon and control a number of animals equal to their level (e.g., a 50th lvl caster could summon and control 50 sheep).

HERB MASTERY

ANIMIST BASE

HERB MASTERY

1. Herb Lore - Caster can understand the nature, origin, and value of any 1 herb (a plant used in medicine); if the plant is not an herb (i.e., is inedible or lacks medicinal use), no information will be related.

2. Herb Enhancement - Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.

3. Herb Finding I - Allows caster to locate any 1 specific variety of herb that is sought, regardless of physical obstacles: gives exact direction, distance, and quantity.

4. Instant Herbal Cures - Allows caster to make any 1 herb capable of being instantly effective; when the herb is subsequently used, its benefits/dangers will be immediately felt.

5. Herb Mastery II - Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with *Herb Enhancement*.

6. Herb Finding III - As *Herb Finding I*, except that the range is 300'.

7. Herb Production - Caster can grow an herb by planting the proper seed; the herb is sterile and the growth takes 1-10 rnds.

8. Herb Mastery III - As *Herb Mastery II*, except potency is 3x.

9. Herb Finding V - As *Herb Finding I*, except range is 500'.

10. Herb Cleansing - Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range.

11. Herb Mastery V - As *Herb Mastery II*, except potency is 5x.

13. Herb Finding X - As *Herb Finding I*, except range is 1 mile; location is known within 10'R.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Herb Lore	1 herb	-	touch	I
2)	Herb Enhancement	1 herb	P	touch	U
3)	Herb Finding I	varies	1 rnd/lvl	100'	I
4)	Instant Herbal Cures	1 herb	P	touch	U
5)	Herb Mastery II	1 herb	P	touch	U
6)	Herb Finding III	varies	1 rnd/lvl	300'	I
7)	Herb Production	1 seed	P	touch	U
8)	Herb Mastery III	1 herb	P	touch	U
9)	Herb Finding V	varies	1 rnd/lvl	500'	I
10)	Herb Cleansing	varies	P	touch	U
11)	Herb Mastery V	1 herb	P	touch	U
12)					
13)	Herb Finding X	varies	1 rnd/lvl	1 mi	I
14)					
15)	Herb Mastery X	1 herb	P	touch	U
16)					
17)					
18)					
19)					
20)	Lord Herb Finding	varies	1 rnd/lvl	20 miles	I
25)	Herb Enhancement True	1 herb	P	touch	U
30)	Herb Mastery True	1 herb	P	touch	U
50)	Herb Finding True	varies	1 rnd/lvl	1 mi/lvl	I

15. Herb Mastery X - As *Herb Mastery II*, except potency is 10x.

20. Lord Herb Finding - As *Herb Finding I*, except range is 20 miles; location is known within 100'R.

25. Herb Enhancement True - As *Herb Enhancement*, except that potency of 1 growing herb is increased 100% x level of caster (e.g., a 30th level caster could increase potency of growing herb by 3000%, i.e., 30x).

30. Herb Mastery True - As *Herb Mastery II*, except that the potency of 1 herb, growing or dead, can be increased by 100% x lvl of caster (e.g., a 50th lvl caster could increase potency of growing herb by 5000%, i.e., 50x).

50. Herb Finding True - As *Herb Finding I*, except that caster can locate any 1 herb variety within a range of 1 mile/lvl of caster (e.g., 50 miles for a 50th level caster); location is known within 100'R.

Note: See section 7.7, p.87, for an explanation of how *Herb Enhancement* and *Herb Mastery* spells increase the potency of herbs.

NATURE'S LORE

ANIMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Outdoor Trap Detection c	5'R	1 min/lvl	50'	I
2)	Nature's Awareness I	100'R	C	self	I
3)	Rain Prediction	caster	-	1 mi/lvl	I
4)	Storm Prediction	caster	-	1 mi/lvl	I
5)	Weather Prediction I	caster	-	1 mi/lvl	I
6)	Nature's Awareness III	300'R	C	self	I
7)	Waiting Awareness I	10'R	C	self	I
8)	Weather Prediction III	caster	-	1 mi/lvl	I
9)					
10)	Nature's Awareness V	500'R	C	self	I
11)	Weather Prediction V	caster	-	1 mi/lvl	I
12)	Waiting Awareness II	100'R	C	self	I
13)					
14)	Weather Prediction X	caster	-	self	I
15)	Nature's Eye I	100'R	C	1 mi	I
16)					
17)					
18)					
19)					
20)	Nature's Eye II	500'R	C	10 mi	I
25)	Weather Prediction True	caster	-	1 mi/lvl	I
30)	Nature's Eye III	500'R	C	100 mi	I
50)	Animist's Eye c	100'R	C	varies	I

NATURE'S LORE

1. Outdoor Trap Detection - Caster has a 75% chance of detecting each individual trap in a 5'R; caster can concentrate on a 5'R area each round.

2. Nature's Awareness I - Allows caster to monitor animate activity in the area (e.g., they will be aware of movements, subtle and overt); caster cannot move while concentrating.

3. Rain Prediction - Gives caster a 95% chance of predicting rain. ± 15 min over next 24 hr period.

4. Storm Prediction - As *Rain Prediction*, except it allows 95% chance of predicting time and type of storm.

5. Weather Prediction I - As *Rain Prediction*, except it allows 95% chance of predicting time, type, and severity of weather over next 24 hr period.

6. Nature's Awareness III - As *Nature's Awareness I*, except that the radius is 300'.

7. Waiting Awareness I - Allows caster to set up a natural "alarm system"; any disturbing activity will cause caster to be alerted.

8. Weather Prediction III - As *Weather Prediction I*, except period is 3 days.

10. Nature's Awareness V - As *Nature's Awareness I*, except that radius is 500'.

11. Weather Prediction V - As *Weather Prediction I*, except period is 5 days.

12. Waiting Awareness II - As *Waiting Awareness I*, except radius is 100'.

14. Weather Prediction X - As *Weather Prediction I*, except period is 10 days.

15. Nature's Eye I - Allows caster to visualize and sense activity in a known fixed area (100'R).

20. Nature's Eye II - As *Nature's Eye I*, except the range is 10 miles and caster can monitor an area of 500'R.

25. Weather Prediction True - As *Weather Prediction I*, except period is 1 day/level.

30. Nature's Eye III - As *Nature's Eye I*, except range is 100 miles and caster can monitor an area of 500'R.

50. Animist's Eye - Allows caster to monitor an area of 100'R that they has both been to and become acquainted with (i.e., spent at least 1 day meditating in or 30 days living in).

NATURE'S MOVEMENT

1. Limbwalking - Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if they were on level ground.

2. Waterwalking - Allows caster to walk on water as if they were on level dry ground; may not be used on rough water.

3. Swimming - Enables target to swim without expending energy.

4. Merging Organic - Allows caster to merge (body + 1' depth) into organic material (live or dead); caster cannot move while merged.

5. Limbrunning - As *Limbwalking*, except caster can run.

6. Stonerunning - As *Limbwalking*, except caster can run on stone surfaces.

7. Sandrunning - As *Limbwalking*, except caster can run on sandy surfaces.

8. Waterrunning - As *Waterwalking*, except caster can run.

TURIC'S STAFF

Legends tell of the far ranging traveler, Turic Volm, whose mastery of serpents was accredited to his gnarled walking stick.

- +2 Spell Adder for Animists.
- Allows wielder to cast Animal Mastery I on any non-enchanted snake, at will.
- Wielder may add +20 to RRs against any snake venom.

Made of roughly hewn, enchanted Dir wood.



NATURE'S MOVEMENT

ANIMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Limbwalking	caster	1 min/lvl	self	U
2)	Waterwalking	caster	1 min/lvl	self	U
3)	Swimming	caster	1 min/lvl	100'	U
4)	Merging Organic	caster	1 min/lvl	self	U
5)	Limbrunning	caster	1 min/lvl	self	U
6)	Stonerunning	caster	1 min/lvl	self	U
7)	Sandrunning	caster	1 min/lvl	self	U
8)	Waterrunning	caster	1 min/lvl	self	U
9)	Windwalking	caster	2 min/lvl	self	U
10)	Swimming True	caster	1 min/lvl	100'	U
11)	Great Merging Organic	caster	1 min/lvl	self	U
12)					
13)	Windrunning	caster	1 min/lvl	self	U
14)					
15)	Merging True Organic	caster	1 min/lvl	self	U
16)					
17)					
18)					
19)					
20)	Tree Door	100'/lvl	-	self	U
25)	Passing Organic	caster	1 min/lvl	self	U
30)	Greater Tree Door	300'/lvl	-	self	U
50)	Tree Returning	caster	-	self	U

9. Windwalking - Allows caster to walk on calm air; movement must be at constant height.

10. Swimming True - As *Swimming*, except target can swim as fast as they could run.

11. Great Merging Organic - As *Merging Organic*, except caster may turn within material and see outside if within 6" of surface.

13. Windrunning - As *Windwalking*, except caster can run.

15. Merging True Organic - As *Great Merging Organic*, except caster may use spells on himself while merged.

20. Tree Door - Allows caster to enter one tree and exit from another tree up to 100' level feet away.

25. Passing Organic - Allows caster to pass through any organic material of thickness up to 1'/level.

30. Greater Tree Door - As above, except the trees can be up to 300'/level apart.

50. Tree Returning - Allows caster to "return" (i.e., teleport) to any tree within a range of 1 mile/level; requires a piece of the tree.

NATURE'S PROTECTION

ANIMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	P
2)	Resist Elements	caster	1 min/lvl	self	D
3)	Plant Facade	caster	1 min/lvl	self	P
4)					
5)	Underwater Breathing	caster	1 min/lvl	self	U
6)	Animal Facade	caster	1 min/lvl	self	P
7)	Shadow	caster	1 hr/lvl	self	P
8)	Deflections Organic *	1 attack	-	self	F
9)	Bladeturning Organic *	1 attack	-	self	F
10)	Plant Form	caster	1 min/lvl	self	U
11)	Protection From Elements	caster	1 min/lvl	self	D
12)					
13)	Aim Untrue Organic *	1 attack	-	self	F
14)					
15)	Animal Form	caster	1 min/lvl	self	U
16)					
17)					
18)					
19)					
20)	Plant Form True	caster	1 min/lvl	self	U
25)	Animal Form True	caster	1 min/lvl	self	U
30)	Nature's Form True	caster	1 min/lvl	self	U
50)	Weap. Turn. Org. True*	1 attack/rnd	1 rnd/lvl	self	F

NATURE'S PROTECTION

1. Hues - Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).

2. Resist Elements - Protects caster from natural heat up to 200°F and natural cold down to -20°F; +10 to caster's RRs vs. heat and cold spells; -10 to all elemental spell attacks against caster.

3. Plant Facade - Allows caster to appear as any 1 type of plant; caster retains their size and will not smell or feel like the plant; it is purely a visual illusion.

5. Underwater Breathing - Caster can breathe under normal water.

6. Animal Facade - As *Plant Facade*, except caster will appear as any 1 type of animal.

7. Shadow - Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).

8. Deflections Organic - Deflects 1 missile fired at the caster; missile must be in caster's field of vision; subtract 100 from the attack roll for the missile; missile must

be at least partially of organic composition.

9. Bladeturning

Organic - As *Deflections Organic*, except that the effect is against 1 melee attack from an organic or partially organic weapon.

10. Plant Form - Allows caster to take the form of any 1 plant; caster will look and feel like the plant, but will not change in size.

11. Protection From Elements - As *Resist Elements*, except it protects caster from any natural temperature extremes; +25 to caster's RRs vs. heat and cold spells; -25 to all elemental spell attacks against caster.

13. Aim Untrue

Organic - As *Deflections Organic*, except the missile automatically misses.

15. Animal Form - As *Plant Form*, except caster can also take on physical character of any 1 animal; it will not bestow animal's physical abilities.

20. Plant Form True - As *Plant Form*, except caster can also take on smell and physical character of any 1 plant and caster can halve or double their normal size.

25. Animal Form True - As *Animal Form*, except caster can also take on the smell of any 1 animal; it will not bestow any of the animal's special abilities (e.g., fiery breath or anti-magic qualities); it will confer basic physical abilities (e.g., movement & physical attack capabilities); caster may halve or double normal size.

30. Nature's Form True - As *Plant Form* and *Animal Form*, except caster can change their form from rnd to rnd, taking on any new plant or animal form desired (within size limits).

50. Weapon Turning Organic True - Each round, caster can negate (i.e., cause to miss) one missile or melee attack directed at them; attacking weapon must be part organic; it must be within their field of vision.

PLANT MASTERY

1. Plant Lore - Caster learns nature and history of any 1 plant.

2. Speed Growth I -

Allows caster to increase speed of growth for any 1 species of plant within the radius by 10x.

3. Plant Tongues - Allows caster to understand and "speak" the language of any 1 plant species.

5. Speed Growth II - As *Speed Growth I*, except growth rate is 100x normal and the radius is 10'R.

6. Plant Location - Caster can locate members of any 1 species of plant or they can find out what species are in the area.

7. Plant Growth II - Allows caster to double the size of any 1 plant; requires 1 days growth; when fully mature the plant will achieve twice its normal size.

8. Plant Control I - Caster can control the automatic and/or mental processes of any 1 plant; caster can also control the plant's movements; doesn't allow movement beyond normal allowances.

9. Speed Growth III - As *Speed Growth I*, except growth rate is 10x normal and the radius is 100'R.

10. Plant Growth III - As *Plant Growth II*, except size increase is 3x.

11. Plant Control III - As *Plant Control I*, except caster can control any 3 plants.

13. Plant Growth V - As *Plant Growth II*, except size increase is 5x.



PLANT MASTERY

ANIMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Plant Lore	1 plant	-	touch	I
2)	Speed Growth I	10'R	1 day	10'	U
3)	Plant Tongues	caster	1 min/lvl	touch	Im
4)					
5)	Speed Growth II	10'R	1 day	10'	U
6)	Plant Location	1 mi R	-	self	I
7)	Plant Growth II	1 plant	P	touch	U
8)	Plant Control I	1 plant	1 min/lvl	100'	Fm
9)	Speed Growth III	100'R	1 day	100'	U
10)	Plant Growth III	1 plant	P	touch	U
11)	Plant Control III	3 plants	1 min/lvl	100'	Fm
12)					
13)	Plant Growth V	1 plant	P	touch	U
14)	Speed Growth IV	100'R	1 day	100'	U
15)	Plant Control V	5 plants	1 min/lvl	100'	Fm
16)					
17)					
18)					
19)					
20)	Plant Growth X	1 plant	P	touch	U
25)	Plant Growth True	100'R	P	100'	U
30)	Plant Control True	100'R	1 min/lvl	100'	Fm
50)	Plant Animation	1 plant	1 min/lvl	100'	U

14. Speed Growth IV - As *Speed Growth I*, except growth rate is 100x normal and the radius is 100'R.

15. Plant Control V - As *Plant Control I*, except caster can control any 5 plants.

20. Plant Growth X - As *Plant Growth II*, except size increase is 10x.

25. Plant Growth True - As *Plant Growth II*, except caster can increase size of all plants of 1 species within a 100'R by 5x.

30. Plant Control True - As *Plant Control I*, except caster can control all plants within range (100'R).

50. Plant Animation - Caster can animate any 1 plant; the plant can then move slowly, carrying any root system it may possess along.

CHANNELS

CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)					
3)	Channels I *	1 spell	-	varies	U
4)					
5)	Stunning *	1 target	1 rnd/10 fail	50'	F
6)	Channels III *	1 spell	-	varies	U
7)					
8)	Golden Slumbers *	1 target	1 rnd/10 fail	10'	F
9)					
10)	Channels V *	1 spell	-	varies	U
11)	Blinding *	1 target	10 min/10 fail	10'	F
12)					
13)	Channels VIII *	1 spell	-	varies	U
14)	Absolution *	1 target	1 week/10 fail	50'	F
15)	Holy Shout *	20'R	-	20'	F
16)					
17)	Channels X *	1 spell	-	varies	U
18)	Returning *	caster	-	self	U
19)					
20)	Absolution Pure *	1 target	P	50'	F
25)	Rereturning *	caster	-	self	U
30)	Lord Channels *	1 spell	-	varies	U
50)	Holy Bridge	deity	1 rnd	varies	U

CHANNELS

3. Channels I - When this spell is cast, the 1st level spell that the caster begins to cast the next round will be "channeled" to another spell user of the Channeling realm. The "channeled" spell is transmitted to the other spell user when it would normally take effect, and must be used by them immediately. All normal restrictions on the transmitted spell apply. The caster of the transmitted spell must be able to see the receiver or know exactly where they are (direction and distance or specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell; then another spell user (or deity) could use *Channels I* to send them a spell (if they knew where the altar was and the correct time). For a description of non-spell based Channeling see section 6.2 or *ChL* section 3.7.

5. Stunning - Caster points their arm (elbow locked and fist clenched) at the target and channels raw power from their power source (usually a deity); target is stunned.

6. Channels III - As *Channels I*, except a 1st-3rd level spell may be transmitted.

8. Golden Slumbers - As *Stunning*, except target falls into a deep sleep.

10. Channels V - As *Channels I*, except a 1st-5th level spell may be transmitted.

11. Blinding - As *Stunning*, except target is blinded for 10 min /10 failure.

13. Channels VIII - As *Channels I*, except a 1st-8th level spell may be transmitted.

14. Absolution - [RR Mod: -20] - Target's "soul" is torn from their body; it remains in whatever place "souls" go for 1 week/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even subconscious activity, they are at -75.

15. Holy Shout - All beings not of the caster's own "alignment" (religious persuasion) are affected; all failing to resist by (1-40) are stunned 1 rnd/10 failure, and those failing by more than 40 are unconscious.

17. Channels X - As *Channels I*, except a 1st-10th level spell may be transmitted.

18. Returning - Caster is returned to a predefined place (a type of teleportation); caster must live in the place for 30 days (meditating 16 hours each day) to define it as their "place of returning". Only one such place may be defined at any one time; to change it, the new place must be defined as above.

20. Absolution Pure - As *Absolution*, except the "soul" can only be brought back through *Lifegiving*.

25. Rereturning - For up to 1 round/level after they have used *Returning*, caster may cast this spell and be returned to within 20' of the point they "Returned" from.

30. Lord Channels - As *Channels I*, except 1st-20th level spells may be transmitted.

50. Holy Bridge - Opens a direct channel to the caster's deity; results depend on the deity's personality, motives, and powers. Any spell the deity can cast may be transmitted through the gate.

COMMUNAL WAYS

1. Guess - When faced with a choice about which they has little or no information (e.g., which corridor leads to the wine cellar) the caster may cast this spell and the Gamemaster will determine which way they go, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).

3. Intuitions I - Caster gains a vision of what will happen in the next minute if they takes a specified action.

4. Dream I - Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.

5. Intuitions III - As *Intuitions I*, except the caster gets to gaze 3 minutes into the future.

6. Deaths Tale - Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased; they also gets a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to the caster's level.

7. Channel Opening I - Caster can open a channel with any 1 known being they are acquainted with; this spell will enable the caster to learn the specific location of the other being, making it possible for the caster to use a *Channels* spell (see Channels list). Note that this spell gives the location in the form of "target is 3.2 miles North of caster", not "target is hiding in basement of next building." Note also that this spell does not allow any sort of communication.

8. Intuitions V - As *Intuitions I*, except caster gets to gaze 5 minutes into the future.

10. Dreams III - As *Dream I*, except the limit is 3 dreams/night on different topics.

11. Intuitions X - As *Intuitions I*, except caster gets to gaze 10 minutes into the future.

COMMUNAL WAYS

CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Guess	caster	-	self	I
2)					
3)	Intuitions I	caster	-	self	I
4)	Dream I	caster	sleep	self	I
5)	Intuitions III	caster	-	self	I
6)	Death's Tale	caster	-	self	I
7)	Channel Opening I	1 being	1 min/lvl (C)	1 mi/lvl	I
8)	Intuitions V	caster	-	self	I
9)					
10)	Dreams III	caster	sleep	self	I
11)	Intuitions X	caster	-	self	I
12)	Commune I	caster	-	self	I
13)					
14)					
15)	Channel Opening II	1 being	1 min/lvl (C)	10 mi/lvl	I
16)					
17)					
18)					
19)	Death's Tale True	caster	-	self	I
20)	Commune True	caster	-	self	I
25)	Intuitions True	caster	-	self	I
30)	Channel Opening True	1 being	1 min/lvl (C)	1 mi/lvl	I
50)	High Prayer	caster	-	self	I

12. Commune I - Caster receives (usually from their patron deity) a "yes" or "no" to a question on a single topic; usable but once a day.

15. Channel Opening II - As *Channel Opening I*, except range is 10 miles per level.

19. Death's Tale True - Caster gets a vision of the events surrounding the death of any 1 dead being within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.

20. Commune True - As *Commune I*, except caster can receive a more detailed answer to a question involving only 1 concept (e.g., a name or short phrase may constitute the answer).

25. Intuitions True - As *Intuitions I*, except caster gets to gaze into the future for a number of minutes equal to their level.

30. Channel Opening True - As *Channel Opening I*, except caster can open a channel to anyone they choose, regardless of whether or not they are acquainted with the being; caster must specify the type of being they are seeking; range is 1 mile per level.

50. High Prayer - Caster receives detailed information from their deity on a single topic question.

LIFE MASTERY

CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Preservation I	1 body	1 min/lvl	10'	H
2)					
3)	Preservation II	1 body	1 hr/lvl	10'	H
4)					
5)	Lifegiving I	1 body	1 hr/lvl	10'	H
6)					
7)	Preservation III	1 body	1 day/lvl	10'	H
8)					
9)					
10)	Preservation IV	1 body	1 week/lvl	10'	H
11)	Lifegiving III	1 body	1 day/lvl	10'	H
12)	Lifegiving I	1 body	P	10'	H
13)					
14)					
15)	Lifegiving II	1 body	P	10'	H
16)	Lifegiving IV	1 body	1 week/lvl	10'	H
17)	Lifegiving III	1 body	P	10'	H
18)					
19)	Restoration	1 target	P	10'	H
20)	Lifegiving IV	1 body	P	10'	H
25)	Lifegiving V	1 body	P	10'	H
30)	Restoration True	1 target	P	10'	H
50)	Lifegiving True	1 body	P	10'	H

LIFE MASTERY

1. Preservation I - Caster can preserve a "dead" body, preventing any further deterioration (i.e., stat deterioration) or damage from already existing wounds; the target will be in a coma; this spell will not prevent the target's soul from leaving the body.

3. Preservation II - As *Preservation I*, except the duration is 1 hour/level.

5. Lifegiving I - Caster can prevent the soul of a "dead" body from leaving, thus preventing actual death and enabling the fallen being to be restored via simple bodily repairs. *Lifegiving* must be cast upon the target within 2 minutes of "death", or *Lifegiving* will be necessary for recovery.

7. Preservation III - as *Preservation I*, except the duration is 1 day/level.

10. Preservation IV - as *Preservation I*, except the duration is 1 week/level.

12. Lifegiving I - Caster can "raise" 1 dead being by restoring the being's lost soul; the target's soul must still exist and they must have died within the last year. In order to be successful "raised", the target must roll below their Constitution stat; but, +10 is added to the result for every day the target has been dead (e.g., if the target has been

dead for 3 days, 30 will be added to the roll; thus a roll of 54 would become an 84 and a target with a CO of 84 or less would not be "raised"). Target will be incapacitated (-100 to all activity) for a period = 100x the time "dead" (e.g., if the target was dead for 2 days, the recovery period would be 200 days).

15. Lifegiving II - As *Lifegiving I*, except only (+5x days dead) is added when target attempts to roll below their CO. Recovery period = (50x the time dead).

16. Lifegiving IV - As *Lifegiving I*, except for duration.

17. Lifegiving III - As *Lifegiving I*, except only (+2x days dead) will be added when target at-

tempts to roll below their Constitution stat. Recovery period = (20x the time dead)

19. Restoration - Caster can restore most of the target's mental capabilities (including experience); the % that is unrecoverable by the use of this spell is equal to: (1% x # days mind was destroyed).

20. Lifegiving IV - As *Lifegiving I*, except only (+1x days dead) will be added when target attempts to roll below their CO. Recovery period = (1x the time dead).

25. Lifegiving V - As *Lifegiving I*, except only (+0.5x days dead) will be added to the dice roll when target attempts to roll below their CO and there is no recovery period.

30. Restoration True - As *Restoration*, except that target's mind is fully restored (including experience).

50. Lifegiving True - As *Lifegiving I*, except that target is automatically raised from the dead and there is no recovery period.

Note: See section 7.7 for a discussion of *Death and Lifegiving*.

PROTECTIONS

1. Prayer I - Target gets a 5 bonus to their RRs and maneuver rolls. If cast only on "self", concentration is not required and the duration is 1min/lvl.

2. Bless I - As *Prayer I*, except bonus applies to DB (Defensive Bonus) and maneuver rolls.

3. Resistance I - As *Prayer I*, except the bonus applies to RR's and DB.

4. Heat Resistance - Target is protected from natural heat up to 200°F; +20 to all RRs vs. heat; -20 to elemental fire/heat attacks. If cast only on "self", concentration is not required and the duration is 1 min/level.

5. Cold Resistance - Target is protected from natural cold to -20°F; +20 to all RRs vs. cold; -20 to elemental cold/ice attacks. If cast only on "self", concentration is not required and the duration is 1 min/level.

8. Temperature Sphere - All who are within the sphere are allowed the benefits of either a *Heat Resistance* or a *Cold Resistance Spell*; the sphere is not mobile.

10. Protections Sphere I - All within the radius are allowed the benefits of *Prayer I* or *Bless I* or *Resistance I*; the sphere is not mobile.

11. Prayer III - As *Prayer I*, except the bonus is 15 and the spell may be spread over 1-3 targets (e.g., 1 target would get 15 bonus, 3 targets would each get 5 bonuses, etc.).

12. Bless III - As *Bless I*, except the bonus is 15 and spell may be spread over 1-3 targets.

13. Resistance III - As *Resistance I*, except the bonus is 15 and the spell may be spread over 1-3 targets.

PROTECTIONS

CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Prayer I	1 target	varies	100'	U
2)	Bless I	1 target	varies	100'	U
3)	Resistance I	1 target	varies	100'	D
4)	Heat Resistance *	1 target	varies	100'	D
5)	Cold Resistance *	1 target	varies	100'	D
6)					
7)					
8)	Temperature Sphere	10'R	varies	10'	D
9)					
10)	Protections Sphere I	10'R	varies	10'	U
11)	Prayer III	1-3 targets	varies	100'	U
12)	Bless III	1-3 targets	varies	100'	U
13)	Resistance III	1-3 targets	varies	100'	D
14)					
15)	Temperature Sphere II	20'R	varies	10'	D
16)					
17)	Protections Sphere III	10'R	varies	10'	U
18)	Prayer V	1-5 targets	varies	100'	U
19)					
20)	Bless V	1-5 targets	varies	100'	U
25)	Resistance V	1-5 targets	varies	100'	D
30)	Protections Sphere V	10'R	varies	10'	U
50)	Protections True	1 target	1 min/lvl	100'	U

15. Temperature Sphere II - As *Temperature Sphere*, except radius is 20'.

17. Protections Sphere III - As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer III* or *Bless III* or *Resistance III*.

18. Prayer V - As *Prayer I*, except the bonus is 25 and the spell may be spread over 1-5 targets.

20. Bless V - As *Bless I*, except the bonus is 25 and the spell may be spread over 1-5 targets.

25. Resistance V - As *Resistance I*, except the bonus is 25 and the spell may be spread over 1-5 targets.

30. Protections Sphere V - As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer V* or *Bless V* or *Resistance V*.

50. Protections True - Target gets a +30 bonus to their RRs, maneuver rolls, and DB; and 30 is subtracted from elemental attacks against them.

REPULSIONS

CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Repel Undead V	varies	1 min/lvl	100'	F
2)					
3)	Anti-Channels I	1 spell	-	100'	F
4)	Neutralize Curse I	1 curse	1 min/lvl	100'	F
5)	Anti-Channels III	1 spell	-	100'	F
6)	Repel Undead IX	varies	1 min/lvl	100'	F
7)	Remove Curse	1 curse	P	touch	F
8)					
9)	Neutralize Curse II	1 curse	1 hr/lvl	100'	F
10)	Anti-Channels V	1 spell	-	100'	F
11)	Repel Undead XII	varies	1 min/lvl	100'	F
12)	Anti-Channels VIII	1 spell	-	100'	F
13)					
14)					
15)	Anti-Channels X	1 spell	-	100'	F
16)	Repel Undead XV	varies	1 min/lvl	100'	F
17)					
18)	Neutralize Curse III	1 curse	1 day/lvl	100'	F
19)					
20)	Repel Undead True	1 undead	1 min/lvl	100'	F
25)	Uncurse True	1 curse	P	touch	F
30)	Anti-Channels True	1 spell	-	100'	F
50)	Rechanneling	1 spell	1 rnd/lvl (C)	300'	F

REPULSIONS

1. Repel Undead V - Causes up to 5 Undead "Animated Dead" to flee or disintegrate; 5 "points" of Undead may be affected: a "Class I" Undead counts as 1 pt, a "Class II" Undead counts as 2 pts, etc. "Animated Dead" are treated as "Class I" Undead and are not entitled to a RR (automatically disintegrate if the spell does not fail). Each affected target is entitled to a RR: if it fails by (1-50), it will flee; if it fails by more than 50, it disintegrates (if the target(s) cannot flee it will remain motionless). One BAR (Base Attack Roll) is applied to all targets. For the purpose of RRs, if no level is given for an Undead, use the following: (Class I = lvl 1-2), (Class II = lvl 3-5), (Class III = lvl 6-8), (Class IV = lvl 9-12), (Class V = lvl 13-15), (Class VI = lvl 16-up). The RR of any undead creature can be modified by concentrating the effects of the spell on that target: for each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus *Repel Undead V* could affect 5 Class I Undead with no RR Mod or 1 Class I Undead with a RR Mod of -20 or 1 Class II Undead with a RR Mod of -5 and 2 Class I Undead with no RR Mod or any other combination of targets providing no more than 5 pts were allocated.

3. Anti-Channels I - Cancels a *Channels I* spell being transmitted or received within

range. No RR for the canceled spell.

4. Neutralize Curse I - [RR Mod: -20] - Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect again afterwards.

5. Anti-Channels III - As *Anti-Channels I*, except affects a 1-3rd level spell being channeled.

6. Repel Undead IX - As *Repel Undead V*, except 9pts of Undead may be affected.

7. Remove Curse - Cancels a curse if the curse fails a RR: the curse's *target level* is the attack level of the original curse and the *attack level* is this spell's attack level. If the curse is not canceled, the caster cannot try again until they has gone up another level of experience (however, another caster may try).

9. Neutralize Curse II - As *Neutralize Curse I*, except curse is nullified for 1hr/lvl.

10. Anti-Channels V - As *Anti-Channels I*, except affects 1-5th level spell being channeled.

11. Repel Undead XII - As *Repel Undead V*, except 12pts of Undead may be affected.

12. Anti-Channels VIII - As *Anti-Channels I*, except affects a 1st-8th level spell being channeled.

15. Anti-Channels X - As *Anti-Channels I*, except affects a 1st-10th level spell being channeled.

16. Repel Undead XV - As *Repel Undead V*, except 15pts of Undead may be affected.

18. Neutralize Curse III - As *Neutralize Curse II*, except curse nullified for 1 day/level.

20. Repel Undead True - As *Repel Undead V*, except this spell disintegrates any one Undead of Class V or lower automatically: and sends a Class VI fleeing.

25. Uncurse True - As *Remove Curse*, except there is a RR Mod of -50. Note that some curses may have their own RR modifications, being especially difficult to remove.

30. Anti-Channels True - As *Anti-Channels I* except any Channeled spell can be canceled. Spells channeled with the aid of a *Holy Bridge* (Cleric Base list, Channels) are not affected.

50. Rechanneling - Caster can intercept on channeled spell that is being transmitted or received within their range and cast that spell himself. The person sending the channeled spell gets a RR (the attack level of this spell versus their level - not the level of the spell being intercepted).

SUMMONS

1. Summons I - Caster can instantly summon a first level non-intelligent creature. The caster can specify the general type of creature but exactly what the creature should be determined randomly (e.g., the caster could specify four-legged, hooved and could get a zebra, horse, camel, etc.). The creature disappears after 1 minute (6 rounds).

2. Summons II - As *Summons I*, except the caster can summon one 2nd level creature or two 1st level creatures or one 1st level creature for 2 minutes; i.e., if you multiply the levels, minutes and number of creatures the result cannot exceed 2.

3. Summons III - As *Summons II*, except the total cannot exceed 3.

4. Summons IV - As *Summons II*, except the total cannot exceed 4.

5. Summons V - As *Summons II*, except the total cannot exceed 5.

6. Summons VI - As *Summons II*, except the total cannot exceed 6.

7. Summons VII - As *Summons II*, except the total cannot exceed 7.

8. Summons VIII - As *Summons II*, except the total cannot exceed 8.

9. Summons X - As *Summons II*, except the total cannot exceed 10.

10. Demonic Gate I - Caster summons a Type I Demon that appears over the course of 2 rounds; the caster can control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 rounds; attacking the closest being until gone.

11. Summons XV - As *Summons II*, except the total cannot exceed 15.

13. Lord Summons - As *Summons II*, except the total cannot exceed 20.

15. Demonic Gate II - As *Demonic Gate I*, except a Type II Demon is summoned.

SUMMONS

CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Summons I	1 creature	varies (C)	100'	Fm
2)	Summons II	1-2 creature	varies (C)	100'	Fm
3)	Summons III	1-3 creature	varies (C)	100'	Fm
4)	Summons IV	1-4 creature	varies (C)	100'	Fm
5)	Summons V	1-5 creature	varies (C)	100'	Fm
6)	Summons VI	1-6 creature	varies (C)	100'	Fm
7)	Summons VII	1-7 creature	varies (C)	100'	Fm
8)	Summons VIII	1-8 creature	varies (C)	100'	Fm
9)	Summons X	1-10 creature	varies (C)	100'	Fm
10)	Demonic Gate I	1 demon	C	10'	Fm
11)	Summons XV	1-15 creatures	varies (C)	100'	Fm
12)					
13)	Lord Summons	1-20 creatures	varies (C)	100'	Fm
14)					
15)	Demonic Gate II	1 demon	C	10'	Fm
16)					
17)	Waiting Summons	1-10 creatures	varies (C)	100'	Fm
18)					
19)					
20)	Demonic Gate III	1 demon	C	10'	Fm
25)	Mass Summons	varies	varies (C)	100'	Fm
30)	Summons True	1 creature	1 day/lvl	100'	Fm
50)	Gate	1 being	-	varies	Fm

17. Waiting Summons - As *Summons X*, except it can be delayed up to 1 day/level of the caster or until triggered by one of the following (decided by the caster): certain movements, sounds, touch, violent actions in the area, etc.

20. Demonic Gate III - As *Demonic Gate I*, except a Type III Demon can be summoned.

25. Mass Summons - As *Summons II*, except total cannot exceed caster's level.

30. Summons True - As *Summons I*, except caster can summon a specific type of creature for as long as they concentrates. The level of the creature is random.

50. Gate - Caster can pull any being through a "gate" to the caster's location; if the being is intelligent, they must be willing to come. An intelligent being will get a feeling of the alignment of the gating person and a vague idea of the reason and the significance for the "gate".

Note: If the creature can understand the caster (e.g. *Animal Tongues*), the creature can be controlled through normal communication. Otherwise, control is maintained only through the concentration of the caster.

TRANSFERRING WAYS

HEALER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Transference	1 target	-	touch	H
2)					
3)					
4)					
5)					
6)					
7)					
8)					
9)					
10)					
11)					
12)					
13)					
14)					
15)					
16)					
17)					
18)					
19)					
20)					
25)					
30)					
50)					

TRANSFERRING WAYS

Note: This entire list is devoted to the transfer to the Healer of wounds inflicted on another; the remaining 5 Base Lists devoted to healing wounds on the Healer's own body. This list has no specific spells, rather its use is determined by the other 5 lists. In order to transfer any number of wounds from a single target, the Healer must ascertain the single most serious wound (measured by the highest level spell needed to heal it); then they cast one Transferral spell of a level corresponding to that highest level healing spell. At their discretion, all other wounds are also transferred to the Healer at a rate of one per round (they may not necessarily wish to absorb all of the target's wounds at once and perhaps incapacitate themselves). Note that the Healer is able to transfer wounds up to their level in severity even if they does not possess the necessary spell list to heal the damage.

All Healer Base lists (except this one) are subconscious, and the Healer's body will automatically expend points to heal their wounds as long as they are still alive. If the Healer has insufficient power points to heal their wounds, they slip into a coma and regenerate their full PPs every 8 hours until all their wounds are healed.

Example: *Rana the Healer is 10th level, and because of a superior statistic and a x2 power multiplier, has 40 power points. Ringlin the Fighter has just suffered: a severed hand, a damaged arm (two severed muscles and a fracture), 80 hits, bleeding of 5 hits/rnd, and a serious skull*

fracture. The highest level healing spell required is Skull Repair True; so, Rana places the severed hand at Ringlin's wrist, holds it in place, puts her hand on Ringlin's head, and casts a single 10th level Transferral (costs 10 PP). At the rate of one round per wound, each of Ringlin's wounds is transferred to Rana. Ringlin is subsequently in perfect health. Rana's body immediately casts a 10th level Skull Repair True (10 PP) and 2 Cut Repair III spells to stop the bleeding, (2x3rd lvl = 6 PPs). Rana now has 14 PPs left: insufficient to completely repair the severed wrist. She casts two of the necessary four Joining spells: Blood and Muscle (2x7th lvl = 14 PP); now the hand is attached and will be kept alive. Rana has no PPs left and lapses into a regenerative coma until she regenerates her PPs after eight hours. Then, Rana's body casts the remaining two Joining spells, the fracture and muscle repairs necessary, and the concussion relief spells. She then awakens, and is healed, but is still subject to the recovery time incurred by the spells.

BLOOD WAYS

HEALER BASE

BLOOD WAYS

1. Clotting I - Allows caster to stop bleeding at rate of 1 hit/round; for 1 hr they can move at no more than a walking pace, or bleeding will resume at prior rate.

2. Cut Repair I - Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/round.

3. Minor Vessel Repair - Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rnd, not major arteries or veins).

4. Clotting V - As *Clotting I*, except caster can reduce their blood loss rate by 5 hits/round; this can be spread over 1-5 wounds (e.g., five 1/round wounds, one 3/round wound and one 2/round wound, one 5/round wound, etc.)

5. Cut Repair III - As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/round (total); three 1 hit/round wounds or one 3 hit/round wound or one 2 hit/round and one 1 hit/round wound can be healed; may be spread over 1-3 targets.

6. Major Vessel Repair I - Caster can repair damage to any 1 artery or vein; a major vessel is one that bleeds at 5 hit/rnd or more when severed.

7. Joining - Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.

9. Mass Clotting - As *Clotting V*, except caster can stop a number of hits/rnd equal to their level (e.g., a 9th lvl Healer could reduce their bleeding by 9 hits/round).

10. Mass Cut Repair - As *Cut Repair III*, except that caster can stop a number of hits/rnd equal to their level (not major vessels).

11. Unc clotting - Allows caster to remove

Level	Spell	Area of Effect	Duration	Range	Type
1)	Clotting I	caster	-	self	Hs
2)	Cut Repair I	caster	P	self	Hs
3)	Minor Vessel Repair	caster	P	self	Hs
4)	Clotting V	caster	-	self	Hs
5)	Cut Repair III	caster	P	self	Hs
6)	Major Vessel Repair I	caster	P	self	Hs
7)	Joining	caster	P	self	Hs
8)					
9)	Mass Clotting	caster	-	self	Hs
10)	Mass Cut Repair	caster	P	self	Hs
11)	Unc clotting	caster	P	self	Hs
12)					
13)	Major Vessel Repair III	caster	P	self	Hs
14)					
15)	Joining True	caster	P	self	Hs
16)					
17)					
18)					
19)					
20)	Regulations	caster	P	self	Hs
25)	New Blood	caster	P	self	Hs
30)	Blood Disease Cures	caster	P	self	Hs
50)	Blood Repairs True	caster	1 rnd/lvl	self	Hs

any one blood clot; will counter *Clotting Curse* (on the Evil Cleric list, Curses).

13. Major Vessel Repair III - As *Major Vessel Repair I*, except caster can repair up to 3 veins and/or arteries.

15. Joining True - As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.

20. Regulations - Caster can regulate their own blood flow and completely eliminate any blood loss without fear of harm; caster may not move.

25. New Blood - Caster can restore all of the blood lost from their body; recovery time: 1-10 hours.

30. Blood Disease Cures - Caster can eliminate any blood disease from their body; recovery time: 1-10 hours.

50. Blood Repairs True - Caster can use any 1 of the lower spells on this list in a given round at will.

BONE WAYS

HEALER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Minor Fracture Repair	caster	P	self	Hs
2)	Cartilage Repair	caster	P	self	Hs
3)	Major Fracture Repair	caster	P	self	Hs
4)	Skull Repair	caster	P	self	Hs
5)	Joint Repair	caster	P	self	Hs
6)	Mnr Fract. Repair True	caster	P	self	Hs
7)	Joining	caster	P	self	Hs
8)	Cartilage Repair True	caster	P	self	Hs
9)	Mjr Fract. Repair True	caster	P	self	Hs
10)	Skull Repair True	caster	P	self	Hs
11)	Joint Repair True	caster	P	self	Hs
12)	Shatter Repair	caster	P	self	Hs
13)	Cartilage Regeneration	caster	P	self	Hs
14)	Bone Regeneration	caster	P	self	Hs
15)	Joining True	caster	P	self	Hs
16)					
17)					
18)					
19)					
20)	Shatter Repair True	caster	P	self	Hs
25)	Cartilage Regen. True	caster	P	self	Hs
30)	Bone Regeneration True	caster	P	self	Hs
50)	Skeletal Regen. True	caster	P	self	Hs

BONE WAYS

1. Minor Fracture Repair - Caster can mend 1 simple fracture (not compound fractures, joint damage, or skull damage); recovery time: 1-10 hours.

2. Cartilage Repair - Caster can repair all cartilage centered on 1 joint. Recovery time: 1-2 hours.

3. Major Fracture Repair - As *Minor Fracture Repair*, except that caster can also repair compound fractures; recovery time: 1-10 hours.

4. Skull Repair - Caster can mend any 1 skull fracture; they cannot mend shattered areas; recovery time: 1-10 hours.

5. Joint Repair - Caster can repair one damaged (but not shattered) joint; recovery time: 1-10 days.

6. Minor Fracture Repair True - As *Minor Fracture Repair*, except recovery is instantaneous.

7. Joining - Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.

8. Cartilage Repair

True - As *Cartilage Repair*, except recovery is instantaneous.

9. Major Fracture

Repair True - As *Major Fracture Repair*, except recovery is instantaneous.

10. Skull Repair True

- As *Skull Repair*, except recovery is instantaneous.

11. Joint Repair True

- As *Joint Repair*, except recovery is instantaneous.

12. Shatter Repair

- Caster can repair any one shattered or broken bone or joint; recovery time: 1-10 days.

13. Cartilage Regeneration

- Caster can regenerate any 1 area of cartilage; recovery time:

1-10 hours.

14. Bone Regeneration - Caster can regenerate any 1 bone; recovery time: 1-10 hours; skull cannot be regenerated.

15. Joining True - As *Joining*, except caster must cast the other 3 *Healer Joining True* spells and recovery is instantaneous.

20. Shatter Repair True - As *Shatter Repair*, except recovery is instantaneous.

25. Cartilage Regeneration True - As *Cartilage Regeneration*, except that caster can regenerate all of the lost cartilage in their body; recovery time: 1-10 hours.

30. Bone Regeneration True - As *Bone Regeneration*, except that caster can regenerate all of the lost bone in their body (including their skull); recovery time: 1-10 hours.

50. Skeletal Regeneration True - Caster can regenerate all of the lost bone and/or cartilage in their body; recovery is instantaneous.

MUSCLE WAYS

1. Sprain Repair - Caster can repair 1 sprain.

2. Muscle Repair - Caster can repair 1 damaged muscle; recovery time: 1-10 hours.

3. Tendon Repair - Caster can repair 1 damaged tendon; recovery time: 1-10 hours.

4. Muscle Repair III - As *Muscle Repair*, except caster can repair 3 damaged muscles.

5. Tendon Repair III - As *Tendon Repair*, except caster can repair 3 damaged tendons.

7. Joining - Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.

8. Muscle Repair True - As *Muscle Repair*, except recovery is instantaneous.

9. Tendon Repair True - As *Tendon Repair*, except recovery is instantaneous.

11. Mass Muscle Repair - Caster can repair a number of damaged muscles equal to their level; recovery time: 1-10 hours.

12. Muscle Regeneration - Caster can regenerate any 1 muscle; recovery time: 1-10 hours.

13. Mass Tendon Repair - Caster can repair a number of damaged tendons equal to their level; recovery time: 1-10 hours.

14. Tendon Regeneration - Caster can regenerate any 1 tendon; recovery time: 1-10 hours.

15. Joining True - As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.

20. Regeneration True - Caster can regenerate any 1 muscle or tendon; recovery is instantaneous.

25. Total Muscle Regeneration - Caster can regenerate all of the muscles in their body; recovery time: 1-10 hours.

MUSCLE WAYS

HEALER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sprain Repair	caster	P	self	Hs
2)	Muscle Repair	caster	P	self	Hs
3)	Tendon Repair	caster	P	self	Hs
4)	Muscle Repair III	caster	P	self	Hs
5)	Tendon Repair III	caster	P	self	Hs
6)					
7)	Joining	caster	P	self	Hs
8)	Muscle Repair True	caster	P	self	Hs
9)	Tendon Repair True	caster	P	self	Hs
10)					
11)	Mass Muscle Repair	caster	P	self	Hs
12)	Muscle Regeneration	caster	P	self	Hs
13)	Mass Tendon Repair	caster	P	self	Hs
14)	Tendon Regeneration	caster	P	self	Hs
15)	Joining True	caster	P	self	Hs
16)					
17)					
18)					
19)					
20)	Regeneration True	caster	P	self	Hs
25)	Total Muscle Regen.	caster	P	self	Hs
30)	Total Tendon Regen.	caster	P	self	Hs
50)	Mass Repairs True	caster	P	self	Hs

30. Total Tendon Regeneration - Caster can regenerate all of the tendons in their body; recovery time: 1-10 hours.

50. Mass Repairs True - Caster can repair a number of damaged muscles and/or tendons equal to their level; recovery is instantaneous.



ORGAN WAYS

HEALER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Nasal Repair	caster	P	self	Hs
2)	Minor Nerve Repair	caster	P	self	Hs
3)	Minor Ear Repair	caster	P	self	Hs
4)	Minor Eye Repair	caster	P	self	Hs
5)	Major Nerve Repair	caster	P	self	Hs
6)	Major Ear Repair	caster	P	self	Hs
7)	Joining	caster	P	self	Hs
8)	Major Eye Repair	caster	P	self	Hs
9)	Nerve Repair True	caster	P	self	Hs
10)	Organ Repair	caster	P	self	Hs
11)					
12)	Paralysis Cures	caster	P	self	Hs
13)	Mass Nerve Regeneration	caster	P	self	Hs
14)					
15)	Joining True	caster	P	self	Hs
16)					
17)					
18)					
19)					
20)	Brain Repair	caster	P	self	Hs
25)	Organ Regeneration	caster	P	self	Hs
30)	Paralysis Cures True	caster	P	self	Hs
50)	Reuniting	caster	P	self	Hs

ORGAN WAYS

1. Nasal Repair - Caster can repair any nose damage short of complete nose loss.

2. Minor Nerve Repair - Caster can repair any minor nerve damage in 1 area; recovery time: 1-10 hrs.

3. Minor Ear Repair - Caster can repair any external ear damage, including ear loss (regeneration takes 1-10 hrs.)

4. Minor Eye Repair - Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).

5. Major Nerve Repair - As *Minor Nerve Repair*, except caster can repair any 1 area of major nerve damage; recovery time: 1-10 hrs.

6. Major Ear Repair - As *Minor Ear Repair*, except caster can also repair any internal ear damage (e.g., restore hearing); recovery time: 1-10 hr.

7. Joining - Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.

8. Major Eye Repair - As *Minor Eye Repair*, except caster can repair any eye damage short of complete eye loss; recovery time: 1-10 hr.

9. Nerve Repair True - As *Major Nerve Repair*, except that recovery is instantaneous.

10. Organ Repair - Caster can repair any damage to 1 organ (except the brain) that

has not been completely destroyed; recovery time: 1-10 hrs.

12. Paralysis Cures -

Caster can cure any paralysis problem; recovery time: 1-10 days.

13. Mass Nerve Regeneration - Caster can regenerate all the nerves in their body (outside brain area); recovery time: 1-10 hrs.

15. Joining True - As *Joining*, except caster must cast the other 3 *Healer Joining True* spells and recovery is instantaneous.

20. Brain Repair - Caster can repair brain damage (such as that caused by a skull fracture, etc. at the discretion of the GM). Experience lost by brain damage to the wounded

being (the one from whom the damage is transferred) is not restored. Should the Healer have brain damage inflicted directly upon them (e.g., they is stuck in the head), they may suffer memory and/or experience loss; this may result in the Healer's inability to cast this spell. Recovery time: 1-10 hrs.

25. Organ Regeneration - Caster can regenerate any 1 organ (external or internal), but not the brain; recovery time: 1-10 hrs.

30. Paralysis Cures True - As *Paralysis Cures*, except recovery is instantaneous.

50. Reuniting - Caster may reunite their soul with their body, provided the latter is functional. To restore a dead target to life, a Healer would first have to heal all of the latter's wounds (without "killing" himself), and then restore the target's soul by giving up their own (for the target this process operates like the 20th level *Lifegiving* spell on the Cleric Base list, Life Mastery). While technically alive, but without their soul, the Healer would be affected as if they had been "absolved" (per *Absolution Pure*, on the Cleric Base List, Channels); thus, they could take no conscious actions and they would be at -75 for all subconscious actions. They may regain their own soul through the use of this spell or through someone else casting the appropriate spell.

SURFACE WAYS

1. Heal I - Caster is healed of 1-10 concussion hits.

2. Frost/Burn Relief I - Will heal one area of mild frostbite or a first degree burn.

3. Stun Relief I - Caster is relieved of 1 round's worth of accumulated stun effects.

4. Regeneration I - Reduces damage by 1 hit every round as long as caster concentrates; if caster is unconscious this spell will operate without concentration.

5. Frost/Burn Relief II - As *Frost/Burn Relief I*, except 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn) are healed.

6. Awakening - Caster is instantly awake.

7. Heal V - As Heal I, except caster can heal 5-50 concussion hits.

8. Frost/Burn Relief III - As *Frost/Burn Relief I*, except 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or a combination of 1 mild and 1 moderate area can be healed.

9. Stun Relief III - As *Stun Relief I*, except caster is relieved of 3 rounds accumulated stun effects.

10. Regeneration II - As *Regeneration I*, except 2 hits are healed every round.

11. Frost/Burn Relief V - As *Frost/Burn Relief I*, except the area(s) of damage that can be healed are: 5 mild and 1 severe or 1 mild and 2 moderate or 1 moderate and 1 severe or etc.

SURFACE WAYS

HEALER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Heal I	caster	P	self	Hs
2)	Frost/Burn Relief I	caster	P	self	Hs
3)	Stun Relief I *	caster	P	self	Hs
4)	Regeneration I *	caster	P (C)	self	Hs
5)	Frost/Burn Relief II	caster	P	self	Hs
6)	Awakening	caster	P	self	Hs
7)	Heal V	caster	P	self	Hs
8)	Frost/Burn Relief III	caster	P	self	Hs
9)	Stun Relief III	caster	P	self	Hs
10)	Regeneration II *	caster	P (C)	self	Hs
11)	Frost/Burn Relief V	caster	P	self	Hs
12)	Heal X	caster	P	self	Hs
13)	Stun Relief V *	caster	P	self	Hs
14)					
15)	Regeneration III *	caster	P (C)	self	Hs
16)					
17)					
18)					
19)					
20)	Lord Heal	caster	P	self	Hs
25)	Heal True	caster	P	self	Hs
30)	Frost/Burn Relief True	caster	P	self	Hs
50)	Stun Relief True *	caster	P	self	Hs

12. Heal X - As Heal I, except caster can heal 10-100 concussion hits.

13. Stun Relief V - As *Stun Relief I*, except caster is relieved of 5 rounds accumulated stun effects.

15. Regeneration III - As *Regeneration I*, except 3 hits are healed every round.

20. Lord Heal - As Heal I, except caster can heal 20-200 concussion hits.

25. Heal True - As Heal I, except caster is healed of all concussion hits.

30. Frost/Burn Relief True - Caster is relieved of all burns and/or frostbite.

50. Stun Relief True - Caster is relieved of all accumulated stun effects.

INNER WALLS

RANGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	1 target	1 min/lvl	touch	D
2)	Cold Resistance *	1 target	1 min/lvl	touch	D
3)	Resistance I	caster	1 min/lvl	self	D
4)	Bless I	caster	1 min/lvl	self	U
5)	Prayer I	caster	1 min/lvl	self	U
6)					
7)	Sterilization	1 cu'/lvl	-	touch	F
8)	Resistance II	caster	1 min/lvl	self	D
9)	Bless II	caster	1 min/lvl	self	U
10)	Prayer II	caster	1 min/lvl	self	U
11)	Protection from Elements	1 target	1 min/lvl	touch	D
12)					
13)	Resistance III	caster	1 min/lvl	self	D
14)	Bless III	caster	1 min/lvl	self	U
15)	Prayer III	caster	1 min/lvl	self	U
16)					
17)					
18)					
19)					
20)	Undisease	1 target	P	touch	H
25)	Uncurse	1 target	P	touch	F
30)	Unpoison	1 target	P	touch	H
50)	Inner Wall	caster	1 min/lvl	self	U

INNER WALLS

1. Heat Resistance - Target is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Target also receives a +20 to all RRs vs. heat; +20 DB vs. elemental fire/heat attacks. If the target is more than 10' from the caster at any time, the spell is cancelled.

2. Cold Resistance - Target is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the target. Target also receives a +20 to all RRs vs. cold; +20 DB vs. elemental cold/ice attacks. If the target is more than 10' from the caster at any time, the spell is cancelled.

3. Resistance I - Caster gets a +5 bonus to their RRs and DB.

4. Bless I - As *Resistance I*, except bonus applies to DB and maneuver rolls.

5. Prayer I - As *Resistance I*, except bonus applies to RRs and maneuver rolls.

If the target is more than 10' from the caster at any time, the spell is cancelled.

13. Resistance III - As *Resistance I*, except bonus is +15.

14. Bless III - As *Bless I*, except bonus is +15.

15. Prayer III - As *Prayer II*, except bonus is +15.

20. Undisease - Allows target to attempt to throw off any 1 disease by making another RR with a special +50 modification. This spell may only be cast once per target per disease until the caster gains another level.

25. Uncurse - An RR is made for the curse (the caster's level is the attack level, the original attach level of the curse is the target's level). If the RR fails, the curse is removed. This spell may only be cast once per target per curse until the caster gains another level.

30. Unpoison - Allows target to attempt to throw off the effects of any poison by making a RR with a special +50 modification. This spell may only be cast once per target per poison until the caster gains another level.

50. Inner Wall - Caster gets +25 to their DB, RRs, and maneuver rolls.

7. Sterilization -

Caster can sterilize 1 cu'/level of any solid or liquid; will not affect inert poisons or harm creatures larger than 1/4" in length.

8. Resistance II - As *Resistance I*, except bonus is +10.

9. Bless II - As *Bless I*, except bonus is +10.

10. Prayer II - As *Prayer I*, except bonus is +10.

11. Protection from Elements - Caster is protected from any natural cold or heat (treat as if target were in 70°F temperature). Target also receives a +40 to all RRs vs. Heat/Cold; +40 DB vs. elemental cold/ice and fire/heat attacks.

MOVING WAYS

RANGER BASE

MOVING WAYS

1. Stonerunning - Caster can run on nearly horizontal stone surfaces as if they were on level ground.

2. Limbwalking - Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if they were on level ground.

3. Swimming - Target can swim without expending energy.

4. Waterwalking - Caster can walk on water as if they were on level dry ground; may not be used in rough water.

5. Sandrunning - As *Stonerunning*, except caster can run on sandy surfaces.

6. Limbrunning - As *Limbwalking*, except caster can run on tree limbs.

7. Traceless Passing - Caster can walk without leaving tracks or other visible signs of their passing.

8. Hide Tracks I - Caster can hide the tracks of any 1 being; this spell and *Traceless Passing* can be used simultaneously.

9. Waterrunning - As *Waterwalking*, except caster can run on calm waters.

10. Hide Tracks II - As *Hide Tracks I*, except for 2 beings' tracks.

11. Swimming True - As *Swimming*, except target can swim as fast as they could run.

12. Hide Tracks V - As *Hide Tracks I*, except for 5 beings' tracks.

13. Running True - As the *Running* spells above, except any one of the spells can be used each round (e.g., the caster could run on sand, then on water, then on limbs, etc.).

14. Hide Tracks X - As *Hide Tracks I*, except for 10 beings' tracks.

15. Merging Organic - Allows caster to merge (body + 1' depth) into organic material (live or dead); caster cannot move while merged.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Stonerunning	caster	1 min/lvl	self	U
2)	Limbwalking	caster	1 min/lvl	self	U
3)	Swimming	1 target	1 min/lvl	100'	U
4)	Waterwalking	caster	1 min/lvl	self	U
5)	Sandrunning	caster	1 min/lvl	self	U
6)	Limbrunning	caster	1 min/lvl	self	U
7)	Traceless Passing	caster	C	self	U
8)	Hide Tracks I	tracks of 1	C	50'	U
9)	Waterrunning	caster	1 min/lvl	self	U
10)	Hide Tracks II	tracks of 2	C	50'	U
11)	Swimming True	caster	1 min/lvl	self	U
12)	Hide Tracks V	tracks of 5	C	50'	U
13)	Running True	caster	1 min/lvl	self	U
14)	Hide Tracks X	tracks of 10	1 min/lvl	50'	U
15)	Merging Organic	caster	1 min/lvl	self	U
16)					
17)					
18)					
19)					
20)	Great Merging Organic	caster	1 min/lvl	self	U
25)	Hide Tracks XX	tracks of 20	C	50'	U
30)	Merging True Organic	caster	1 min/lvl	self	U
50)	Hide Tracks True	varies	C	self	U

20. Great Merging Organic - As *Merging Organic*, except caster may turn within material and see outside if within 6" of surface.

25. Hide Tracks XX - As *Hide Tracks I*, except for 20 beings' tracks.

30. Merging True Organic - As *Great Merging Organic*, except caster may use spells on himself while merged.

50. Hide Tracks True - As *Hide Tracks I*, except caster can either absolutely hide their own tracks (preventing discovery via any spell, etc.) or they can hide the tracks of a number of beings equal to their level.

NATURE'S GUISES

RANGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	P
2)	Shade	100'R	10 min/lvl	touch	P
3)	Freeze	1 cu'/lvl	C	10'	F
4)	Silent Moves	caster	1 min/lvl	self	U
5)	Chameleon	caster	C	self	P
6)	Light I	10'R	10 min/lvl	touch	E
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	Shadow	caster	1 hr/lvl	self	P
9)					
10)	Plant Facade	caster	1 min/lvl	self	P
11)	Blank Thoughts	caster	C	self	Pm
12)					
13)	Animal Facade	caster	1 min/lvl	self	P
14)					
15)	Animal Thoughts	caster	C	self	Pm
16)					
17)					
18)					
19)					
20)	Plant Form	caster	1 min/lvl	self	U
25)	Animal Form	caster	1 min/lvl	self	U
30)	Plant Form True	caster	1 min/lvl	self	U
50)	Animal Form True	caster	1 min/lvl	self	U

NATURE'S GUISES

1. Hues - Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).

2. Shade - All shadows and darkness within radius deepen, giving all Stalking & Hiding attempts a 25 bonus; if the point is on a mobile object or being, it will move with the object/being.

3. Freeze - Up to 1 cu' of liquid/level can be cooled to freezing at rate of 1 cu'/round; will not lower the temperature below -20°F (makes great ice for drinks).

4. Silent Moves - Caster can move silently, so long as they do not create a sound originating more than 1' from their body. In many situations this will give a 10-50 bonus (GM discretion) to Stalking/Hiding attempts.

5. Chameleon - Caster blends into surrounding terrain; gives a 75 bonus to Hiding attempts; caster may not move (appreciably) without destroying effect.

6. Light I - Lights a 10'R area surrounding point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the light is centered on the point where they are standing, but will not move with them. If the target fails

the RR the light sticks to the target and will follow with them until it is dispelled, or the duration ends.

7. Darkness I - Throws a 10'R area surrounding point touched into normal darkness. If this spell is cast onto a target they get a RR, if the RR succeeds, the darkness is centered on the point where they are standing, but will not move with them. If the target fails the RR the darkness sticks to the target and will follow with them until it is dispelled, or the duration ends.

8. Shadow - Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).

10. Plant Facade - Allows caster to appear as any 1 type of plant; caster retains their size and will not smell or feel like the plant; it is purely a visual illusion.

11. Blank Thoughts - As long as caster does not move, their mental patterns will appear to be those of any local animal; even if they moves, their specific thoughts can't be read.

13. Animal Facade - As *Plant Facade*, except caster appear to be any 1 type of animal.

15. Animal Thoughts - As *Blank Thoughts*, except caster can move, and their thoughts will appear to be those of any 1 type of animal.

20. Plant Form - Allows caster to take the form of any 1 plant; caster will look and feel like the plant, but will not change in size.

25. Animal Form - As *Plant Form*, except caster can take on physical character of 1 animal; will not bestow animal's physical abilities.

30. Plant Form True - As *Plant Form*, except caster can also take on smell and physical character of any 1 plant and caster can halve or double their normal size.

50. Animal Form True - As *Animal Form*, except caster can also take on the smell of 1 animal; it will not bestow any of the animal's special abilities (e.g., fiery breath or anti-magic qualities); it will confer physical abilities (e.g., movement and physical attack capabilities); caster may halve or double their normal size.

NATURE'S WAY

1. Outdoor Trap Detection - Has a 75% chance of detecting each individual trap in a 5'R area; caster can concentrate on a 5'R area each round.

2. Water Finding I - Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon; learns approximate size and quality of source.

3. Fire Starting - Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.

Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical. Caster may only target a specific location, not an individual with this spell.

4. Storm & Rain Prediction - Gives caster 95% chance of predicting rain or a storm, ±15 min over the next 24 hr period; type and severity of storm can be ascertained.

5. Food Finding I - Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.); food source must exceed 1 lb.

6. Water Purification - Allows caster to purify a number of gallons of water equal to their level.

7. Shelter Finding I - Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cu'; shelter must have an entry (exceeding 2'R) opening onto open air.

8. Lesser Traps - This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a 'B' critical strike (must be either a Slash, Krush or a Puncture; specified by the caster at time of casting) to any one target. The size of the trap may vary from 1'R to 10'R. The time to construct this trap is 1 round per 1'R.

NATURE'S WAY

RANGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Outdoor Trap Detection	5'R	1 min/lvl (C)	50'	I
2)	Water Finding I	1 mi R	-	self	I
3)	Fire Starting	1'R	-	1'	E
4)	Storm & Rain Prediction	2 mi/lvl	-	self	I
5)	Food Finding I	1 mi R	-	self	I
6)	Water Purification	varies	P	touch	U
7)	Shelter Finding I	1 mi R	-	self	I
8)	Lesser Traps	1-10'R	P	touch	U
9)	Weather Prediction I	caster	-	1 mi/lvl	I
10)	Nature's Awareness I	100'R	C	self	I
11)	Water Finding II	10 mi R	-	self	I
12)	Waiting Awareness I	10'R	1 hr/lvl	self	I
13)	Food Finding II	10 mi R	-	self	I
14)	Major Traps	10'R	P	touch	U
15)	Shelter Finding II	10 mi R	-	self	I
16)					
17)					
18)					
19)					
20)	Nature's Awareness V	500'R	C	self	I
25)	Weather Prediction V	caster	-	1 mi/lvl	I
30)	Waiting Awareness II	100'R	1 hr/lvl	self	I
50)	Nature's Awareness True	100'R/lvl	C	self	I

9. Weather Prediction I - Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hr period.

10. Nature's Awareness I - Allows caster to monitor animate activity in the area (e.g., they will be aware of movements, subtle and overt); caster cannot move while concentrating.

11. Water Finding II - As Water Finding I, except range is 10 miles.

12. Waiting Awareness I - Allows caster to set up a natural "alarm system"; any disturbing activity will cause caster to be alerted.

13. Food Finding II - As Food Finding I, except range is 10 miles.

14. Major Traps - As Lesser Traps, except trap can deliver an 'E' critical hit.

15. Shelter Finding II - As Shelter Finding I, except range is 10 miles.

20. Nature's Awareness V - As Nature's Awareness I, except radius is 500'.

25. Weather Prediction V - As Weather Prediction I, except period is 5 days.

30. Waiting Awareness II - As Waiting Awareness I, except that the radius is 100'.

50. Nature's Awareness True - As Nature's Awareness I, except range is 1 mile radius.

PATH MASTERY

RANGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Pathlore	10'R	-	self	I
2)	Nightvision	caster	10 min/lvl	self	U
3)	Tracking	caster	C	self	I
4)	Path Tale	caster	-	1 mile	I
5)	Pathfinding I	caster	C	1 mile	I
6)	Tracks Lore	caster	-	touch	I
7)	Detect Ambush I	50'R	10 min/lvl (C)	self	I
8)	Passing Lore	1 object	-	touch	I
9)	Pathfinding V	caster	C	5 miles	I
10)	Animal Tongues	caster	1 min/lvl	self	Im
11)	Tracks Analysis	100'R	C	self	I
12)	Plant Tongues	caster	1 min/lvl	self	Im
13)	Pathfinding XX	caster	C	20 miles	I
14)	Detect Ambush II	100'R	10 min/lvl (C)	self	I
15)	Stonespeech	caster	1 min/lvl	self	Im
16)					
17)					
18)					
19)					
20)	Detect Ambush True	10'R/lvl	10 min/lvl (C)	self	I
25)	Path True	caster	C	self	I
30)	Tracking True	caster	C	self	I
50)	Tracks Ahead	1 mi/lvl	C	100'	I

PATH MASTERY

1. Pathlore - Caster learns origin and nearest "destination" of any path within 10'R.

2. Nightvision - Target can see 100' on a normal night as if it were daylight; may only be used outside.

3. Tracking - Caster gets a +50 bonus for all Tracking attempts.

4. Path Tale - Caster acquires visual image of any user(s) of a given path within a period of 1 hour/level.

5. Pathfinding I - Caster learns the location(s) of any path(s) within 1 mi; gives the nearest point on path, but not the path's course; may only be used outdoors.

6. Tracks Lore - Caster learns origin of tracks, and acquires a visual image of the one who left them; provides a +25 bonus when later tracking that particular being or animal.

7. Detect Ambush I - Allows caster to detect any hostile, thinking force within 50'; provides direction, but not distance of danger; may only be used in outdoors.

8. Passing Lore - Caster acquires visual and aural (sound) image of any being or animal that has passed within a 50'R of a specific object (up to 1 hour/level earlier). If more

than one being or animal has passed, the caster will see them one image at a time, 1 image per round (starting with the oldest image).

9. Pathfinding V - As *Pathfinding I*, except range is 5 miles.

10. Animal Tongues - Allows caster to understand and "speak" the language of any 1 animal species.

11. Tracks Analysis - Caster acquires a visual image of all beings or animals who left tracks in the area; provides a +50 bonus when later tracking a particular being or animal. If more than one being or animal has passed, the caster

will see them one image at a time, 1 image per round (starting with the oldest image).

12. Plant Tongues - Allows caster to understand and "speak" the language of any 1 plant species.

13. Pathfinding XX - As *Pathfinding I*, except range is 20 miles.

14. Detect Ambush II - As *Detect Ambush I*, except range is 100'R.

15. Stonespeech - Allows caster to understand and "speak" the language of any 1 "stone".

20. Detect Ambush True - As *Detect Ambush I*, except range is a radius of 10' per level.

25. Path True - Allows caster to ascertain the proper path to what they seeks (includes the course along that path); e.g., they will always know the best way to Syclax.

30. Tracking True - As *Tracking*, except that it will negate any *Hide Tracks* spell (except for *Hide Tracks True*), and will always give tracker a special +100 Tracking bonus.

50. Tracks Ahead - Allows caster to know entire course of the tracks in question (i.e., exactly where and how they go); will not negate *Hide Tracks True*.

FAR VOICE

1. Star Voice - Caster may mentally speak with another Astrologer.

2. Mind Voice I - Caster may mentally speak with any thinking being.

4. Mind Voice III - As *Mind Voice I*, except range is 300'.

5. Star Voice True - As *Star Voice*, except caster may speak to another Astrologer as far as the horizon if it is clear and night (500' at any other time).

6. Mind Voice V - As *Mind Voice I*, except range is 500'.

8. Mind Voice X - As *Mind Voice I*, except range is 1000'.

10. Star Merge - On a clear night outdoors caster may exchange thoughts with willing target, and if both are Astrologers, may interchange power points.

12. Waiting Voice - As *Mind Voice*, except caster leaves a message of 25 words or less, set to be triggered by a specific mental pattern (known through *Mind Store*) or a time limit.

14. Greater Mind Voice - As *Mind Voice I*, except range is one mile; target must be located by *Finding* or other means.

15. Ready Merge - As *Star Merge*, except caster and target must have merged before and the range is up to horizon, outdoors on a clear night, otherwise 100'.

20. Lord Voice - Caster can cause their voice to be heard at a point up to 100'/level away, in amplified tones; if the location is out of sight, the caster must have been there.

25. Mind Voice True - As *Mind Voice I*, but range is 1 mile/level.

30. Far Mind Voice - As *Mind Voice*, except range is unlimited.

50. True Voice - As *Lord Voice*, except range is unlimited.

FAR VOICE

ASTROLOGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Star Voice	1 target	C	100'	Fm
2)	Mind Voice I	1 target	C	100'	Fm
3)					
4)	Mind Voice III	1 target	C	300'	Fm
5)	Star Voice True	1 target	C	varies	Fm
6)	Mind Voice V	1 target	C	500'	Fm
7)					
8)	Mind Voice X	1 target	C	1000'	Fm
9)					
10)	Star Merge	1 target	C	touch	Um
11)					
12)	Waiting Voice	1 target	24 hrs	10'	Fm
13)					
14)	Greater Mind Voice	1 target	C	1 mile	Fm
15)	Ready Merge	1 target	C	varies	Um
16)					
17)					
18)					
19)					
20)	Lord Voice	1 point	C	100'/lvl	U
25)	Mind Voice True	1 target	C	1 mi/lvl	Fm
30)	Far Voice	1 target	C	unlimited	Fm
50)	True Voice	1 point	C	unlimited	U



PERWIRIL'S HAT

When first placed on the owner's head, the Hat summons a large owl as the wearer's Familiar.

- 2x/day the wearer can cast Animal Sense (300').

- Wearer may communicate with owls.

The hat is made of dark brown felt and features a wide, black leather strap with an owl feather.

HOLY VISION

ASTROLOGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Starpaths	caster	C	self	I
2)	Dream I	caster	sleep	self	I
3)	Origins	1 item	-	touch	I
4)	Text Analysis	1 text	-	touch	I
5)	Item Vision	T item	-	touch	I
6)	Dreams II	caster	sleep	self	I
7)					
8)					
9)	Dreams III	caster	sleep	self	I
10)	Commune I	caster	-	self	I
11)					
12)	Origins True	1 item	-	touch	I
13)					
14)					
15)	Commune III	caster	-	self	I
16)					
17)					
18)					
19)					
20)	Lord Dreams	caster	sleep	self	I
25)	Commune True	caster	-	self	I
30)	Dream Mastery	caster	sleep	self	I
50)	High Prayer	caster	-	self	I

20. Lord Dreams - As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.

25. Commune True - As *Commune I*, except caster can receive a more detailed answer to a question involving only 1 concept (e.g., a name or short phrase may constitute the answer).

30. Dream Mastery - As *Dream I*, except caster is able to manipulate their dream in a limited way to gain more information on a specific topic (e.g., they is in the dream and can ask a question, but there is no guarantee it will be answered).

50. High Prayer - Caster receives detailed information from their deity on a single topic question.

HOLY VISION

1. Starpaths - Caster (on a clear night, when stars are visible) gains perfect directional and distance sense; they cannot be lost.

2. Dream I - Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.

3. Origins - Gives a general idea of the place of origin of an item.

4. Text Analysis - Caster knows whether a text is cursed, what language it is in, and other general information; but only understands basic concepts of it.

5. Item Vision - Gives a vision of a significant event in the item's past.

6. Dreams II - As *Dreams I*, except limit is 2 dreams/night on different topics.

9. Dreams III - As *Dreams I*, except limit is 3 dreams/night on different topics.

10. Commune I - Caster receives (usually from their patron deity) a "yes" or a "no" to a question on a single topic; usable but once a day.

12. Origins True - As *Origins*, but caster gets clear vision of location of origin of an item, including creator and approximate date.

15. Commune III - As *Commune I*, except caster receives answers to three questions.



CHARM OF SCRYING

- +3 Seer Spell Adder.
 - +50 to ESF rolls for overcast attempts on the True Perception list.
- Of Mithril set with a turquoise stone.

STARLIGHTS

1. Projected Light - Beam of light (like flashlight) springs from the caster's palm; 50' effective range. If the caster closes their hand into a fist, the light will "turn off". If the caster re-opens their fist before the end of the duration, the light will turn on again.

2. Self Aura - Generates a bright aura about the caster, making them appear more powerful and subtracting 5 from all attacks.

3. Light II - Lights a 20'R area about the point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the light is centered on the point where they are standing, but will not move with them. If the target fails the RR the light sticks to the target and will follow with them until it is dispelled, or the duration ends.

4. Light Eruption - [RR Mod: -10] - Causes a 10'R sphere of intense light, all within are stunned for 1 rnd/10 failure.

5. Shock Bolt - A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.

8. Flare - A 6' R ball of light is shot from the palm of the caster: it will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can rise to its full range. The flare drops 10'/rnd. It can be fired at a target as a *Shock Bolt* that delivers Heat criticals.

10. Beacon - A ray of light (any color) springs from caster's palm; can be up to 5 miles long.

11. Light VI - As *Light II*, except that the range is 100' and caster may generate a single source of up to 60'R or three 20'R sources

14. Lord Aura - As *Self Aura*, except spell subtracts 15 from all attacks.

15. Blinding - Brilliant flash blinds target for 1 rnd/10 failure.

STARLIGHTS

ASTROLOGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Self Aura	caster	10 min/lvl	self	D
3)	Light II	20'R	10 min/lvl	touch	E
4)	Light Eruption	10'R	-	100'	F
5)	Shock Bolt	1 target	-	100'	Ed
6)					
7)					
8)	Flare	500'R	3 rnd/lvl	500'	Ed
9)					
10)	Beacon	5 mi ray	C	self	E
11)	Light VI	60'R	10 min/lvl	100'	E
12)					
13)					
14)	Lord Aura	caster	10 min/lvl	self	D
15)	Blinding	1 target	1 rnd/10%	100'	F
16)					
17)					
18)					
19)					
20)	Aura Blaze	10'R	1 rnd/lvl	self	F
25)	Starfires	1 point	C	500'	E
30)	Starhand	1 point	C	6"	Ed
50)	Starfires True	1 point	C	varies	Ed

20. Aura Blaze - Caster is illuminated in a blinding light; all within 10' suffer must resist versus *Blinding*; subtract 25 from all attacks.

25. Starfires - Focuses star or moonlight as a lens, must be focused initially on a fixed point; after 1 round it can be moved at the rate of 1'/rnd. It will burn through a 1" diameter at a rate of: 6" wood/round, 1" stone/round, or 1/2" metal/round. This spell cannot be used effectively in combat (as foes can easily move out of the way). However, if used on an immobile foe, see *Starhand* for damage resolution.

30. Starhand - As *Starfires*, except the initial focus is 6" from open palm of caster (caster's arm is immune) or it can be moved 10'/round. If used in melee, it strikes on the Fire Bolt table (x2 hits) with an OB equal to (30 + caster's directed spell bonus with *Starhand*); concentration is not required when focus is fixed 6" from palm. If the attack is fumbled (01-02 UM), the caster takes an automatic 'C' Heat Critical.

50. Starfires True - As *Starfires* or *Starhand*, but star/moonlight is not required.

Note: None of the "Aura" spells are cumulative with each other or *Blur*.

STARSENSE

ASTROLOGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Presence • *	10'/lvl	C	self	Im
2)					
3)	Location	caster	1 min/lvl (C)	100'	I
4)					
5)	Mind Store *	1 target	-	10'/lvl	Im
6)	Finding	1 target	C	100'/lvl	Im
7)					
8)					
9)	Mind Typing *	1 target	-	10'/lvl	Im
10)	Direction	1 target	-	1000'/lvl	Im
11)					
12)					
13)	Awareness *	10'R/lvl	C	self	Im
14)					
15)	Starfinding	1 target	C	unlimited	Im
16)					
17)					
18)					
19)					
20)	Lord Location	caster	C	20 miles	I
25)	Direction True	1 target	-	unlimited	Im
30)	Finding True	1 target	C	unlimited	Im
50)	Tracking	1 target	24 hrs (C)	unlimited	Im

STARSENSE

1. Presence - Caster is aware of the presence of all sentient/thinking beings within their range.

3. Location - Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

5. Mind Store - Caster stores mental pattern of target; can be used later to recognize the target or locate the target through *Finding*.

6. Finding - Caster gets direction and distance to any one unshielded

9. Mind Typing - Caster learns race, profession, and level of target.

10. Direction - Caster gets direction to any unshielded *Mind Stored* target within range.

13. Awareness - As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).

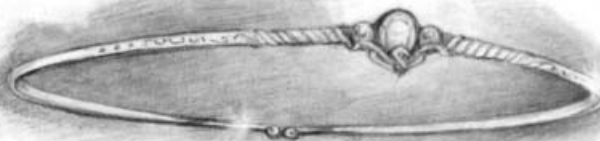
15. Starfinding - As *Finding*, but both Caster and target must be outdoors while stars are visible.

20. Lord Location - As *Location*, except range is 20 miles.

25. Direction True - As *Direction*, except no range limitations.

30. Finding True - As *Finding*, except no range limitations.

50. Tracking - As *Finding True*, except Caster can 'track' target at will for the next 24 hours without further power point expenditure. They simply need to concentrate for a round to determine current distance and direction.



AHRR-SHAD'S HEADBAND

Ahrr-Shad was notorious for his collection of relics which enhanced his mental abilities.

- x6 Mentalist PP Multiplier.
- Allows wearer to cast *Mind Break* 3x/day.
- Doubles the range of all Mentalist Base Spells.

The large Clear Laen gem set in the front of this Eog headband is flanked by two smaller fire opals.

TIME'S BRIDGE

1. Guess - When faced with a choice about which they has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way they go, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).

2. Intuition I - Caster gets a vision of what will happen in the next minute if they takes a specified action.

4. Intuition III - As *Intuitions I*, except caster gets to gaze 3 minutes into the future.

5. Vision Guide - When cast just before a *Vision Behind* spell, it gives the caster the ability to scan the past by "feeling the temporal location of significant events."

6. Vision Behind - Caster gets a vision up to 1 hr/level into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as they concentrates.

7. Anticipation - Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee; cast a spell; but no detail on attack target or what spell).

8. Intuition V - As *Intuition I*, except caster gets to gaze 5 minutes into the future.

10. Vision Behind - As above, except caster can view up to 1 day per level into the past.

11. Spell Anticipation - As *Anticipation*, except if action is to cast a spell, the spell to be cast and target are learned.

12. Anticipation III - As *Anticipation*, except caster can either predict the actions of three beings for the next round or the actions of one being for the next three rounds.

13. Intuition X - As *Intuition I*, except caster gets to gaze 10 minutes into the future.

15. Intuition True - As *Intuition I*, except caster gets to gaze into the future for a number of minutes equal their level.

20. Vision Behind - As above, except caster can view up to 1 years/level into the past.

25. Anticipation True - As *Anticipation*, except caster can predict actions of all beings within 100' of them.

30. Vision Behind - As above, except caster can view up to 10 years/level into the past.

50. Time Returning - Caster is able to travel physically up to 10 years/level into the past for the duration of the spell. Caster's actions in the past may alter the present, at the Gamemaster's discretion.

TIME'S BRIDGE

ASTROLOGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Guess	caster	-	self	I
2)	Intuition I	caster	-	self	I
3)					
4)	Intuition III	caster	-	self	I
5)	Vision Guide	caster	varies	touch	U
6)	Vision Behind III	caster	C	touch	I
7)	Anticipation *	1 target	-	100'	I
8)	Intuition V	caster	-	self	I
9)					
10)	Vision Behind IV	caster	C	touch	I
11)	Spell Anticipation *	1 target	-	100'	I
12)	Anticipation III *	3 targets	-	100'	I
13)	Intuition X	caster	-	self	I
14)					
15)	Intuition True	caster	-	self	I
16)					
17)					
18)					
19)					
20)	Vision Behind V	caster	C	touch	I
25)	Anticipation True *	varies	-	100'R	I
30)	Vision Behind VII	caster	C	touch	I
50)	Time Returning	caster	1 min/lvl	self	U

WAY OF THE VOICE

ASTROLOGER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Speech I	caster	C	self	Im
2)	Question	1 target	-	10'	Fm
3)					
4)					
5)	Speech II	caster	C	self	Im
6)					
7)	Minor Mind Speech *	10'R	C	self	Fm
8)	Suggestion	1 target	varies	10'	Fm
9)	Speech III	caster	C	self	Im
10)	Voice of Command	1 target	C	50'	Fm
11)	Mind Speech I *	100'R	C	self	Fm
12)					
13)					
14)	Mind Speech II *	300'R	C	self	Fm
15)	Word of Command *	1 target	-	50'	Fm
16)					
17)					
18)					
19)					
20)	Speech True	caster	C	self	Im
25)	Mind Shout *	10'R	-	self	Fm
30)	Mind Speech True *	10'R	C	self	Fm
50)	Great Control	1 target	1 min/lvl	100'	Fm

WAY OF THE VOICE

1. Speech I - Caster is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, peace, etc.); equivalent to skill rank 2. Caster acquires



this knowledge mentally from the person they are speaking to.

2. Question - Target must answer one single concept question.

5. Speech II - As *Speech I*, except caster can communicate in more complex concepts, although there is a good chance of misinterpretation; equivalent to skill rank 4.

7. Minor Mind Speech - Caster can broadcast thoughts to minds of all in a 10'R.

8. Suggestion - Target will follow a single suggested act that is not completely alien to them (e.g., no suicide suggestions, no blinding himself suggestions, etc.).

9. Speech III - As *Speech I*, except caster is reasonably

fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation; equivalent to skill rank 6.

10. Voice of Command - Target is forced to obey caster as in *Suggestion*, as long as caster concentrates and speaks to the target. Caster can concentrate on this spell and a *Speech* spell at the same time.

11. Mind Speech I - As *Minor Mind Speech*, except range is 100'.

14. Mind Speech III - As *Minor Mind Speech*, except range is 300'.

15. Word of Command - Target, when caster commands 'hold', is forced into complete inaction for that round.

20. Speech True - As *Speech I*, except caster is absolutely fluent, has an accent as a native, and has complete idiomatic knowledge of language; equivalent to skill rank 8.

25. Mind Shout - Every one within the radius is a target, all failing to resist are stunned for 1 rnd/10 failure.

30. Mind Speech True - As *Minor Mind Speech*, except caster can limit broadcast to desired beings.

50. Great Control - Target is forced to obey caster in all things, including suicide and similar actions.

CURSES

1. Detect Curse - Detects a curse on an item or person.

2. Nightvision Curse - Target can see at night as if it was day, but they can only see in the day as if it were the darkest night.

4. Ulcer Curse - As *Nightvision Curse*, except target can only eat bread or dairy products; anything else will aggravate their ulcer (unless they makes a RR) and they will be incapacitated for 1-8 hours.

5. Curse of Dake - As *Nightvision Curse*, except target cannot move faster than a walking pace on their own (they may be carried or ride at a faster pace).

6. Green Tongue - As *Nightvision Curse*, except target can only eat green leaves; eating other food will incapacitate them (unless they makes a RR) for 1-8 hours.

7. Sea Curse - As *Nightvision Curse*, except target will never voluntarily swim, enter any water (even a bath), or get in a boat.

9. Excommunication - Target loses all Channeling power points; thus they cannot cast any Channeling spells (even through bonus items). A hybrid spell user of Channeling (e.g., Sorcerer or Astrologer) would only lose half their PPs.

10. Learning of Mins - As *Nightvision Curse*, except target can only speak and write their native language.

11. Curse of Shar Bu - As *Nightvision Curse*, except target is sterile and impotent.

13. Beauty of Arraer - As *Nightvision Curse*, except target's appearance is raised to the maximum possible (and then some). If anyone sees the uncovered face of the target or gets within 3' (and is of the opposite sexual persuasion and fails a RR), they will attempt to posses and carry off the target (they will fight if necessary). Certain persons will get modifications to their RRs (eunuchs, hedonists, tacos, hosers, icers, etc.).

14. Clotting Curse - As *Nightvision Curse*, except target's blood will coagulate and create a blood clot around the area of any cut or wound. The clot will cut off circulation to the area fed by the given vessel and the target will lose the affected body section after 2-20 min due to system damage (e.g., a

CURSES

EVIL CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Curse	1 target	1 min/lvl	10'	I
2)	Nightvision Curse	1 target	special	100'	F
3)					
4)	Ulcer Curse	1 target	special	100'	F
5)	Curse of Dake	1 target	special	100'	F
6)	Green Tongue	1 target	special	100'	F
7)	Sea Curse	1 target	special	100'	F
8)					
9)	Excommunication	1 target	1 day/10%	100'	F
10)	Learning of Mins	1 target	special	100'	F
11)	Curse of Shar Bu	1 target	special	100'	F
12)					
13)	Beauty of Arraer	1 target	special	100'	F
14)	Clotting Curse	1 target	special	100'	F
15)	Ugliness of Orn	1 target	special	100'	F
16)					
17)					
18)					
19)					
20)	Running Death	1 target	special	100'	F
25)	Friendslayer	1 target	special	100'	F
30)	Excommunication Tr.	1 target	special	100'	F
50)	Dark Thoughts	1 target	special	100'	F

thigh wound might ultimately mean loss of leg; a neck wound would be fatal).

15. Ugliness of Orn - As *Nightvision Curse*, except target's appearance is lowered to 1 (in any system). If a person sees the uncovered face of the target (or gets within 3'), they must make a RR; if they fail by 51 or more, they attacks the target. Even if the viewer is successful in their RR, they will experience extreme distaste (i.e., distain) for the target. For example, if the target went home after failing against this curse, their mother might resist (she gets a large mod), but she might still make them sleep in the barn and eat on the porch.

20. Running Death - As *Nightvision Curse*, except target will run until they dies of exhaustion; they may be restrained, but whenever freed, they will begin to run again.

25. Friendslayer - As *Nightvision Curse*, except every time the target is in a combat situation near friend(s) (within 10') there is a 10% chance each round (non-cumulative) that they will attack one of their friends (random determination) and attempt to kill them. For these purpose a "friend" is any companion or associate.

30. Excommunication True - As *Excommunication*, except effect is permanent until removed.

50. Dark Thoughts - As *Nightvision Curse*, except target may not attack any "evil" creature **and** the target learns all evil languages **and** the target will obey the commands of any evil person who is 10+ levels higher then himself.

DARK CHANNELS

EVIL CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Dark Stunning *	1 target	1 rnd/5%	100'	F
3)	Channels I *	1 spell	-	varies	U
4)					
5)	Dark Sleep *	1 target	1 rnd/5%	100'	F
6)	Channels III *	Spell	-	varies	U
7)					
8)	Dark Blinding *	1 target	1 hr/10%	100'	F
9)					
10)	Black Channel I *	1 target	-	varies	F
11)	Channels V *	1 spell	-	varies	U
12)					
13)	Absolution *	1 target	1 week/10%	50'	F
14)					
15)	Black Channels II *	1 spell	C	varies	F
16)					
17)					
18)					
19)					
20)	Absolution Pure *	1 target	-	50'	F
25)	Black Channel III *	1 spell	-	varies	F
30)	Dark Absolution *	1 target	-	50'	F
50)	Unholy Gate	-	1 rnd	varies	U

DARK CHANNELS

2. Dark Stunning - [RR Mod: -10] - Caster points their arm (elbow locked and fist clinched) at the target and channels raw power source (usually a deity); target is stunned.

3. Channels I - When this spell is cast, the first level spell that the caster begins to cast the next round will be "channeled" to another spell user of the Channeling realm. The "channeled" spell is transmitted to the other spell user when it would normally take effect, and must be used by them immediately. All normal restrictions on the transmitted spell apply. The caster of the transmitted spell must be able to see the receiver or know exactly where they are (direction and distance or specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell; then another spell user (or deity) could use *Channels I* to send them a spell (if they knew where the altar was and the correct time). For a description of non-spell based Channeling see *ChL* Section 3.7.

5. Dark Sleep - [RR Mod: -10] - As *Dark Stunning*, except target falls into a very deep sleep.

6. Channels III - As *Channels I*, except a 2nd-3rd level spell may be transmitted.

8. Dark Blinding - [RR Mod: -10] - As *Dark Stunning*, except blinds for 1 hour/10 failure.

10. Black Channel I - Caster may cast one of the Black Channel I spells described in Section 7.4. The Gamemaster must determine which one(s) may be cast, based upon: culture, background, deity served, etc. The caster might be allowed to pick and choose.

11. Channels V - As *Channels I*, except a 1st-5th level spell may be transmitted.

13. Absolution - [RR Mod:

-20] - Target's "soul" is torn from their body; it remains in whatever place "souls" go for 1 week/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even for subconscious activity, they are at -75.

15. Black Channel II - As *Black Channel I*, except a *Black Channel II* spell can be cast (see section 7.4).

20. Absolution Pure - As *Absolution*, except the "soul" can only be brought back through *Lifegiving*.

25. Black Channel III - As *Black Channel I*, except a *Black Channel III* spell can be cast (see section 7.4).

30. Dark Absolution - As *Absolution Pure*, except the "soul" is utterly destroyed.

50. Unholy Gate - Opens a direct channel to the evil cleric's deity; results depend on the deity's personality, motives and powers. Any spell the deity can cast can be transmitted through the gate.

DARK LORE

1. Afterthoughts - Allows caster virtual total recall of any conversation or writing they encountered within a period of days equal to their level.

2. Detect Good - Detects "true good" in an animate or inanimate target; caster can concentrate on a 5'R area each round.

3. Detect Blessing - As *Detect Good*, except caster can detect any blessings.

4. Detect Hate - As *Detect Good*, except caster can detect the emotion of hatred, either in the living mind or in an object forged with great malice.

5. Dark Lore I - Caster can ascertain the origin point and nature of any 1 item "of darkness" or "of evil"; they will not learn specific capabilities.

6. Detections Holy - As *Detect Good*, except detects "holy" items and detection is 10'R.

8. Dream I - Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.

10. Bless Tales - Caster can determine the author, origin, and complete history of a given blessing; they also learn the nature and specific powers.

11. Dark Lore II - As *Dark Lore I*, except caster can ascertain the origin point and nature of any 2 items of darkness or evil or caster can determine the nature, origin point and the exact significance of any 1 item of darkness or evil.

12. Dreams II - As *Dreams I*, except limit is 2 dreams/night on different topics.

13. Hate Analysis - Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate); the degree and other details of such hatred can also be acquired.

DARK LORE

EVIL CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	caster	-	self	I
2)	Detect Good	5'R	1 min/lvl	100'	I
3)	Detect Blessing	5'R	1 min/lvl	100'	I
4)	Detect Hate	5'R	1 min/lvl	100'	I
5)	Dark Lore I	1 item	-	10'	I
6)	Detections Holy	10'R	1 min/lvl	100'	I
7)					
8)	Dreams I	caster	sleep	self	I
9)					
10)	Bless Tales	1 blessing	-	self	I
11)	Dark Lore II	varies	-	10'	I
12)	Dreams II	caster	sleep	self	I
13)	Hate Analysis	1 target	-	10'	I
14)	Dark Lore III	varies	-	10'	I
15)	Dreams III	caster	sleep	self	I
16)					
17)					
18)					
19)					
20)	Black Lore	1 item	-	100'	I
25)	Blessing Analysis	varies	-	10'	I
30)	Dreams True	1 item	-	100'	I
50)	Black Lore Mastery	varies	-	100'	I

14. Dark Lore III - As *Dark Lore I*, except caster can ascertain the origin point and nature of any 3 items of evil or darkness, or caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of evil or darkness. Caster also learns item's specific capabilities.

15. Dreams III - As *Dream I*, except the limit is 3 dreams/night on different topics.

20. Black Lore - Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness; it allows caster to visualize all who have possessed the item.

25. Blessing Analysis - As *Hate Analysis*, except caster is able to completely analyze any 1 blessing.

30. Dreams True - As *Dreams I*, except caster can have a number of dreams/night equal to their level.

50. Black Lore Mastery - As *Black Lore*, except caster can acquire the information on all items of evil or darkness within 100'.

DISEASE

EVIL CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Chills	1 target	P	100'	F
2)	Grey Vision	1 target	P	100'	F
3)	Smelling Loss	1 target	P	100'	F
4)	Hearing Loss	1 target	P	100'	F
5)	Tongue Rot	1 target	P	100'	F
6)	Asthma	1 target	P	100'	F
7)	Leprosy	1 target	P	100'	F
8)	Minor Allergy	1 target	P	100'	F
9)	Hemophilia	1 target	P	100'	F
10)					
11)	Malaria	1 target	P	100'	F
12)					
13)	Epilepsy	1 target	P	100'	F
14)	Pneumonia	1 target	P	100'	F
15)	Major Allergy	1 target	P	100'	F
16)					
17)					
18)					
19)					
20)	Elephantiasis	1 target	P	100'	F
25)	Leukemia	1 target	P	100'	F
30)	Rabies	1 target	P	100'	F
50)	Plague	1 target	P	100'	F

DISEASE

1. Chills - Target gets a cold; roll for severity (high is bad for target).

2. Grey Vision - Target is color-blind; -10 to all perceptions involving vision.

3. Smelling Loss - Target has no sense of smell. Target never perceives by smell alone; -25 to all perception involving smell and other senses.

4. Hearing Loss - Target loses their sense of hearing. Target never perceives by hearing alone; -25 to all perception involving smell and other senses.

5. Tongue Rot - Over the course of 1 week the target's tongue will rot away and they will not be able to speak.

6. Asthma - Target gets severe asthma; for every round of physical exertion (melee, running, firing a bow, rowing, etc.) the target will have a -5 mod to any activity involving physical exertion. When this reaches -100 the target lapses into unconsciousness. Each -5 mod requires 3 rounds of rest to eradicate.

7. Leprosy - Target gets leprosy, which causes a gradual loss of feeling in the extremities (and blood flow). Every day, the target suffers a cumulative -1 penalty to all perceptions involving touch (maximum of -25). Also, target suffers a -1 to their appearance per day (down to a minimum appearance of 1). After one week of leprosy, all concussion damage against the target is halved (representing the loss of feeling in certain areas of the body).

8. Minor Allergy - Target becomes slightly allergic to a substance (not himself) of the caster's choosing. When in the presence of this substance, the target will only be able to take 70% activity each round.

10. Hemophilia - Target becomes a hemophiliac; any "hits/round" and concussion hits are doubled. All critical strikes against the target have a 50% chance of giving an additional 1 hit per round. Double healing time for hits.

11. Malaria - The target contracts malaria. After the initial bout of high fever, delirium, coma and incapacitation (lasting between 1+2d10), the target will be subject to random "relapses" similar to the initial bout (5% chance per month). If the target receives no care during the initial bout, there is a 99% chance of death (only 1% chance if properly cared for during this time).

13. Epilepsy - Target becomes an epileptic; in a tense situation there is a 5% chance they will go into an epileptic fit. If someone treats them (i.e., holds

them down and places an object in their mouth), they will have only a 1% chance of dying; if not they has a 10% chance of dying.

14. Pneumonia - Target gets pneumonia; if the target is kept warm and completely immobile for 2 weeks, they will have only a 25% chance of dying (50% chance if not treated). The chance of dying is lowered 5% for every 10 points by which the caster's Constitution exceeds 50 (to a minimum of 1).

15. Major Allergy - As *Minor Allergy*, except caster only gets 60% activity each round.

20. Elephantiasis - Target gets elephantiasis; one of their extremities (other than their head) swells and grows up to 5x normal size. The GM should determine the exact effects (but the extremity should be useless).

25. Leukemia - Target gets leukemia; target will weaken at a rate of 2%/day (-2/day, cumulative, to all activity); when the total reaches 100%, the target is dead.

30. Rabies - Target gets rabies; after 21 days of no visible effect, the disease sets in. The target's organs contract; they foams at the mouth, becomes very thirsty and violent; and any one they bites or scratches must resist or catch the disease. The target dies 5-7 days after disease's onset.

50. Plague - Target gets a "plague". If they fail their RR, they will die 95% of the time (in 10 min); the other 5% of the time, they believe that they resisted (and suffers no effects), but become a carrier instead. Anyone coming within 5' of a carrier must resist or face the same chances as the original target.

NECROMANCY

EVIL CLERIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Animate Dead I	1 corpse	1 min/lvl (C)	100'	F
2)	Control Undead I *	1 undead	C	100'	F
3)					
4)	Animate Dead II	varies	1 min/lvl (C)	100'	F
5)	Create Undead I	1 corpse	P	10'	F
6)	Control Undead II *	varies	C	100'	F
7)	Animate Dead III	varies	1 min/lvl (C)	100'	F
8)	Create Undead II	varies	P	10'	F
9)	Control Undead III *	varies	C	100'	F
10)	Animate Dead IV	varies	1 min/lvl (C)	100'	F
11)	Create Undead III	varies	P	10'	F
12)	Animate Dead V	varies	1 min/lvl (C)	100'	F
13)	Control Undead IV *	varies	C	100'	F
14)	Animate Dead VI	varies	1 min/lvl (C)	100'	F
15)	Create Undead IV	varies	P	10'	F
16)					
17)					
18)					
19)					
20)	Control Undead V *	varies	C	100'	F
25)	Create Undead V	varies	P	10'	F
30)		varies	C	varies	F
50)	Create Undead True	1 corpse	P	10'	F

NECROMANCY

1. Animate Dead - Caster can cause any dead body (within 50% of their own mass), to rise up and move. The caster must concentrate for the body to perform action; if they stop concentration, the body will stand motionless. The body can be maneuvered at -25, and can melee with a -20 OB. Body cannot have been dead more than 1 day. (See the note below).

2. Control Undead I - Caster can control one Class I Undead, the Undead's capabilities must be defined by the system used (see note below).

4. Animate Dead II - As *Animate Dead I*, except caster can control 2 bodies (within the restrictions above) or one body with -15 to maneuvers and a -10 melee OB.

5. Create Undead I - Given a body that has been dead less than 1 week, the caster can turn the body into a Class I Undead. The Undead will attempt to attack the closest living being (if uncontrolled), but can take no other activity other than moving to the being and attacking. If controlled, the Undead will do anything (within its capabilities) that the caster wills. The Undead can be *Dispelled*, *Repelled*, or just smashed into little pieces.

6. Control Undead II - As *Control Undead I*, except 1 Class II Undead or 2 Class I's can be controlled.

7. Animate Dead III - As *Animate Dead I*, except that 3 bodies can be controlled or one body with -5 to maneuvers and a +0 melee OB.

8. Create Undead II - As *Create Undead I*, except 1 Class II Undead, or 2 Class I Undead can be created.

9. Control Undead III - As *Control Undead I*, except 1 Class III Undead or 3 Class I's or 1 Class II and 1 Class I can be controlled.

10. Animate Dead IV - As *Animate Dead I*, except 4 bodies can be controlled at the basic penalties or 1 body with +5 maneuvers and a +10 melee OB.

11. Create Undead III - As *Create Undead I*, except caster can create 1 Class III Undead or 3 Class I's or 1 Class II and 1 Class I.

12. Animate Dead V - As *Animate Dead I*, except 5 bodies can be controlled at the basic penalties or 1 body with +10 maneuvers and a +20 melee OB.

13. Control Undead IV - As *Control Undead I*, except caster can control 1 Class IV Undead or 4 Class I's or 2 Class II's or 1 Class III and 1 Class I or 1 Class II and 2 Class I's.

14. Animate Dead VI - As *Animate Dead I*, except 6 bodies can be controlled at the basic penal-

ties or 1 body with +15 maneuvers and a +30 melee OB.

15. Create Undead IV - As *Create Undead I*, except caster can create 1 Class IV Undead or 4 Class I's or 2 Class II's or 1 Class III and 1 Class I or 1 Class II and 2 Class I's.

20. Control Undead V - As *Control Undead I*, except caster can control 1 Class V Undead or 5 Class I's or etc.

25. Create Undead V - As *Create Undead I*, except caster can create 1 Class V Undead, or 5 Class I's or 1 Class IV and 1 Class I or etc...

30. Control Undead True - As *Control Undead I*, except caster can control any one Undead or any one Undead (Class V or lower) without concentration or all Class III or lower Undead within 100' R. Range for controlling a single Undead is extended to 300'.

50. Create Undead True - As *Create Undead I*, except caster can create any Undead that exists in the world system in use (e.g., ring wraiths, vampires, etc.).

Note: For the purpose of the above spells, the Undead are divided into 6 classes; I, II, III, IV, V, and above V. A Gamemaster must place each of the Undead types in their world systems into one of these classes for the purpose of these spells. For example skeletons would obviously be Class I Undead, mummies might be Class IV or Class V, vampires would be above Class V, etc. See *Creatures & Treasures* for a complete classification of various Undead. Animated Dead are normally treated as Class I Undead. Also note that Undead do not normally get RRs vs. spells from the Necromancy list.

9.0 OF ESSENCE

9



The Essence is that which is common to all things, living and dead, organic and inorganic. It has been characterized by many names – the Tao, Magic, the Unified Field, etc., and represents a force and order which defines the ways of the world. Changes in the patterns of the Essence dictate the flow of events, and the course of life itself. It is a power beyond the grasp of any being.

Nonetheless, some who become one with Essence find ways of manipulating its patterns on a temporary basis. This fleeting strength allows them to redefine the reality around them, molding elements and wielding very real power. Thus, the spells of those who are of the realm of the Essence can be both beautiful and lethal, affecting one or many. In the end, however, the

normal patterns will always prevail, and only the effects will remain to tell the tale.

Those things unliving interfere with the manipulation of the patterns of the essence. Being essentially inert, they inhibit the usual extension of one's life Essence, creating difficulty for the spell user seeking to alter patterns outside their body's immediate sphere. This ability to mold the Essence is a prerequisite to the successful casting of spells. It is because of this principle, that users of the essence cannot wear armor or helms while utilizing spells. Inorganic substances, particularly metal, create even greater difficulties, and provide stronger protection against the powers of the Essence. No shield, however, can completely ignore that which is the basis of all things.

144

DELVING WAYS

OPEN ESSENCE

DELVING WAYS

2. Text Analysis I - Caster can read text written in an unknown language, but only understand basic concepts of it.

3. Stone Analysis - Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.

4. Metal Analysis - As *Stone Analysis*, except metal may be examined.

5. Gas Analysis - As *Stone Analysis*, except gas may be examined.

7. Text Analysis II - As *Text Analysis I*, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), implications, or cultural references.

8. Liquid Analysis - As *Stone Analysis*, except liquid may be examined.

10. Delving - Gives significant details about an item's construction and purpose (not specific powers).

11. Spell Analysis - Provides analysis of an active spell, giving its duration and the profession of its caster and its type (not its level or exactly what spell it is).

14. Death Analysis - Gives information concerning a being's death (weapon, spell, time since, etc.); must be cast in place of death (within 24 hr) or in the presence of body (no time limit).

15. Text Analysis III - As *Text Analysis II*, except everything but implications is known (e.g., answers to riddles are not known automatically).

16. Power Analysis - One item, person, or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.

17. Conveyance - Caster's awareness leaves their body (which is inactive) and may travel at 1 mile/min; however it can only

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Text Analysis I	caster	1 min/lvl (C)	self	I
3)	Stone Analysis	caster	-	10'	I
4)	Metal Analysis	caster	-	10'	I
5)	Gas Analysis	caster	-	10'	I
6)					
7)	Text Analysis II	caster	1 min/lvl (C)	self	I
8)	Liquid Analysis	caster	-	10'	I
9)					
10)	Delving	1 item	-	touch	I
11)	Spell Analysis	1 spell	-	100'	I
12)					
13)					
14)	Death Analysis	1 corpse	-	touch	I
15)	Text Analysis III	caster	1 min/lvl (C)	self	I
16)	Power Analysis	1 target	-	100'	I
17)	Conveyance	caster	10 min/lvl	self	I
18)	Death's Delving	1 corpse	-	touch	I
19)					
20)	Analysis	1 target	-	10'	I
25)	Mass Analysis	1 tgt/rnd	1 rnd/lvl	10'	I
30)	Power Analysis True	1 target	-	100'	I
50)	Conveyance True	caster	10 min/lvl	self	I

travel 10'/rnd when in solid material or when observing the world. If the caster overstays the duration, they must make a RR modified by -50 or die (attack level is equal to the number of rounds overstayed). Caster's awareness can see and hear and see normally.

18. Death's Delving - As *Death Analysis*, except gives a visual image of the killer, and a vague reason for death (e.g., revenge, robbery, accident, etc.).

20. Analysis - Any of the lower level spells may be used together on one item, person, or place (*Conveyance* is not included).

25. Mass Analysis - As *Analysis*, except one item per round may be examined.

30. Power Analysis True - As *Power Analysis*, except exact origin, creator, and detailed purpose are given.

50. Conveyance True - As *Conveyance*, except rate is 10 mile/min (50'/rnd through solid and while observing).

DETECTING WAYS

OPEN ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Essence	5'R	1 min/lvl (C)	100'	I
2)	Detect Mentalism	5'R	1 min/lvl (C)	100'	I
3)	Detect Channeling	5'R	1 min/lvl (C)	100'	I
4)					
5)	Detect Invisible	5'R	1 min/lvl (C)	100'	I
6)	Detect Traps	5'R	1 min/lvl (C)	100'	I
7)	Detect Evil	5'R	1 min/lvl (C)	100'	I
8)	Location I	caster	1 min/lvl (C)	100'	I
9)					
10)	Perceive Power I	5'R	1 min/lvl (C)	100'	I
11)	Detect Death	5'R	1 min/lvl (C)	100'	I
12)	Location III	caster	1 min/lvl (C)	300'	I
13)					
14)					
15)	Detect Spell	5'R	1 min/lvl (C)	100'	I
16)	Location V	caster	1 min/lvl (C)	500'	I
17)					
18)	Perceive Power III	5'R	1 min/lvl (C)	300'	I
19)					
20)	Greater Location	caster	1 min/lvl (C)	1 mile	I
25)	Detect Detections	5'R	1 min/lvl (C)	100'	I
30)	Detect True	5'R	1 min/lvl (C)	100'	I
50)	Location True	caster	1 min/lvl (C)	1 mi/lvl	I

DETECTING WAYS

1. Detect Essence - Detects any active spell or item from the Essence realm; caster can concentrate on a 5'R area each round.

2. Detect Mentalism - As *Detect Essence*, except realm is Mentalism.

3. Detect Channeling - As *Detect Essence*, except realm is Channeling.

5. Detect Invisible - As *Detect Essence*, except detects invisible things; all attacks against something so detected are modified by -50.

6. Detect Traps - As *Detect Essence*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).

7. Detect Evil - As *Detect Essence*, except detects if a being is evil or an item created by evil or long used by a very evil person.

8. Location I - Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

10. Perceive Power I - As *Detect Essence*, except it will give an estimate of the power of the person (level) or item or spell examined.

11. Detect Death - As *Detect Essence*, except detects dead bodies and whether anything has died in the radius in the last 24 hr.

12. Location III - As *Location I*, except range is 300'.

15. Detect Spell - As *Detect Essence*, except detects any spell that has been cast in the area examined.

16. Location V - As *Location I*, except range is 500'.

18. Perceive Power III - As *Perceive Power I*, except range is 300'.

20. Greater Location - As *Location I*, except range is 1 mile.

25. Detect Detections - As *Detect Essence*, except detects any type of detection spell that is operating in the area examined (gives exact spell detected).

30. Detect True - Any of the lower level *Detect* spells can be used, 1/round.

50. Location True - As *Location I*, except range is 1 mile/level.



AMULET OF TURUG-CHUOK

This device was created by the enchanter, Turug-Chuok, to aid him in his delvings of ancient ruins.

- Allows wearer to cast an additional 20 PPs worth of spells from *Detecting Ways* (to 10th level) and/or *Unbarring Ways* (to 10th level) every day.
- Wearer may add +10 to BAR for spells from Base Lists. Wearer must be a Pure or Hybrid Essence user. A clear Laen jewel set in platinum on a steel chain.

ELEMENTAL SHIELDS

- 1. Resist Light** - Target is totally protected from all natural light (not lightning); +10 to all RRs vs light (electricity); -10 to elemental electricity attacks.
- 2. Resist Heat** - As *Resist Light*, except protects against natural heat to 200° F; +10 to all RRs vs heat; -10 to elemental heat/fire attacks.
- 3. Resist Cold** - As *Resist Light*, except protects against natural cold to -20° F; +10 to all RRs vs cold; -10 to elemental cold/ice attacks.
- 4. Resist Light Sphere** - As *Resist Light*, except all beings within 10'R of target are protected.
- 5. Resist Heat Sphere** - As *Resist Heat*, except all beings within 10'R of target are protected.
- 6. Resist Cold Sphere** - As *Resist Cold*, except all beings within 10'R of target are protected.
- 8. Lightarmor** - As *Resist Light*, except protects against all natural light and electricity; +20 to all RRs vs light (electricity); +20 to elemental electricity attacks.
- 9. Heatarmor** - As *Lightarmor*, except protects against heat.
- 10. Coldarmor** - As *Lightarmor*, except protects against cold.
- 11. Lightarmor Sphere** - As *Lightarmor*, except protects all beings within 10'R.
- 12. Heatarmor Sphere** - As *Heatarmor*, except protects all beings within 10'R.
- 13. Coldarmor Sphere** - As *Coldarmor*, except protects all beings within 10'R.
- 15. Lightning Armor** - As *Lightarmor*, except it also decreases all electrical concussion hits (e.g., from shock bolts and lightning bolts) by ½, and decreases electrical critical strikes by one level (e.g., 'A's are ignored, 'B's become 'A's, 'C's become 'B's, etc.)

ELEMENTAL SHIELDS

OPEN ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Resist Light	1 target	1 min/lvl	10'	D
2)	Resist Heat	1 target	1 min/lvl	10'	D
3)	Resist Cold	1 target	1 min/lvl	10'	D
4)	Resist Light Sphere	10'R	1 min/lvl	10'	D
5)	Resist Heat Sphere	10'R	1 min/lvl	10'	D
6)	Resist Cold Sphere	10'R	1 min/lvl	10'	D
7)					
8)	Lightarmor	1 target	1 min/lvl	10'	D
9)	Heatarmor	1 target	1 min/lvl	10'	D
10)	Coldarmor	1 target	1 min/lvl	10'	D
11)	Lightarmor Sphere	10'R	1 min/lvl	10'	D
12)	Heatarmor Sphere	10'R	1 min/lvl	10'	D
13)	Coldarmor Sphere	10'R	1 min/lvl	10'	D
14)					
15)	Lightning Armor	1 target	1 min/lvl	10'	D
16)					
17)	Fire Armor	1 target	1 min/lvl	10'	D
18)					
19)	Ice Armor	1 target	1 min/lvl	10'	D
20)	Mass Lightarmor	1 tgt/lvl	1 min/lvl	10'	D
25)	Mass Heatarmor	1 tgt/lvl	1 min/lvl	10'	D
30)	Mass Coldarmor	1 tgt/lvl	1 min/lvl	10'	D
50)	True Armor	1 target	1 min/lvl	10'	D

17. Fire Armor - As *Lightning Armor*, except fire and heat spells are affected (e.g., fire bolts and fire balls).

19. Ice Armor - As *Lightning Armor*, except cold and ice spells are affected (e.g., ice bolts and cold balls).

20. Mass Lightarmor - As *Lightarmor*, except as many targets as the caster's level can be affected.

25. Mass Heatarmor - As *Heatarmor*, except as many targets as the caster's level can be affected.

30. Mass Coldarmor - As *Coldarmor*, except as many targets as the caster's level can be affected.

50. True Armor - Acts as *Lightningarmor*, *Firearmor*, and *Icearmor* all at the same time.

Note: Spells on this list are not cumulative.

ESSENCE HAND

OPEN ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Vibrations I	1 lb	1 rnd/lvl	100'	F
2)	Staying I	1 lb	1 min/lvl	100'	F
3)	Telekinesis I	1 lb	1 min/lvl (C)	100'	F
4)	Vibrations II	5 lb	1 rnd/lvl	100'	F
5)	Staying II	5 lb	1 min/lvl	100'	F
6)	Telekinesis II	5 lb	1 min/lvl (C)	100'	F
7)	Vibrations III	25 lb	1 rnd/lvl	100'	F
8)	Staying III	25 lb	1 min/lvl	100'	F
9)	Vibrations IV	50 lb	1 rnd/lvl	100'	F
10)	Aiming	1 target	1 rnd (C)	touch	Um
11)	Telekinesis III	25 lb	1 min/lvl (C)	100'	F
12)	Staying IV	50 lb	1 min/lvl	100'	F
13)	Mass Vibrations I	varies	1 rnd/lvl	100'	F
14)	Telekinesis IV	50 lb	1 min/lvl (C)	100'	F
15)	Staying V	100 lb	1 min/lvl	100'	F
16)	Hurling I	1 lb (10')	-	300'	F
17)	Telekinesis V	100 lb	1 min/lvl (C)	100'	F
18)					
19)	Mass Vibrations III	varies	1 rnd/lvl	100'	F
20)	Lord Aim	1 target	1 rnd (C)	touch	Um
25)	Staying True	10 lb/lvl	1 min/lvl	100'	F
30)	Great Telekinesis	10 lb/lvl	1 min/lvl (C)	100'	F
50)	Aim True	1 target	1 rnd (C)	touch	Um

ESSENCE HAND

1. Vibrations I - Causes an object of up to 1 lb mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).

2. Staying I - Exerts 1 lb of pressure on a person or object. *Staying* alone cannot move object, and pressure can only be in one direction.

3. Telekinesis I - Can move one object, up to 1 lb in mass, up to 1'/second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had *Staying* thrown on it.

4. Vibrations II - As *Vibrations I*, except mass limit is 5 lbs.

5. Staying II - As *Staying I*, except mass limit is 5 lbs.

6. Telekinesis II - As *Telekinesis I*, except mass limit is 5 lbs.

7. Vibrations III - As *Vibrations I*, except mass limit is 25 lbs.

8. Staying III - As *Staying I*, except mass limit is 25 lbs.

9. Vibrations IV - As *Vibrations I*, except

mass limit is 50 lbs.

10. Aiming - By concentrating on the mind of a missile firer and the flight of the missile, the caster causes 50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.

11. Telekinesis III - As *Telekinesis I*, except the mass limit is 25 lbs.

12. Staying IV - As *Staying I*, except the mass limit is 50 lbs.

13. Mass Vibrations I - As *Vibrations I*, except as many 5 lb objects as the caster's level can be vibrated (they must all be within the field of vision of the caster).

14 Telekinesis IV - As *Telekinesis I*, except mass limit is 50 lbs.

15. Staying V - As *Staying I*, except mass limit is 100 lbs.

16. Hurling I - Caster may "hurl" one object (that starts within 10' of them) of 1 lb or less with sufficient force to deliver an attack on the Shock Bolt Attack Table; use the elemental attack rules, Impact criticals, and the range effects on the Shock Bolt Table with a max attack range of 300'; use the Sling Attack Table if AL is available. Base the caster's OB on their directed spell skill with this spell.

17. Telekinesis V - As *Telekinesis I*, except mass limit is 100 lbs.

19. Mass Vibrations III - As *Vibrations I*, except objects may be up to 25 lbs in mass.

20. Lord Aim - As *Aiming*, except missile attack bonus is 100.

25. Staying True - As *Staying I*, except mass limit is 10 lbs/level.

30. Greater Telekinesis - As *Telekinesis I*, except mass limit is 10 lbs/level.

50. Aim True - As *Aiming*, except missile attack automatically does maximum damage (using *Arms Law*, this would result in an 'E' critical strike; but the 'E' is rolled normally; if the creature is "Large" or "Super-Large" the missile would be treated as slaying).

ESSENCE'S PERCEPTIONS

2. Presence - Caster is aware of the presence of all sentient/ thinking beings within 10'.

3. Listen I - Caster can pick a point up to 10' away and they will hear as if they were at that point (there can be intervening objects such as walls). Note that this means that someone could sneak up on the caster undetected.

5. Long Ear I - Caster's point of hearing may be moved independently up to 100' away (moves at 10'/md); they must be physically able to go there (e.g., they could not send their point of hearing through walls or closed doors). Note that this means that someone could sneak up on the caster undetected.

6. Watch I - As *Listen I*, except the caster sees from the fixed point (it can rotate).

7. Long Eye I - As *Long Ear I*, except the caster sees from the moving point (it can rotate).

8. Listen II - As *Listen I*, except the range is 100'.

10. Telepathy - Caster can read the surface thoughts of one target.

11. Watch II - As *Watch I*, except the range is 100'.

12. Long Ear II - As *Long Ear I*, except the range is 300'.

14. Listen III - As *Listen I*, except the range is 500'.

15. Long Eye II - As *Long Eye I*, except the range is 300'.

18. Watch III - As *Watch I*, except range is 500'.

20. Listen IV - As *Listen I*, except the range is 1 mile/level.

25. Watch IV - As *Watch I*, except the range is 1 mile/level.

30. Listen True - As *Listen I*, except the range is unlimited (the caster must be able to locate the desired point in terms of direction and distance).

50. Watch True - As *Listen True*, except the caster sees instead of hearing.

ESSENCE'S PERCEPTIONS

OPEN ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Presence *	20'R	1 rnd/lvl (C)	10'	Im
3)	Listen I	varies	1 rnd/lvl (C)	10'	I
4)					
5)	Long Ear I	varies	1 rnd/lvl (C)	100'	I
6)	Watch I	varies	1 rnd/lvl (C)	10'	I
7)	Long Eye I	varies	1 rnd/lvl (C)	100'	I
8)	Listen II	varies	1 rnd/lvl (C)	100'	I
9)					
10)	Telepathy	1 target	1 rnd/lvl (C)	10'	Im
11)	Watch II	varies	1 rnd/lvl (C)	100'	I
12)	Long Ear II	varies	1 rnd/lvl (C)	300'	I
13)					
14)	Listen III	varies	1 rnd/lvl (C)	500'	I
15)	Long Eye II	varies	1 rnd/lvl (C)	300'	I
16)					
17)					
18)	Watch III	varies	1 rnd/lvl (C)	500'	I
19)					
20)	Listen IV	varies	1 rnd/lvl (C)	1 mi/lvl	I
25)	Watch IV	varies	1 rnd/lvl (C)	1 mi/lvl	I
30)	Listen True	varies	1 rnd/lvl (C)	unlimited	I
50)	Watch True	varies	1 rnd/lvl (C)	unlimited	I



TOME OF ANALYSIS

Possessor may cast 20 PP of spells from the Bard Base list Item Lore each day (up to 20th level).

- The Tome allows casting of *Study I*, at will, without PP expenditure.
- Allows +20 to RRs against Mentalism attacks.

The Tome is constructed of Green Dragon hide with gold fittings, and its pages are vellum.

LESSER ILLUSIONS

OPEN ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Ventriloquism	1 point	C	100'	P
2)	Sound/Light Mirage	10'R	10 min/lvl	100'	P
3)	Taste/Smell Mirage	10'R	10 min/lvl	100'	P
4)	Illusions II	10'R	1 min/lvl	100'	P
5)	Phantasm I	10'R	1 min/lvl (C)	100'	P
6)					
7)	Waiting Ill. II	10'R	varies	100'	P
8)	Illusions III	10'R	1 min/lvl	100'	P
9)	Phantasm II	10'R	1 min/lvl (C)	100'	P
10)	Waiting Ph. I	10'R	varies	100'	P
11)	Waiting Ill. III	10'R	varies	100'	P
12)	Phantasm III	10'R	1 min/lvl (C)	100'	P
13)	Illusions V	10'R	1 min/lvl	100'	P
14)	Waiting Ill. IV	10'R	varies	100'	P
15)	Waiting Ph. III	10'R	varies	100'	P
16)					
17)	Phantasm IV	10'R	1 min/lvl (C)	100'	P
18)					
19)	Illusions VII	10'R	1 min/lvl	100'	P
20)	Waiting Ill. VI	10'R	varies	100'	P
25)	Phantasm V	10'R	1 min/lvl (C)	100'	P
30)	Illusions X	10'R	1 min/lvl	100'	P
50)	Phantasm X	10'R	1 min/lvl (C)	100'	P

LESSER ILLUSIONS

- 1. Ventriloquism** - Caster can speak and their voice will appear to come from any point that they want within 100' (point must be in their field of vision).
- 2. Sound/Light Mirage** - Creates any simple, immobile image/scene in an area of up to 10'R, or creates a set of immobile sounds in an area of up to 10'R.
- 3. Taste/Smell Mirage** - As *Sound/Light Mirage*, except it creates a set of immobile smells/scents in the area of effect, or a set of immobile tastes in the area of effect.
- 4. Illusions II** - Creates a simple, immobile image or scene up to an area of 10'R. One of the following options may also be chosen: a) an extra sense can be added (not the tactile or *Presence* senses); b) the duration can be doubled; c) the range can be doubled or d) the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all parts of the range must be in the caster's field of vision).
- 5. Phantasm I** - Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later, and make the image move again (assuming that the duration has not expired). The image can be of any size that would fit in a 10'R.
- 7. Waiting Illusion II** - As *Illusions II*, except it can be delayed by up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: a) time period; b) specified movements; c) specified sounds; d) specified smells; e) specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.
- 8. Illusions III** - As *Illusions II*, except two options can be chosen. See notes below for guidelines on how to combine the options.
- 9. Phantasm II** - As *Phantasm I*, except one of the following options may also be chosen: a) an extra sense

can be added (not the tactile or *Presence* senses); b) the duration can be doubled; c) the range can be doubled; d) the radius of the area of effect can be doubled; e) another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the spell); or f) limited repetitious sounds, movements, etc., can be added that do not require concentration of the caster (the proper senses involved must also be included within the illusion).

10. Waiting Phantasm II - As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The phantasm will move and act if given a simple command (at the time of casting) or it can deliver a short speech (if sound was one of the included senses).

11. Waiting Illusion III - As *Waiting Illusion II*, except two options can be chosen. See notes below for guidelines on how to combine the options.

12. Phantasm III - As *Phantasm II*, except two options can be chosen.

13. Illusions V - As *Illusions III*, except four options can be chosen.

14. Waiting Illusion IV - As *Waiting Illusion III*, except three options can be chosen.

15. Waiting Phantasm III - As *Phantasm III*, except it can be delayed as in *Waiting Phantasm II*.

17. Phantasm IV - As *Phantasm II*, except three options can be chosen.

19. Illusions VII - As *Illusions III*, except six options can be chosen.

20. Waiting Illusion V - As *Waiting Illusion III*, except four options can be chosen.

25. Phantasm V - As *Phantasm II*, except four options can be chosen.

30. Illusions X - As *Illusions III*, except nine options can be chosen.

50. Phantasm X - As *Phantasm II*, except nine options can be chosen.

Note: If more than one option can be added to the Illusion or Phantasm spell, the same option can be chosen twice. For example - with an Illusion III, two options are available. The range could be doubled once to 200' and then doubled again to 400'.

Note: The sense aspects of an Illusion, Mirage or Phantasm are actually created - no RR to "disbelieve" - and detecting that it is an illusion can normally only be accomplished through the use of spells or through the use of a conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).

Note: These spells allow the caster to create the illusion of an object they have studied. If the caster decides to start fabricating something have never experienced before, the GM may wish to apply a "Craft" or "Art" roll to see how realistic or believable their illusion is.

PHYSICAL ENHANCEMENT

OPEN ESSENCE

PHYSICAL ENHANCEMENT

1. Mannish Scale - Caster can tell the exact mass and/or weight of one object.

2. Sly Ears - Target gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).

3. Balance - Target may add +50 to any rolls for one slow maneuver (e.g., walking a 3" beam).

4. Nightvision - Target can see 100' on a normal night as if it were daylight.

5. Sidevision - Target has a 300° field of vision.

6. Sounding - Target's voice has its loudness tripled. This spell does not cause damage, and has no effect on spell casting capabilities - it

simply allows the caster to make themselves heard over long distances.

7. Watervision - As *Nightvision*, except target can see 100' in even murky water.

8. Waterlungs - Target can breathe water but not air.

10. Gaslungs - As *Waterlungs*, except target can breathe any gas as normal air.

11. Resist Poison - Delays the effect of a poison on a target. If the poison is not eliminated before the spell expires, the poison will affect the target at that time.

12. Darkvision - As *Nightvision*, except any darkness can be seen through. No light is needed for this spell to work.

15. Changing Lungs - As *Waterlungs*, except target can breathe water, air, and any gas at will.

16. Mass Balance - As *Balance*, except can affect one target/level of caster.

18. Mass Nightvision - As *Nightvision*, except can affect one target/level of caster.

19. Mass Watervision - As *Watervision*, except can affect one target/level of caster.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Mannish Scale *	1 object	-	1'	I
2)	Sly Ears	1 target	10 min/lvl	10'	U
3)	Balance *	1 target	varies	10'	U
4)	Nightvision	1 target	10 min/lvl	10'	U
5)	Sidevision	1 target	10 min/lvl	10'	U
6)	Sounding	1 target	10 min/lvl	10'	U
7)	Watervision	1 target	10 min/lvl	10'	U
8)	Waterlungs	1 target	10 min/lvl	10'	U
9)					
10)	Gaslungs	1 target	10 min/lvl	10'	U
11)	Resist Poison *	1 target	1 hr/lvl	touch	Hs
12)	Darkvision	1 target	10 min/lvl	10'	U
13)					
14)					
15)	Changing Lungs	1 target	10 min/lvl	10'	U
16)	Mass Balance	1 tgt/lvl	varies	10'	U
17)					
18)	Mass Nightvision	1 tgt/lvl	10 min/lvl	10'	U
19)	Mass Watervision	1 tgt/lvl	10 min/lvl	10'	U
20)	Vision *	1 target	10 min/lvl	10'	U
25)	Mass Waterlungs	1 tgt/lvl	10 min/lvl	10'	U
30)	Mass Gaslungs	1 tgt/lvl	10 min/lvl	10'	U
50)	Mass Vision	1 tgt/lvl	10 min/lvl	10'	U

20. Vision - As all "vision" spells below 15th level functioning at the same time.

25. Mass Waterlungs - As *Waterlungs*, except can affect 1 target/level of caster.

30. Mass Gaslungs - As *Gaslungs*, except can affect 1 target/level of caster.

50. Mass Vision - As *Vision*, except can affect 1 target/level of caster.



RUNE MASTERY

OPEN ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Spell Store	1 spell	varies	self	U
2)					
3)	Rune I	1 spell	varies	self	U
4)					
5)					
6)	Rune II	1 spell	varies	self	U
7)					
8)	Rune III	1 spell	varies	self	U
9)					
10)	Rune V	1 spell	varies	self	U
11)	Sign of Shock	1 target	varies	touch	F
12)	Rune VI	1 spell	varies	self	U
13)	Sign of Fear	1 target	varies	self	F
14)	Rune VII	1 spell	varies	self	U
15)	Sign of Sleep	1 target	varies	touch	F
16)	Rune VIII	1 spell	varies	self	U
17)	Sign of Blinding	1 target	varies	touch	F
18)	Rune IX	1 spell	varies	self	U
19)	Sign of Paralysis	1 target	varies	touch	F
20)	Rune X	1 spell	varies	self	U
25)	Lord Research	varies	varies	self	U
30)	Lord Rune	1 spell	varies	self	U
50)	Mass Sign	varies	varies	touch	F

RUNE MASTERY

1. Spell Store - Caster may cast this spell with any spell they wish to store. The spell to be stored must be cast within one minute after the *Spell Store* spell is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.

3. Rune I - This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once (although the paper can be reused). The spell to be inscribed must be cast within one minute after the *Rune #* spell is cast. *Rune I* can only inscribe 1st level spells. The rune can be set to affect reader.

6. Rune II - As *Rune I*, except caster can inscribe 1st-2nd level spells.

8. Rune III - As *Rune I*, except caster can inscribe 1st-3rd level spells.

10. Rune V - As *Rune I*, except caster can inscribe 1st-5th level spells.

11. Sign of Shock - [RR Mod: -20] - A Sign can be inscribed on any "non-mobile" surface and affects the triggering being. A Sign can be triggered by one of the follow-

ing (decided by caster): a) time period; b) certain movements within 20'; c) certain sounds within 20'; d) touch or e) reading. The Sign is cancelled when a being fails a RR against it. *Sign of Shock* puts the target in a state of shock for 10 min /10 failure - treat as if the target is stunned, except the target will never pass out due to this shock.

12. Rune VI - As *Rune I*, except caster can inscribe 1st-6th level spells.

13. Sign of Fear - As *Sign of Shock*, except target will flee place of sign for 1 min/5 failure. Note that the target's RR is made against Essence, not against Fear.

14. Rune VII - As *Rune I*, except caster can inscribe 1st-7th level spells.

15. Sign of Sleep [RR Mod:

-20] - As *Sign of Shock*, except target falls into a sleep from which they cannot be awakened for 10 min /10 failure.

16. Rune VIII - As *Rune I*, except caster can inscribe 1st-8th level spells.

17. Sign of Blinding [RR Mod: -20] - As *Sign of Shock*, except target is blind for 1 hour/10 failure.

18. Rune IX - As *Rune I*, except caster may inscribe 1st-9th level spells.

19. Sign of Paralysis [RR Mod: -20] - As *Sign of Shock*, except target is paralyzed for 1 hour/10 failure.

20. Rune X - As *Rune I*, except caster can inscribe 1st-10th level spells.

25. Lord Research - The use of this spell is described in section 5.4

30. Lord Rune - As *Rune I*, except caster can inscribe 1st-20th level spells.

50. Mass Sign - As any *Sign* spell desired, except that it can affect a number of targets up to the level of the caster before it is canceled.

SPELL WALL

1. Protection I - Subtracts 5 from elemental attack rolls against the protected being and adds 5 to all of the being's RRs vs. spells.

3. Protection Sphere I - As *Protection I*, except all beings within 10'R of target get the benefits.

5. Protection II - As *Protection I*, except bonuses are 10.

7. Protection Sphere II - As *Protection Sphere I*, except bonuses are 10.

8. Essence Shield - Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Essence attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, they can "parry" one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for their spell's base attack roll..

10. Mind Shield - As *Essence Shield*, except is effective only against Mentalism spells.

11. Protection III - As *Protection I* except bonuses are 15.

12. Channeling Shield - As *Essence Shield*, except it is effective only against Channeling spells.

14. Spell Shield II - As *Essence Shield*, except it is effective against any two of the three realms.

15. Protection IV - As *Protection I*, except bonuses are 20.

18. Spell Shield True - As *Essence Shield*, except is effective against all three realms.

19. Protection V - As *Protection I*, except bonuses are 25.

20. Essence Resistance - Target gets a +50 bonus for all RRs vs. Essence spells.

25. Mentalism Resistance - As *Essence Resistance*, except is only effective against Mentalism spells.

30. Channeling Resistance - As *Essence Resistance*, except is only effective against Channeling spells.

50. Resistance True - As *Essence Resistance*, except all three realms are affected.

SPELL WALL

OPEN ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	D
2)					
3)	Protection Sphere I	10'R	1 min/lvl	10'	D
4)					
5)	Protection II	1 target	1 min/lvl	10'	D
6)					
7)	Protection Sphere II	10'R	1 min/lvl	10'	D
8)	Essence Shield	caster	C	self	D
9)					
10)	Mind Shield	caster	C	self	D
11)	Protection III	1 target	1 min/lvl	10'	D
12)	Channeling Shield	caster	C	self	D
13)					
14)	Spell Shield II	caster	C	self	D
15)	Protection IV	1 target	1 min/lvl	10'	D
16)					
17)					
18)	Spell Shield True	caster	C	self	D
19)	Protection V	1 target	1 min/lvl	10'	D
20)	Essence Resistance	1 target	C	100'	D
25)	Mentalism Resistance	1 target	C	100'	D
30)	Channeling Resistance	1 target	C	100'	D
50)	Resistance True	1 target	C	100'	D



ITHALKUR'S BRACELETS OF DEFENSE

- x4 PP Multiplier for Pure Essence spell users.
- Grants automatic knowledge of the Shield Mastery list to 10 levels above wielder's level, while worn.
- Reduces the critical severity of any piercing attack against the wearer by 1 severity level.

Fashioned from white gold, each bracelet is set with four amber stones.

UNBARRING WAYS

OPEN ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Lock	1 lock	-	100'	F
2)	Magic Lock	1 door	1 min/lvl	touch	F
3)	Locklore	1 lock	-	touch	I
4)	Opening I	1 lock	-	touch	F
5)	Traplore	1 trap	-	touch	I
6)	Disarm I	1 trap	-	touch	F
7)	Jamming	1 door	P	50'	F
8)	Weakening	1 door	P	50'	F
9)					
10)	Opening II	1 lock	P	touch	F
11)	Undoor I	10'x10'x6"	P	10'	F
12)	Disarm II	1 trap	-	touch	F
13)					
14)	True Lock	1 door	1 hr/lvl	touch	F
15)	Undoor II	20'x20'x2'	P	10'	F
16)					
17)	Undoor III	50'x50'x3'	P	10'	F
18)					
19)	Undoor True	1 door	P	10'	F
20)	New Gate	8'x5'x6"/lvl	P	touch	F
25)	Lock Mastery	1 lock	-	touch	F
30)	Trap Mastery	1 trap	-	touch	F
50)	Gate Cleaver	varies	1 rnd/lvl	varies	U

UNBARRING WAYS

1. Lock - Caster can cause any lock they can see within 100' to be locked (the lock is just normally locked and can be opened normally).

2. Magic Lock - A door (or container) can be magically "locked"; the door can be broken normally or the spell can be dispelled; otherwise the door cannot be opened.

3. Locklore - Gives the caster +20 bonus for picking the lock analyzed, and +10 for anyone to whom they describes the lock.

4. Opening I - When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a Magic Lock will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll.

5. Traplore - As *Locklore*, except applies to disarming traps.

6. Disarm I - As *Opening I*, except its chances concern disarming traps.

7. Jamming - Causes a door to expand and jam into its frame (roll 1-100: severity ranges from slightly stuck to unopenable).

8. Weakening - Reduces the inherent strength of a door by 50%. All attempts to break down the door get a +50 bonus.

10. Opening II - As *Opening I*, except chances are 40%/90%.

11. Undoor I - Will vaporize a non-magic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches).

12. Disarm II - As *Disarm I*, except chances are 40%/90%.

14. True Lock - As *Magic Lock*, except door is unbreakable by normal means (lasts 1 hour/level).

15. Undoor II - As *Undoor I*, except door can be up to 20'x20'x2'.

17. Undoor III - As *Undoor I*, except door can be up to 50'x50'x3'.

19. Undoor True - As *Undoor I*, except any single door is vaporized.

20. New Gate - A doorway (8'x5') is created in any wall up to 6"/level deep.

25. Lock Mastery - Gives the caster a 90% chance of opening a lock. The roll is open-ended and the quality of the lock may modify the roll.

30. Trap Mastery - As *Lock Mastery*, except its chances concern disarming traps.

50. Gate Cleaver - Caster can utilize any one of the lower level spells on this list each round.



DISPELLING WAYS

2. Cancel Essence - When a spell of the Essence realm is cast against the caster, the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of the Cancel Essence spell, and the defender level is the level of the caster of the attack spell. If the first RR is successful, then the attack spell proceeds normally.

3. Cancel Mentalism

- As *Cancel Essence*, except only Mentalism spells are affected.

4. Cancel Channeling - As *Cancel Essence*, except only Channeling spells are affected.

5. Dispel Essence Sphere I - As *Cancel Essence*, except the dispelling effect is in a 10'R about the caster (the radius moves with the caster). If the radius encounters an already existing spell, the spell must make a successful RR (+30 modification) or be canceled.

6. Dispel Mentalism Sphere I - As *Dispel Essence Sphere I*, except only Mentalism spells are affected.

7. Dispel Channeling Sphere I - As *Dispel Essence Sphere I*, except only Channeling spells are affected.

10. Dispel Essence Sphere V - As *Dispel Essence Sphere I*, except radius is 50'.

11. Dispel Mentalism Sphere V - As *Dispel Mentalism Sphere I*, except radius is 50'.

12. Dispel Channeling Sphere V - As *Dispel Channeling Sphere I*, except radius is 50'.

14. Dispel Essence Sphere X - As *Dispel Essence Sphere I*, except radius is 100'.

15. Dispel Mentalism Sphere X - As *Dispel Mentalism Sphere I*, except radius is 100'.

DISPELLING WAYS

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Cancel Essence *	caster	C	self	F
3)	Cancel Mentalism *	caster	C	self	F
4)	Cancel Channeling *	caster	C	self	F
5)	Dispel Essence Sphere I *	10'R	C	self	F
6)	Dispel Ment. Sphere I *	10'R	C	self	F
7)	Dispel Chann. Sphere I *	10'R	C	self	F
8)					
9)					
10)	Dispel Essence Sphere V *	50'R	C	self	F
11)	Dispel Ment. Sphere V *	50'R	C	self	F
12)	Dispel Chan. Sphere V *	50'R	C	self	F
13)					
14)	Dispel Ess. Sphere X *	100'R	C	self	F
15)	Dispel Ment. Sphere X *	100'R	C	self	F
16)	Dispel Chan. Sphere X *	100'R	C	self	F
17)	Unessence	1 target	1 day	100'	F
18)	Unmentalism	1 target	1 day	100'	F
19)	Unchanneling	1 target	1 day	100'	F
20)	Cancel True *	caster	C	self	F
25)	Dispel Essence *	300'R	C	self	F
30)	Lesser Dispel True	10'R	C	self	F
50)	Greater Dispel True	50'R	C	self	F

16. Dispel Channeling Sphere X - As *Dispel Channeling Sphere I*, except radius is 100'.

17. Unessence - Target has no Essence power points and thus can cast no Essence spells for 24 hours (includes spells cast using spell bonus items). This can also be cast against items that could normally cast spells.

18. Unmentalism - As *Unessence*, except Mentalism is affected.

19. Unchanneling - As *Unessence*, except Channeling is affected.

20. Cancel True - As *Cancel Essence*, except all 3 realms are affected.

25. Dispel Essence - As *Dispel Essence Sphere I*, except radius is 300'.

30. Lesser Dispel True - As *Dispel Essence Sphere I*, except all 3 realms are affected.

50. Greater Dispel True - As *Dispel Essence Sphere V*, except all 3 realms are affected.

GATE MASTERY

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Familiar	1 animal	P	touch	Fm
3)	Summons I	1 creature	1 min	100'	Fm
5)	Summons II	varies	varies	100'	Fm
6)	Control Demon I *	1 demon	C	10'/lvl	Fm
7)	Summons III	varies	varies	100'	Fm
8)	Lesser Demonic Gate	1 demon	C	10'	F
9)	Summons V	varies	varies	100'	Fm
10)	Control Demon II *	1 demon	C	10'/lvl	Fm
11)	Summons X	varies	varies	100'	Fm
13)	Control Demon III *	1 demon	C	10'/lvl	Fm
15)	Waiting Summons	varies	varies	100'	Fm
16)	Lord Summons	varies	varies	100'	Fm
17)	Lesser Waiting Gate	1 demon	varies	10'	F
18)	Greater Demonic Gate	1 demon	varies	10'	F
19)	Control Demon IV *	1 demon	C	10'/lvl	Fm
20)	Mass Summons	varies	varies	100'	Fm
25)	Demon Mastery II *	1 demon	varies	10'/lvl	Fm
30)	Waiting Gate	1 demon	varies	10'	F
50)	Control Demon V *	1 demon	C	10'/lvl	Fm

GATE MASTERY

1. Familiar - The caster can attune himself to a small creature of animal intelligence to serve as their familiar. The caster must obtain the creature through normal means (can be no more than 10% of caster's own mass) and cast the spell on the animal once/day for 1 week (concentrating for 2 hours/day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50'/level). If the animal is killed the caster will have a -25 modification all actions for 2 weeks.

3. Summons I - Caster can instantly summon a first level non-intelligent creature. The caster can specify the general type of creature but exactly what the creature should be determined randomly (e.g., the caster could specify four-legged, hooved and could get a zebra, horse, camel, etc.). The creature disappears after 1 minute (6 rounds).

5. Summons II - As *Summons I*, except caster can chose to use one of the following options: a) the level of the creature is increased by one; b) an extra first level creature can be summoned, or c) the duration can be doubled.

6. Control Demon I - Allows the caster to control a Type I Demon for the duration of the spell. At the time of casting, there is a 2% chance per type of Demon that the demon can ignore the control.

7. Summons III - As *Summons II*, except two options can be chosen.

8. Lesser Demonic Gate - Caster summons a demon that gradually appears over the course of d10+1 rounds. The GM should roll d100 (not open-ended) to determine the type of the demon. A result of 1-60 summons a Type I demon; 61-90 summons a Type II demon; 91-100 summons a Type III demon.

9. Summons V - As *Summons III*, except four options can be chosen.

10. Control Demon II - As *Control Demon I*, except Type I and Type II demons can be controlled.

11. Summons X - As *Summons III*, except 9 options can be chosen.

13. Control Demon III - As *Control Demon I*, except Type I, II & III demons can be controlled.

15. Waiting Summons - As *Summons X*, except it

can be cast at a particular point and the arrival of the summoned creature can be delayed up to 1 day/level of caster or until triggered by one of the following (decided by caster): certain movements, certain sounds, touch, violent actions in the area, etc. At the time of casting, the caster may specify a single task for the creature(s) to perform when it/they arrive.

16. Lord Summons - As *Summons III*, except 19 options can be chosen.

17. Lesser Waiting Gate - As *Waiting Summons*, except it functions as a *Lesser Demonic Gate*.

18. Greater Demonic Gate - As *Lesser Demonic Gate*, except types III, IV, V and VI can be summoned. Roll d100 (not open-ended) to determine the type: 1-60 (Type II); 61-85 (Type IV); 86-95 (Type V); 96-00 (Type VI).

19. Control Demon IV - As *Control Demon I*, except Type I, II, III & IV demons can be controlled.

20. Mass Summons - As *Summons III*, except caster can take as many options as they have levels.

25. Demon Mastery II - As *Control Demon II*, except concentration is not required. There is a 5% chance per type of Demon that the demon can ignore the mastery.

30. Waiting Gate - As *Waiting Summons*, except it functions as *Greater Demonic Gate*.

50. Control Demon V - As *Control Demon I*, except Type I, II, III, IV & V demons can be controlled.

INVISIBLE WAYS

2. Unseen I - A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).

4. Invisibility I - As *Unseen I*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen I* termination conditions occur; see section 7.3.

6. Invisibility II - As *Invisibility I*, except the caster can vary the radius up to 1'. This makes the invisible target harder to see by reducing the "fringe effect".

8. Invisibility Sphere I -

As *Invisibility I*, except the constant radius is 10'. Note that anything that exits the radius will become visible again.

10. Unseen III - As *Unseen I*, except 3 objects can be affected.

11. Invisibility Sphere II - As *Invisibility Sphere I*, except caster can vary the radius up to 10', determined at time of casting.

13. Unseen V - As *Unseen I*, except 5 objects can be affected.

15. Split Invisibility - As *Invisibility I* except two targets can be the center of two separate radii of invisibility.

17. Unseen X - As *Unseen I*, except 10 objects can be affected.

18. Split Invisibility Sphere - As *Split Invisibility*, except the caster can vary the two radii by up to 10'.

20. Invisibility Sphere III - As *Invisibility Sphere II*, except caster can vary the radius by up to 20'.

INVISIBLE WAYS

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Unseen I	1 target	24 hours	10'	P
3)					
4)	Invisibility I	1 target	24 hours	10'	P
5)					
6)	Invisibility II	1 target	24 hours	10'	P
7)					
8)	Invisibility Sphere I	1 target	24 hours	10'	P
9)					
10)	Unseen III	3 targets	24 hours	10'	P
11)	Invisibility Sphere II	1 target	24 hours	10'	P
12)					
13)	Unseen V	5 targets	24 hours	10'	P
14)					
15)	Split Invisibility	2 targets	24 hours	10'	P
16)					
17)	Unseen X	10 targets	24 hours	10'	P
18)	Split Invisibility Sphere	2 targets	24 hours	10'	P
19)					
20)	Invisibility Sphere III	1 target	24 hours	10'	P
25)	Mass Unseen	1 target/lvl	24 hours	10'	P
30)	Mass Invisibility	1 target/lvl	24 hours	10'	P
50)	True Invisibility	caster	24 hours	self	P

25. Mass Unseen - As *Unseen I*, except as many objects as the caster's level may be affected.

30. Mass Invisibility - As *Invisibility I*, except as many targets as the caster's level may be the centers of constant 1' radii of invisibility.

50. True Invisibility - As *Invisibility I*, except caster can vary it up to 1' and if they attacks they is only visible for the 10 seconds immediately following the attack. Violent blows do not affect this spell.

Note: Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *Unseen I*. See section 7.3 for more notes on the spells on this list.

LIVING CHANGE

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Shrink Self	caster	1 min/lvl	self	U
2)	Enlarge Self	caster	1 min/lvl	self	U
3)	Change Lore	caster	-	self	I
4)					
5)	Change to Kind	1 target	10 min/lvl	10'	F
6)					
7)	Shrink	1 target	10 min/lvl	10'	F
8)					
9)					
10)	Enlarge	1 target	10 min/lvl	10'	F
11)	Change	1 target	10 min/lvl	10'	F
12)					
13)	True Change	1 target	10 min/lvl	10'	F
14)					
15)	Changing	caster	10 min/lvl	self	U
16)					
17)	Merging	1 target	varies	10'	F
18)					
19)					
20)	Passing	1 target	1 min/lvl	10'	U
25)	Mass Enlarge	1 target/lvl	10 min/lvl	10'	F
30)	Mass Change	1 target/lvl	10 min/lvl	10'	F
50)	Mass Merging	1 target/lvl	varies	10'	F

LIVING CHANGE

1. Shrink Self - Caster may shrink to ½ their normal mass (height in most situations) with no decrease in strength.

2. Enlarge Self - As *Shrink Self*, except caster may increase their height /mass by 50% with no increase in their strength (except for movement purposes).

3. Change Lore - Allows caster to analyze the form of another being for future use with *True Change*.

5. Change to Kind - Caster can alter target's form to the form of any desired humanoid race. The form cannot be a specific form. For example, the target could take on the form of a Dwarf, but not the Dwarven King. Note that only the physical form is gained (i.e., a target that becomes a Dwarf would not receive a Dwarf's ability to see in the dark).

7. Shrink - As *Shrink Self*, except decrease is 10% of caster's mass/level (max of 90% of the target's mass) and it can be cast on any material that is living or was once living.

10. Enlarge - As *Enlarge Self*, except it increases up to 10% of caster's mass/level.

11. Change - As *Change to Kind*, except alteration can be to any organic form within ½ to 2x target's current mass; does not obtain any special abilities.

13. True Change - As *Change*, except altered form can be that of a specific being analyzed by *Change Lore*.

15. Changing - As *True Change*, except caster may assume a different form anytime during the spell, by concentrating for one round/change.

17. Merging - Target can merge into any solid inanimate material (up to 1' in depth); they is inactive but aware of surrounding activity. The caster can exit at any time up to the duration; everyone else must emerge after a set time (up to 1 hour/level).

20. Passing - Target may pass through any inanimate material up to 1'/level. It takes 1 round to pass through 2' or material.

25. Mass Enlarge - As *Enlarge*, except it simulta-

neously enlarges (by up to 50% of caster's mass) as many objects (can be beings) as the caster's level. All targets must enlarge by the same percentage amount.

30. Mass Change - As *Change*, except affects up to the caster's level in targets (all targets must take the same type of form).

50. Mass Merging - As *Merging*, except affects up to the caster's level in targets; all targets exit after a set time or with caster.



JANIK'S BELT OF THE LIVING CHANGE

- Allows any wearer to cast upon himself: *Shrink Self*, *Enlarge Self*, and/or *Change to Kind* up to 3x/day, total.
- Wearer's clothing, along with the belt, will shrink or enlarge as required. Of finely tooled leather, with steel and silver fittings.

LOFTY BRIDGE

CLOSED ESSENCE

LOFTY BRIDGE

1. Leaping - Allows the target to leap 50' laterally or 20' vertically in the round that the spell was cast.

2. Landing - Allows the target to land safely in a fall up to 20'/level (of caster), and to take that distance off the severity of any longer fall.

3. Leaving I - Caster teleports target to a point up to 100' away, but there can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is anything they could not physically go through; a closed door is a barrier, a pit is not).

4. Levitation - Allows target to move up and down vertically 10'/round; horizontal movement is possible only through normal means.

5. Fly I - As *Levitation*, except target can fly at a rate of 75'/round (i.e., 5 mph).

6. Portal - Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.

7. Fly II - As *Fly I*, except rate is 150'/round (i.e., 10 mph).

8. Long Door I - As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the caster does not move, they are stunned 1-10 rounds, and the PPs for this spell are expended.

9. Leaving III - As *Leaving I*, except target can be moved 300'.

10. Teleport I - As *Long Door I*, except movement range is 10 miles/level. This is very risky. The following chances for failing exist: Never seen place (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) = 1%; Lived in (1 yr) = .01%. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for # of feet).

11. Fly III - As *Fly I*, except rate is 300'/round (i.e., 20 mph).

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Leaving I	1 target	-	10'	U
4)	Levitation	1 target	1 min/lvl	10'	U
5)	Fly I	1 target	1 min/lvl	10'	U
6)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
7)	Fly II	1 target	1 min/lvl	100'	U
8)	Long Door I	1 target	-	10'	U
9)	Leaving III	1 target	-	10'	U
10)	Teleport I	1 target	-	10'	U
11)	Fly III	1 target	1 min/lvl	10'	U
12)	Long Door III	1 target	-	10'	U
13)	Teleport III	3 targets	-	10'	U
14)	Portal True	3'x6'x5'/lvl	1 rnd/lvl	touch	U
15)	Long Door V	1 target	-	10'	U
16)	Teleport V	5 targets	-	10'	U
17)	Fly True	1 target	1 min/lvl	10'	U
18)	Teleport X	10 targets	-	10'	U
19)	Mass Leaving	1 target/lvl	-	10'	U
20)	Lord Teleport	20 targets	-	10'	U
25)	Mass Long Door	1 target/lvl	-	10'	U
30)	Mass Teleport	1 target/lvl	-	10'	U
50)	Teleport True	1 target	-	10'	U

12. Long Door III - As *Long Door I*, except movement range is 300'.

13. Teleport III - As *Teleport I*, except up to 3 targets may be moved to same place.

14. Portal True - As *Portal*, except portal is 3'x6' and up to 5'/level deep.

15. Long Door V - As *Long Door I*, except movement range is 500'.

16. Teleport V - As *Teleport III*, except 5 targets may be moved.

17. Fly True - As *Fly I*, except rate is 450'/round (i.e., 30 mph).

18. Teleport X - As *Teleport III*, except 10 targets may be moved.

19. Mass Leaving - As *Leaving I*, except as many targets as the caster's level may be moved.

20. Lord Teleport - As *Teleport III*, except 20 targets can be moved.

25. Mass Long Door - As *Long Door I*, except as many targets as the caster's level may be moved up to 300'.

30. Mass Teleport - As *Teleport III*, except as many targets as the caster's level may be moved.

50. Teleport True - As *Teleport I*, except with no movement range limit.

Note: See section 7.7 for special notes concerning spells on this list.

RAPID WAYS

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Run I *	1 target	10 min/lvl	10'	U
2)	Speed I *	1 target	1 rnd	10'	U
3)					
4)	Speed II *	varies	varies	10'	U
5)	Sprint I *	1 target	10 min/lvl	10'	U
6)	Haste I *	1 target	1 rnd	10'	U
7)	Speed III *	varies	varies	10'	U
8)	Haste II *	varies	varies	10'	U
9)	Fast Sprint *	1 target	10 min/lvl	10'	U
10)	Speed V *	varies	varies	10'	U
11)	Run III*	3 targets	10 min/lvl	10'	U
12)	Haste III *	varies	varies	10'	U
13)					
14)	Sprint III *	3 targets	10 min/lvl	10'	U
15)	Haste V *	varies	varies	10'	U
16)	Run V *	5 targets	10 min/lvl	10'	U
17)	Speed X *	varies	varies	10'	U
18)	Sprint V *	5 targets	10 min/lvl	10'	U
19)					
20)	Haste X *	varies	varies	10'	U
25)	Mass Run *	1 target/lvl	10 min/lvl	10'	U
30)	Mass Speed *	varies	varies	10'	U
50)	Mass Haste *	varies	varies	10'	U

RAPID WAYS

1. Run I - Target may run (2x walking pace) without tiring (i.e., they expends no exhaustion points), but once they stops or performs some other action the spell is canceled.

2. Speed I - Target may act at twice their normal rate (200% activity per round), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity). See section 7.7 for handling *Speed* spells.

4. Speed II - As *Speed I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.

5. Sprint I - As *Run I*, except target may move at 3x walking pace.

6. Haste I - As *Speed I*, except no reduced-activity rounds are required.

7. Speed III - As *Speed I*, except duration is 3 rounds split among u to three targets.

8. Haste II - As *Speed II*, except no reduced-activity rounds are required.

9. Fast Sprint - As *Run I*, except target may move at 4x walking pace.

10. Speed V - As *Speed III*, except total rounds is 5.

11. Run III - As *Run I*, except 3 targets may be affected.

12. Haste III - As *Speed III*, except no half-rate rounds.

14. Sprint III - As *Sprint I*, except 3 targets may be affected.

15. Haste V - As *Haste III*, except total rounds is 5.

16. Run V - As *Run I*, except 5 targets may be affected.

17. Speed X - As *Speed III*, except total rounds is 10.

18. Sprint V - As *Sprint I*, except 5 targets may be affected.

20. Haste X - As *Haste III*, except total rounds is 10.

25. Mass Run - As *Run I*, except as many targets as the caster's level may be affected.

30. Mass Speed - As *Speed III*, except total rounds is the caster's level.

50. Mass Haste - As *Haste III*, except total rounds is the caster's level.



WAND OF TARGASH

Crafted by Targash the Magician to aid his spell casting.

- +10 to all spell casting rolls while held.
 - +10 to all Resistance Rolls while held.
 - Holding wand does not count against the free hand required to cast spells.
- 10" long, made of an unknown amber crystal and rough hewn yew wood bound with a leather strap and wrapped around with a bronze strand.

SHIELD MASTERY

2. Shield - Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.

3. Blur - Causes target to appear blurred to attackers, granting a +10 to the target's DB.

5. Deflections I - Caster can deflect any one missile that passes within 100' of them; this causes 100 to be subtracted from the missile's attack (missile must pass through caster's field of vision).

7. Bladeturn I - As *Deflections I*, except its effect is against 1 melee attack.

9. Deflections II - As *Deflections I*, except 2 missiles may be affected.

10. Aim Untrue I - As *Deflections I*, except missile automatically misses.

11. Bladeturn II - As *Bladeturn I*, except 2 melee attacks may be affected.

13. Deflections III - As *Deflections I*, except 3 missiles may be affected.

15. Aim Untrue II - As *Aim Untrue I*, except 2 missiles may be affected.

17. Bladeturn III - As *Bladeturn I*, except 3 melee attacks may be affected.

18. Re-aiming - One missile passing within 100' of caster is reversed and make an attack on its source (the only modification is +5, i.e., no other OB or DB applies).

19. Aim Untrue III - As *Aim Untrue I*, except 3 missiles may be affected.

20. Mass Deflections - As *Deflections I*, except as many missiles as the caster's level may be affected.

25. Mass Bladeturn - As *Bladeturn I*, except as many melee attacks as the caster's level may be affected.

30. Mass Aim Untrue - As *Mass Deflections*, except missiles automatically miss.

50. Re-aiming True - As *Re-aiming*, except all missiles passing within 100' of caster are reversed.

SHIELD MASTERY

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Shield *	caster	1 min/lvl	self	F
3)	Blur	1 target	1 min/lvl	10'	D
4)					
5)	Deflections I *	1 missile	-	100'	F
6)					
7)	Bladeturn I *	1 attack	-	100'	F
8)					
9)	Deflections II *	2 missiles	-	100'	F
10)	Aim Untrue I *	1 missile	-	100'	F
11)	Bladeturn II *	2 attacks	-	100'	F
12)					
13)	Deflections III *	3 missiles	-	100'	F
14)					
15)	Aim Untrue II *	2 missiles	-	100'	F
16)					
17)	Bladeturn III *	3 attacks	-	100'	F
18)	Re-aiming *	1 missile	-	100'	F
19)	Aim Untrue III *	3 missiles	-	100'	F
20)	Mass Deflections *	varies	-	100'	F
25)	Mass Bladeturn *	varies	-	100'	F
30)	Mass Aim Untrue *	varies	-	100'	F
50)	Re-aiming True *	100'R	-	100'	F

Note: When casting the *Bladeturn/Deflections/Aim-Untrue* spells, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets.



SPELL ENHANCEMENT

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)					
3)	Extension II	1 spell	varies	self	U
4)					
5)	Lesser Ranging	1 spell	varies	self	U
6)					
7)	Extension III	1 spell	varies	self	U
8)					
9)					
10)	Ranging I	1 spell	varies	self	U
11)	Extension IV	1 spell	varies	self	U
12)					
13)	Ranging II	1 spell	varies	self	U
14)					
15)	Ranging III	1 spell	varies	self	U
16)					
17)	Ranging IV	1 spell	varies	self	U
18)					
19)					
20)	Ranging V	1 spell	varies	self	U
25)	Greater Extension	1 spell	varies	self	U
30)	Extension True	1 spell	varies	self	U
50)	Permanent	1 spell	P	self	U

25. Greater Extension - As *Extension II*, except duration is increased by 12 hrs.

30. Extension True - As *Extension II*, except duration is increased by 24 hrs.

50. Permanent - As *Extension II*, except duration is permanent. Only one such spell can be in effect at a time for each spell caster.

Note: Only spells with a defined duration can have their duration changed with an *Extension* spell. This does not include spells with a duration of concentration (C) or "instant" spells.

Note: Only spells with a range other than "self" can be affected by *Ranging* and *Instant Ranging*.

SPELL ENHANCEMENT

3. Extension II - Causes the caster's next spell cast within 3 rounds to have 2x normal duration. Not cumulative with any other extensions.

5. Lesser Ranging - As *Extension II*, except range is increased by 50'.

7. Extension III - As *Extension II*, except duration is 3x normal.

10. Ranging I - As *Lesser Ranging*, except range is increased by 100'.

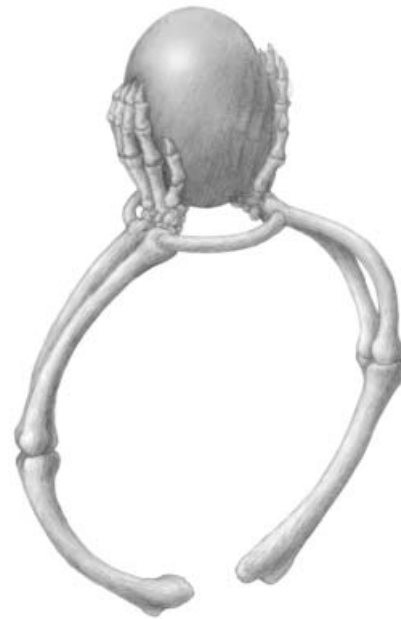
11. Extension IV - As *Extension II*, except duration is 4x normal.

13. Ranging II - As *Ranging I*, except range is increased by 150'.

15. Ranging III - As *Ranging I*, except range is increased by 200'.

17. Ranging IV - As *Ranging I*, except range is increased by 300'.

20. Ranging V - As *Ranging I*, except range is increased by 500'.



RING OF THE UNSEEN HAND

- x3 PP Multiplier for Essence Users.
 - Allows wearer to cast *Telekinesis I* at will, without the need to expend PPs.
- An Opal stone in a setting of gold.

SPELL REINS

1. Spell Store - Caster may cast this spell with any spell they wish to store. The spell to be stored must be cast within one minute after the *Spell Store* spell is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.

5. Spell Hold I - The attack spell that is targeted with this spell must make an RR (using it's caster's level as it's level). If the RR succeeds, it will attack it's original target as intended; otherwise the effects of the spell are delayed for the duration

of this spell. At the end of the duration, if the target of the held spell has moved more than 20', the held spell may randomly affect another target within 10' of the original target point. Base attack spells suffer a -20 modification if not cast upon the original target. Elemental attack spells suffer a -30 modification if not cast upon the original target.

8. Spell Bending I - Caster can deflect 1 elemental attack spell. The incoming spell must make an RR (using it's caster's level as it's level). If the RR succeeds, it will attack it's target normally; otherwise it's attack roll is modified by -10/10 failure.

10. Reverse Spells - Reverses any one elemental attack spell back on its caster, if the attack fails a RR modified by +20. If the attack spell is reversed, it attacks its caster with a +0 modification.

11. Spell Hold III - As *Spell Hold I*, except attack spells can be held 3 rounds.

SPELL REINS

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Spell Store	1 spell	varies	self	U
2)					
3)					
4)					
5)	Spell Hold I *	1 spell	1 rnd	100'	F
6)					
7)					
8)	Spell Bending I *	1 spell	-	100'	F
9)					
10)	Reverse Spells *	1 spell	-	100'	F
11)	Spell Hold III *	1 spell	3 rnds	100'	F
12)					
13)					
14)	Spell Hold V *	1 spell	5 rnds	100'	F
15)	Spell Bending III *	1 spell	-	100'	F
16)					
17)	Spell Hold X *	1 spell	10 rnds	100'	F
18)					
19)					
20)	Lord Spell Hold *	1 spell	20 rnds	100'	F
25)	Spell Bending True *	1 spell	-	100'	F
30)	Spell Hold True *	1 spell	1 rnd/lvl	100'	F
50)	Reversal True *	100'R	-	self	F

14. Spell Hold V - As *Spell Hold I*, except attack spells can be held 5 rounds.

15. Spell Bending III - As *Spell Bending I*, except attack roll is modified by -30/10 failure.

17. Spell Hold X - As *Spell Hold I*, except attack spell is held 10 rounds.

20. Lord Spell Hold - As *Spell Hold I*, except attack spell is held for 20 rounds.

25. Spell Bending True - As *Spell Bending I*, except spell can be deflected up to 90° in any direction. Caster of this spell may chose to designate another target for this spell - use half of their appropriate OB.

30. Spell Hold True - As *Spell Hold I*, except attack spell is held up to 1 round/level.

50. Reversal True - As *Reverse Spells*, except all spells within a 100'R of the caster are reversed.

SPIRIT MASTERY

CLOSED ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sleep V	varies	-	100'	Fm
2)	Charm Kind	1 target	1 hour/lvl	100'	Fm
3)	Sleep VII	varies	-	100'	Fm
4)	Confusion	1 target	1 rnd/5%	100'	Fm
5)	Suggestion	1 target	varies	10'	Fm
6)	Sleep X	varies	-	100'	Fm
7)	Hold Kind	1 target	C	100'	Fm
8)	Master of Kind	1 target	10 min/lvl	50'	Fm
9)	Lord Sleep	varies	-	100'	Fm
10)	True Charm	1 target	1 hour/lvl	100'	Fm
11)	Quest	1 target	varies	10'	Fm
12)	Word of Stunning *	1 target	-	50'	Fm
13)	Word of Pain *	1 target	-	50'	Fm
14)	Hold True	1 target	-	100'	Fm
15)	Word of Sleep *	1 target	varies	50'	Fm
16)	Word of Discord *	1 target	1 day/10%	50'	Fm
17)	Word of Calling *	1 target	1 rnd/10%	50'	Fm
18)	Waiting Word	1 target	1 day/lvl	50'	Fm
19)	Word of Death *	1 target	-	50'	Fm
20)	True Quest	1 target		10'	Fm
25)	Phrase *	1 target	-	50'	Fm
30)	Mass Word *	varies	-	50'	Fm
50)	Spirit Mastery	varies	1 rnd/lvl	100'	Fm

SPIRIT MASTERY

1. Sleep V - Causes target(s) to fall into a natural sleep; the total number of levels that can be affected is 5 (e.g., 5 of level 1; 1 of level 4 and 1 of level 1; 2 of level 2 and 1 of level 1, etc). All target(s) must be in caster's field of vision. Caster should assign target priority, i.e., which is the 1st potential target, the 2nd, etc.

2. Charm Kind - Humanoid target believes caster is a good friend.

3. Sleep VII - As *Sleep V*, except a total of 7 levels can be affected.

4. Confusion - Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.

5. Suggestion - Target will follow a single suggested act that is not completely alien to them (e.g., no suicide suggestions, no blinding himself suggestions, etc.).

6. Sleep X - As *Sleep V*, except a total of 10 levels may be affected.

7. Hold Kind - Humanoid target is held to 25% of normal action.

8. Master of Kind - Target must obey caster as in *Suggestion*.

9. Lord Sleep - As *Sleep V*, except a total of 20 levels may be affected.

10. True Charm - As *Charm Kind*, except any sentient creature may be affected.

11. Quest - Target is given one task; failure results in a penalty determined by the GM (task must be within capabilities of target). If the target ignores the quest, they will suffer the same effects as for failure.

12. Word of Stunning - Target is stunned for 1 round/10 failure.

13. Word of Pain - As *Word of Stunning*, except target takes 50% of remaining concussion hits upon failure.

14. Hold True - As *Hold Kind*, except any sentient being can be affected.

15. Word of Sleep - As *Word of Stunning*, except target falls into a natural sleep.

16. Word of Discord - As *Word of Stunning*, except target will not cooperate or agree with anyone for 1 day/10 failure.

17. Word of Calling - Target is forced to come and face the caster (fighting if necessary) and remain immobile for 1 rnd/10 failure. Caster must remain immobile, or control lapses.

18. Waiting Word - Any of the "Words" above can be set to go off at a specified time or movement.

19. Word of Death - Target suffers the results of an 'E' critical strike on the table of the caster's choice.

20. True Quest - As *Quest*, except the target is punished for failure by suffering 5 randomly selected 'E' criticals.

25. Phrase - As *Word of Stunning*, except any three different "Words" may be used on the same round (a separate RR roll must be made for each one).

30. Mass Word - As *Word of Stunning*, except any "Word" may be used and it will affect a number of levels equal to the level of the caster (as *Sleep*).

50. Spirit Mastery - Caster can use one spell/round on this list (10th level or lower).

ENCHANTING WAYS

ALCHEMIST BASE

ENCHANTING WAYS

1. Research - Allows the caster to research enchanted abilities to be placed in items.

2. Empathy - Allows the caster to enchant an item with "empathy"; see section 5.2.

3. Low Intelligence - As *Empathy*, except "low intelligence" can be enchanted.

4. Weapon I - Allows the caster to enchant a +5 bonus into a weapon.

5. Armor I - As *Weapon I*, except armor and shields can be enchanted.

6. General I - As *Weapon I*, except general type magic items with bonuses can be enchanted; items like spell adders and spell

multipliers are described in section 5.2.

7. Medium Intelligence - As *Empathy*, except "medium intelligence" can be enchanted.

8. Weapon II - As *Weapon I*, except +10 bonuses can be enchanted.

9. Armor II - As *Armor I*, except +10 bonuses can be enchanted.

10. General II - As *General I*, except +10 bonuses can be enchanted.

12. High Intelligence - As *Empathy*, except "high intelligence" can be enchanted.

13. Weapon III - As *Weapon I*, except +15 bonuses can be enchanted.

14. Armor III - As *Armor I*, except +15 bonuses can be enchanted.

15. General III - As *General I*, except +15 bonuses can be enchanted.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Research	caster	24 hours	self	I
2)	Empathy	1 item	24 hours	touch	U
3)	Low Intelligence	1 item	24 hours	touch	U
4)	Weapon I	1 weapon	24 hours	touch	U
5)	Armor I	1 armor	24 hours	touch	U
6)	General I	1 item	24 hours	touch	U
7)	Medium Intelligence	1 item	24 hours	touch	U
8)	Weapon II	1 weapon	24 hours	touch	U
9)	Armor II	1 armor	24 hours	touch	U
10)	General II	1 item	24 hours	touch	U
11)					
12)	High Intelligence	1 item	24 hours	touch	U
13)	Weapon III	1 weapon	24 hours	touch	U
14)	Armor III	1 armor	24 hours	touch	U
15)	General III	1 item	24 hours	touch	U
16)					
17)					
18)					
19)					
20)	Weapon IV	1 weapon	24 hours	touch	U
25)	Armor IV	1 armor	24 hours	touch	U
30)	Very High Intelligence	1 item	24 hours	touch	U
50)	General IV	1 item	24 hours	touch	U

20. Weapon IV - As *Weapon I*, except +20 bonuses can be enchanted.

25. Armor IV - As *Armor I*, except +20 bonuses can be enchanted.

30. Very High Intelligence - As *Empathy*, except "very high intelligence" can be enchanted.

50. General IV - As *General I*, except +20 bonuses can be enchanted.

Note: Special enchanted abilities are left off this list, since a Gamemaster must decide which abilities they want items to have in their world system (e.g., slaying weapons, holy weapons, weapons with bonuses vs. certain creatures, etc.). See section 5.2.



ESSENCE IMBEDDING

ALCHEMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Research	caster	24 hours	self	I
2)					
3)	Imbed I	caster	24 hours	self	U
4)	Charge Wand	caster	24 hours	self	U
5)	Imbed II	caster	24 hours	self	U
6)	Daily I	caster	24 hours	self	U
7)	Imbed III	caster	24 hours	self	U
8)	Charge Rod	caster	24 hours	self	U
9)	Imbed IV	caster	24 hours	self	U
10)	Daily III	caster	24 hours	self	U
11)	Imbed V	caster	24 hours	self	U
12)	Charge Staff	caster	24 hours	self	U
13)	Imbed VI	caster	24 hours	self	U
14)	Daily V	caster	24 hours	self	U
15)	Imbed VII	caster	24 hours	self	U
16)					
17)					
18)					
19)					
20)	Imbed X	caster	24 hours	self	U
25)	Daily True	caster	24 hours	self	U
30)	Constant	caster	24 hours	self	U
50)	Imbed True	caster	24 hours	self	U

level spells can be imbedded.
14. Daily V - As *Daily I*, except 1st-5th level spells can be imbedded: a 1st level spell could be cast 4x/day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, 1x/day.

15. Imbed VII - As *Imbed I*, except 1st-7th level spells can be imbedded.

20. Imbed X - As *Imbed I*, except 1st-10th level spells can be imbedded.

25. Daily True - As *Daily I*, except 1st-10th level spells can be imbedded: a 1st level spell could be cast 5x/day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, 1x/day.

30. Constant - As *Daily True*, except certain spells can be imbedded to operate constantly.

50. Imbed True - As *Imbed I*, except any level spell can be imbedded.

Note: See section 5.2.

ESSENCE IMBEDDING

1. Research - Allows the caster to research special imbedding spells to be used in creating items.

3. Imbed I - Allows the caster to imbed a 1st level Essence spell in an item or potion.

4. Charge Wand - Allows the caster to charge an Essence wand.

5. Imbed II - As *Imbed I*, except 1st-2nd level spells can be imbedded.

6. Daily I - Allows the caster to imbed a 1st level spell (using an *Imbed* spell) that can be cast once/day.

7. Imbed III - As *Imbed I*, except 1st-3rd level spells can be imbedded.

8. Charge Rod - As *Charge Wand*, except Essence rods can be charged.

9. Imbed IV - As *Imbed I*, except 1st-4th level spells can be imbedded.

10. Daily III - As *Daily I*, except 1st-3rd level spells can be imbedded: a 1st level spell could be cast 3x/day; a 2nd or 3rd, 1x/day.

11. Imbed V - As *Imbed I*, except 1st-5th level spells can be imbedded.

12. Charge Staff - As *Charge Wand*, except Essence staves can be charged.

13. Imbed VI - As *Imbed I*, except 1st-6th



INORGANIC SKILLS

1. Work Iron - For the duration of this spell, the caster gains the ability to work iron.

2. Work Steel I - As *Work Iron*, except steel can be worked to make +5 non-magic weapons.

3. Work Normal Metals - As *Work Iron*, except any single normal metal other than iron and steel can be worked if the material would make a weapon with no bonuses.

4. Work Alloy I - As *Work Iron*, except certain alloys can be worked. Weapons made from these alloys have no bonuses.

5. Make Steel - For the duration of this spell, the caster can make steel from iron, the amount that they can make in a day depends on their equipment.

6. Work Steel II - As *Work Steel I*, except steel can be worked to make +10 non-magic weapons.

7. Make Alloys - As *Make Steel*, except alloys of normal metals may be made if the component metals are available.

8. Work Stone - As *Work Iron*, except the caster can work stone if, for some reason, they wish to make a stone item.

10. Work Alloy II - As *Work Alloy I*, except allows working of alloys that could create up to +15 non-magic weapons.

11. Work Jewels - As *Work Iron*, except allows caster to work jewels.

15. Work Mithril - As *Work Iron*, except allows caster to work any inorganic mineral that would create a weapon with a +20 bonus (Mithril is an example of this).

20. Work Laen - As *Work Iron*, except caster can work any inorganic material that would make +25 weapons (Laen is a super-hard volcanic glass that could be used in a world system to fit this description).

INORGANIC SKILLS

ALCHEMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Work Iron	caster	24 hours	self	U
2)	Work Steel I	caster	24 hours	self	U
3)	Work Normal Metals	caster	24 hours	self	U
4)	Work Alloy I	caster	24 hours	self	U
5)	Make Steel	caster	24 hours	self	U
6)	Work Steel II	caster	24 hours	self	U
7)	Make Alloys	caster	24 hours	self	U
8)	Work Stone	caster	24 hours	self	U
9)					
10)	Work Alloy II	caster	24 hours	self	U
11)	Work Jewels	caster	24 hours	self	U
12)					
13)					
14)					
15)	Work Mithril	caster	24 hours	self	U
16)					
17)					
18)					
19)					
20)	Work Laen	caster	24 hours	self	U
25)	Work Eog	caster	24 hours	self	U
30)	Make Eog	caster	24 hours	self	U
50)	Make/Work	caster	24 hours	self	U

25. Work Eog - As *Work Iron*, except caster can work any inorganic material that would make +30 weapons. (Eog is an extremely dense, hard metal that is very difficult to work and find; it could be used to fit this description.)

30. Make Eog - Allows caster to make any metal or glass from the appropriate source material(s).

50. Make/Work - Allows caster to make and work any metal, alloy, or inorganic mineral (e.g., Kregora is an alloy that has intense anti-Essence, anti-Channeling and anti-Mentalism properties, it could only be worked through the use of this spell).

Note: *The spells manipulating material for non-magic weapons can also be used to make other non-magic objects with bonuses where strength and durability are essential (usually armor and shields). See section 5.2.*

LIQUID-GAS SKILLS

ALCHEMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Work Liquid	caster	24 hours	self	U
2)					
3)	Potion I	caster	24 hours	self	U
4)	Minor Poison	caster	24 hours	self	U
5)	Work Gas	caster	24 hours	self	U
6)	Potion II	caster	24 hours	self	U
7)					
8)					
9)	Potion III	caster	24 hours	self	U
10)	Major Poison	caster	24 hours	self	U
11)					
12)	Potion IV	caster	24 hours	self	U
13)					
14)					
15)	Potion V	caster	24 hours	self	U
16)					
17)	Potion VII	caster	24 hours	self	U
18)					
19)	Potion IX	caster	24 hours	self	U
20)	Potion X	caster	24 hours	self	U
25)	Poisons True	caster	24 hours	self	U
30)	Multiple Doses	caster	24 hours	self	U
50)	Lord Potion	caster	24 hours	self	U

20. Potion X - As *Potion I*, except a 1st-10th level spell can be imbedded.

25. Poisons True - As *Major Poison*, except works with all poisons.

30. Multiple Doses - As *Potion I*, except allows a *Potion #* spell to be used to create multiple doses: for example, a *Potion V* could be used to create 5 doses of a 1st level spell, or 1 dose of a 3rd level spell and 1 dose of a 2nd or 2 doses of a 2nd level spell and 1 dose of a 1st or etc.

50. Lord Potion - As *Potion I*, except 1st-20th level spells can be imbedded.

Note: See section 5.

LIQUID-GAS SKILLS

1. Work Liquid - Allows caster to work with non-magic liquids.

3. Potion I - Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it.

4. Minor Poison - Allows caster to safely handle, prepare, and process minor poisons.

5. Work Gas - As *Work Liquid*, except allows caster to work with non-magic gas.

6. Potion II - As *Potion I*, except a 1st-2nd level spell can be imbedded.

9. Potion III - As *Potion I*, except a 1st-3rd level spell can be imbedded.

10. Major Poison - As *Minor Poison*, except works with all but the most deadly poisons.

12. Potion IV - As *Potion I*, except a 1st-4th level spell can be imbedded.

15. Potion V - As *Potion I*, except a 1st-5th level spell can be imbedded.

17. Potion VII - As *Potion I*, except a 1st-7th level spell can be imbedded.

19. Potion IX - As *Potion I*, except a 1st-9th level spell can be imbedded.



POTION OF LIFEGIVING

This small vial holds 10 doses.

- Each dose has the effects of *Create Undead I* (page 143) if poured on a body that has been dead less than a week. It takes 1 minute for the Undead to be created using this potion.
- If a dose is drank by a living being immediately after creating an Undead, the drinker gains the ability to control the created Undead for 24 hours. The Undead will follow simple verbal commands.

When empty the vial will completely and automatically refill in 1d10 days.

MENTALISM/ CHANNELING IMBEDDING

1. Research - Allows caster to research special imbedding spells to be used in creating items.

3. Imbed I - Allows the caster to imbed a 1st level Mentalism or Channeling spell in an item or potion.

5. Charge Wand - Allows the caster to charge a Mentalism or Channeling-based wand.

6. Imbed II - As *Imbed I*, except 1st-2nd level spells can be imbedded.

7. Daily I - Allows the caster to imbed a 1st level Mentalism or Channeling spell that can be cast once/day (requires an imbed spell).

9. Imbed III - As *Imbed I*, except 1st-3rd level spells can be imbedded.

10. Charge Rod - As *Charge Wand*, except rods can be charged.

11. Daily III - As *Daily I*, except 1st-3rd level spells can be imbedded: a 1st level spell could be cast 3x/day; a 2nd or 3rd, 1x/day.

12. Imbed IV - As *Imbed I*, except 1st-4th level spells can be imbedded.

14. Imbed V - As *Imbed I*, except 1st-4th level spells can be imbedded.

15. Daily V - As *Daily I*, except 1st-5th level spells can be imbedded: a 1st level spell could be cast 4x/day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, 1x/day.

20. Charge Staff - As *Charge Wand*, except staves may be charged.

25. Imbed X - As *Imbed I*, except 1st-10th level spells can be imbedded.

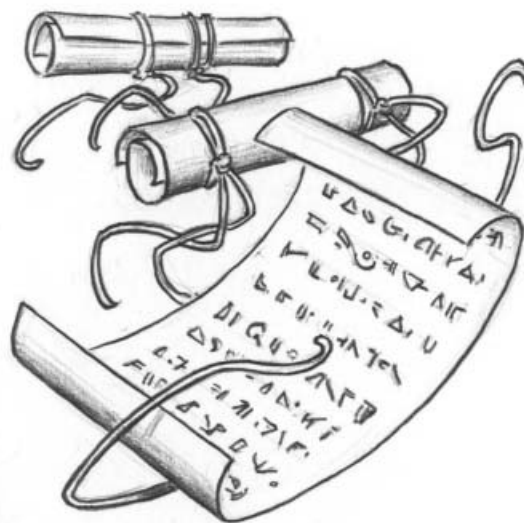
30. Daily X - As *Daily I*, except 1st-10th level spells can be imbedded: a 1st level spell could be cast 5x/day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3 x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, 1x/day.

50. Constant - As *Daily X*, except certain spells can be imbedded to operate constantly.

Note: See section 5.0.

MENTALISM/CHANNELING IMBEDDING ALCHEMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Research	caster	24 hours	self	I
2)					
3)	Imbed I	caster	24 hours	self	U
4)					
5)	Charge Wand	caster	24 hours	self	U
6)	Imbed II	caster	24 hours	self	U
7)	Daily I	caster	24 hours	self	U
8)					
9)	Imbed III	caster	24 hours	self	U
10)	Charge Rod	caster	24 hours	self	U
11)	Daily III	caster	24 hours	self	U
12)	Imbed IV	caster	24 hours	self	U
13)					
14)	Imbed V	caster	24 hours	self	U
15)	Daily V	caster	24 hours	self	U
16)					
17)					
18)					
19)					
20)	Charge Staff	caster	24 hours	self	U
25)	Imbed X	caster	24 hours	self	U
30)	Daily X	caster	24 hours	self	U
50)	Constant	caster	24 hours	self	U



THE SCROLLS OF ALHAMBRA

- Each of the three scrolls allows the reader to cast *Delving I* and *Item Lore I* once per day.

The Scrolls are fashioned of finest vellum and written in deep violet ink.

ORGANIC SKILLS

ALCHEMIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Work Wood	caster	24 hours	self	U
2)	Rune Paper I	caster	24 hours	self	U
3)	Work Cloth	caster	24 hours	self	U
4)	Rune Paper II	caster	24 hours	self	U
5)	Make Wand	caster	24 hours	self	U
6)	Work Organic	caster	24 hours	self	U
7)	Rune Paper III	caster	24 hours	self	U
8)					
9)	Rune Paper V	caster	24 hours	self	U
10)	Make Rod	caster	24 hours	self	U
11)					
12)	Rune Paper VII	caster	24 hours	self	U
13)					
14)	Rune Paper X	caster	24 hours	self	U
15)	Make Staff	caster	24 hours	self	U
16)	Rune Paper XIII	caster	24 hours	self	U
17)					
18)	Rune Paper XVI	caster	24 hours	self	U
19)					
20)	Work Organic True	caster	24 hours	self	U
25)	Lord Rune Paper	caster	24 hours	self	U
30)	Work Magic Wood	caster	24 hours	self	U
50)	Rune Paper True	caster	24 hours	self	U

ORGANIC SKILLS

1. Work Wood - Allows caster to work non-magic wood.

2. Rune Paper I - Allows caster to make a sheet of paper that will hold one 1st level spell. Creation takes one week per level of spell that the rune paper can hold.

3. Work Cloth - As *Work Wood*, except cloth may be worked.

4. Rune Paper II - As *Rune Paper I*, except paper will hold a 1st-2nd level spell.

5. Make Wand - Allows the caster to make a "wand".

6. Work Organic - As *Work Wood*, except allows caster to work ordinary organic material.

7. Rune Paper III - As *Rune Paper I*, except paper will hold a 1st-3rd level spell.

9. Rune Paper V - As *Rune Paper I*, except paper will hold a 1st-5th level spell.

10. Make Rod - As *Make Wand*, except a "rod" can be made.

12. Rune Paper VII - As *Rune Paper I*, except paper will hold a 1st-7th level spell.

14. Rune Paper X - As *Rune Paper I*, except paper will hold a 1st-10th level spell.

15. Make Staff - As *Make Wand*, except a "staff" can be made.

16. Rune Paper XIII - As *Rune Paper I*, except paper will hold a 1st-13th level spell.

18. Rune Paper XVI - As *Rune Paper I*, except

paper will hold a 1st-16th level spell.

20. Work Organic True - As *Work Organic*, except any organic material can be worked (e.g., this might be required to work the skins of dragons).

25. Lord Rune Paper - As *Rune Paper I*, except paper will hold a 1st-20th level spell.

30. Work Magic Wood - As *Work Wood*, except magic wood may be worked.

50. Rune Paper True - As *Rune Paper I*, except paper will hold any level spell.

Note: *Rune Paper may be re-used; each sheet may hold only one spell at a time, and that spell is gone when used, but the same paper may then be re-inscribed with the same or different runes. See section 5.2.*



FEEL-TASTE-SMELL

1. Smell Mirage - Fills the area of effect with a set of immobile smells. The smells are real (no RR) and detecting that it is an illusion can normally only be accomplished through spells or the use of a sense other than sight.

2. Strike I - Target is struck with the equivalent of a bare fist. The attack is invisible unless combined with the visual sense in an Illusion or Phantasm.

Normally, a Tier I Martial Arts Striking attack is used. Directed Spells skill may be developed for this attack.

3. Taste Mirage - As *Smell Mirage*, except a set of tastes can be created in a 10'R.

4. Tear Cloud I - Creates a 10'R cloud of noxious gas that will stun anyone

failing to resist (must make, a RR each round in cloud). Cloud drifts with the wind. Targets are stunned 1 rnd/10 failure.

5. Feel Mirage I - As *Smell Mirage*, except all the objects and surfaces in a 10'R can be made to feel differently than they really are. Striking an object or surface will cancel the spell for that object or surface only.

7. Strike III - As *Strike I*, except range is 300'.

9. Tear Cloud III - As *Tear Cloud I*, except radius is 20'.

10. Feel Mirage II - As *Feel Mirage I*, except objects with a feel mirage on them must be struck twice before the feeling is cancelled.

11. Strike V - As above, except range is 500'.

13. Mass Smell/Taste - As many objects as the caster's level can be given individual smells and tastes.

14. Tear Cloud V - As *Tear Cloud I*, except radius is 50'.

15. Feel Mirage III - As *Feel Mirage II*, except objects must be struck 3 times.

20. Feel Mirage V - As *Feel Mirage II*, except objects must be struck 5 times.

25. Smell Mirage True - As *Smell Mirage*, except one object can be given a smell permanently.

30. Taste Mirage True - As *Taste Mirage*, except one object can be given a taste permanently.

FEEL-TASTE-SMELL

ILLUSIONIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Smell Mirage	10'R	10 min/lvl	100'	P
2)	Strike I	1 target	-	100'	Pd
3)	Taste Mirage	10'R	10 min/lvl	100'	P
4)	Tear Cloud I	10'R	1 rnd/lvl	100'	F
5)	Feel Mirage I	10'R	10 min/lvl	100'	P
6)					
7)	Strike III	1 target	-	300'	Pd
8)					
9)	Tear Cloud II	20'R	1 rnd/lvl	100'	F
10)	Feel Mirage II	10'R	10 min/lvl	100'	P
11)	Strike V	1 target	-	500'	Pd
12)					
13)	Mass Smell/Taste	1 object/lvl	1 rnd/lvl	10'	P
14)	Tear Cloud V	50'R	1 rnd/lvl	100'	F
15)	Feel Mirage III	10'R	10 min/lvl	100'	P
16)					
17)					
18)					
19)					
20)	Feel Mirage V	10'R	10 min/lvl	100'	P
25)	Smell Mirage True	1 object	P	100'	P
30)	Taste Mirage True	1 object	P	100'	P
50)	Feel Mirage True	1 object	P	100'	P

50. Feel Mirage True - As *Feel Mirage I*, except one object can be given a feel permanently.

Note: *If one of the senses used in an illusion (or phantasm) is feel, then the illusion feels real. Striking part of the illusion will cause the feel part of the illusion (or phantasm) to be cancelled, but the rest of the illusion will remain for its normal duration. A phantasm with Feel (as one of the senses used) can strike a blow against a target; the blow is the equivalent of a bare fist (use a Tier I Martial Arts Striking attack). Use an attack roll and whatever damage a bare fist does under the combat system used (spell expertise does apply). For every time the feel sense is chosen as an option for a Phantasm spell, the phantasm can be struck or strike once; after this point the feel is gone from the phantasm. For every time the size radius option was chosen for a Phantasm spell each bare fist strike's damage is doubled. Even though the damage caused by a phantasm's strike is like a bare fist, the phantasm can seem to be striking with any weapon or attack desired (e.g., sword, dragon claw, hoof, dagger, etc.).*

GUISES

ILLUSIONIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Blur *	1 target	1 min/lvl	10'	D
2)	Shadow	1 target	10 min/lvl	10'	P
3)	Facade I	1 target	1 hr/lvl	10'	P
4)	Signs	1 target	C	20'	Im
5)	Displacement I	1 target	1 min/lvl	10'	P
6)	Facade II	1 target	1 hr/lvl	10'	P
7)	Impersonation Facade	1 target	1 hr/lvl	10'	P
8)	Impersonation Voice	1 target	1 hr/lvl	10'	P
9)	Facade III	1 target	1 hr/lvl	10'	P
10)	Displacement II	1 target	1 min/lvl	10'	P
11)	False Image	1 target	1 min/lvl	10'	P
12)					
13)	Mass Blur	1 target	1 min/lvl	10'	D
14)	Facade V	1 target	1 hr/lvl	10'	P
15)	Displacement III	1 target	1 min/lvl	10'	P
16)					
17)					
18)					
19)					
20)	Displacement IV	1 target	1 min/lvl	10'	P
25)	Mass Facade I	1 target/lvl	1 hr/lvl	10'	P
30)	Displacement V	1 target	1 min/lvl	10'	P
50)	Changing Facade	1 target	1 hr/lvl	10'	P

GUISES

- 1. Blur** - Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 2. Shadow** - Target and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 3. Facade I** - Target has a limited illusion on themselves that allows them to look like any humanoid race within 20% of their own size. The illusion moves as the target moves.
- 4. Signs** - [RR Mod: -50] - Caster can communicate simple ideas to the target through sign language (yes, no, hungry, good-bye, etc); to the target it will seem as if the caster were speaking the target's language.
- 5. Displacement I** - Target appears to be offset from where they actually is, all attacks have no effect 10% of the time. Each time a foe misses them, the chance of that

foe missing again goes down 5%.

6. Facade II - As *Facade I*, except one of the other senses can be added.

7. Impersonation Facade - As *Facade I*, except that a specific person can be impersonated with regards to looks. The person must have been observed for at least 1 min of concentration.

8. Impersonation Voice - As *Impersonation Facade*, except that the person's voice may be impersonated. The person must have been listened to for at least 1 minute of concentration.

9. Facade III - As *Facade I*, except two of the other senses can be added.

10. Displacement II - As *Displacement I*, except

chance of missing is 20%.

11. False Image - Creates a duplicate of the caster; which moves as they wills if they concentrates, and otherwise does exactly what they do.

13. Mass Blur - As *Blur*, except as many targets as the caster's level can be affected.

14. Facade V - As *Facade I*, except all of the other senses may be added.

15. Displacement III - As *Displacement I*, except chance of missing is 30%.

20. Displacement IV - As *Displacement III*, except chance of missing is 40%.

25. Mass Facade I - As *Facade I*, except as many targets as the caster's level can be affected.

30. Displacement V - As *Displacement I*, except chance of missing is 50%.

50. Changing Facade - As *Facade V*, except the caster can change the facade to a different facade each round.

ILLUSION MASTERY

1. Illusion II - Creates a simple, immobile image or scene up to an area of 10'R. One of the following options may also be chosen: a) an extra sense can be added (the corresponding *Mirage* spell must be known); b) the duration can be doubled; c) the range can be doubled or d) the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all parts of the range must be in the caster's field of vision).

2. Phantasm I - Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later, and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in a 10'R.

3. Illusion III - As *Illusion II*, except any two of the options may be chosen.

4. Waiting Illusion II - As *Illusion II*, except it can be delayed by up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: a) time period; b) specified movements; c) specified sounds; d) specified smells; e) specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.

5. Phantasm II - As *Phantasm I*, except one of the following options may also be chosen: a) an extra sense can be added (the corresponding *Mirage* spell must be known); b) the duration can be doubled; c) the range can be doubled; d) the radius of the area of effect can be doubled; e) another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the spell); or f) limited repetitious sounds, movements, etc., can be added that do not require concentration of the caster (the proper senses involved must also be included within the illusion).

6. Illusion V - As *Illusion II*, except any four of the options may be chosen.

7. Waiting Phantasm II - As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The Phantasm will move and act if given a simple command (e.g., attack, run, etc.) or it can deliver a short speech if sound was one of the senses.

8. Waiting Illusion III - As *Waiting Illusion II*, except any two of the options may be chosen.

9. Phantasm III - As *Phantasm II*, except any two of the options may be chosen.

10. Illusion VII - As *Illusion II*, except any six of the options may be chosen.

11. Waiting Phantasm III - As *Waiting Phantasm I*, except any two of the options may be chosen.

12. Phantasm IV - As *Phantasm I*, except any

ILLUSION MASTERY

ILLUSIONIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Illusion II	10'R	1 min/lvl	100'	P
2)	Phantasm I	10'R	1 min/lvl (C)	100'	P
3)	Illusion III	10'R	1 min/lvl	100'	P
4)	Waiting Illusion II	10'R	varies	100'	P
5)	Phantasm II	10'R	1 min/lvl (C)	100'	P
6)	Illusion V	10'R	varies	100'	P
7)	Waiting Phantasm II	10'R	varies	100'	P
8)	Waiting Illusion III	10'R	varies	100'	P
9)	Phantasm III	10'R	1 min/lvl (C)	100'	P
10)	Illusion VII	10'R	1 min/lvl	100'	P
11)	Waiting Phantasm III	10'R	varies	100'	P
12)	Phantasm IV	10'R	1 min/lvl (C)	100'	P
13)	Waiting Illusion V	10'R	varies	100'	P
14)	Phantasm V	10'R	1 min/lvl (C)	100'	P
15)	Illusion X	10'R	1 min/lvl	100'	P
16)					
17)					
18)					
19)					
20)	Phantasm X	10'R	1 min/lvl (C)	100'	P
25)	Waiting Illusion X	10'R	varies	100'	P
30)	Illusion True	10'R	P	100'	P
50)	Phantasm True	10'R	P (C)	100'	P

three of the options may be chosen.

13. Waiting Illusion V - As *Waiting Illusion II*, except any four of the options may be chosen.

14. Phantasm V - As *Phantasm II*, except any four of the options may be chosen.

15. Illusion X - As *Illusion II*, except any nine of the options may be chosen.

20. Phantasm X - As *Phantasm II*, except any nine of the options may be chosen.

25. Waiting Illusion X - As *Waiting Illusion II*, except any nine of the options may be chosen.

30. Illusion True - As *Illusion X*, except its duration is permanent (until dispelled).

50. Phantasm True - As *Phantasm X*, except its duration is permanent (until dispelled); Phantasm can move only if caster concentrates.

Note: If more than one option can be added to the *Illusion* or *Phantasm* spell, the same option can be chosen twice. For example - with an *Illusion III*, two options are available. The range could be doubled once to 200' and then doubled again to 400'.

Note: The sense aspects of an *Illusion*, *Mirage* or *Phantasm* are actually created - no RR to "disbelieve" - and detecting that it is an illusion can normally only be accomplished through the use of spells or through the use of a conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).

Note: These spells allow the caster to create the illusion of an object they have studied. If the caster decides to start fabricating something have never experienced before, the GM may wish to apply a "Craft" or "Art" roll to see how realistic or believable their illusion is.

LIGHT MOLDING

ILLUSIONIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Light Mirage	10'R	10 min/lvl	100'	P
2)	Projected Light	50' beam	10 min/lvl	self	E
3)	Light Control I	10'R	C	10'	E
4)					
5)	Sudden Light	10'R	-	100'	F
6)	Shock Bolt I	1 target	-	100'	Ed
7)					
8)					
9)	Blind	1 target	1 rnd/5%	100'	F
10)	Light Control V	50'R	C	50'	E
11)	Utterlight	100'R	1 min/lvl	100'	E
12)					
13)	Beacon	1 mile	1 min/lvl	caster	E
14)	Utterdark	100'R	1 min/lvl	100'	E
15)	Light Control X	100'R	C	100'	E
16)					
17)					
18)					
19)					
20)	Lightning Bolt	1 target	-	100'	Ed
25)	Greater Light Control	500'R	C	500'	E
30)	Lightning Bolt III	1 target	-	300'	Ed
50)	Light Control True	100'R/lvl	C	100'/lvl	E

LIGHT MOLDING

1. Light Mirage - Creates any simple immobile image or scene up to an area of 10'R. The visual aspects of the scene are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of a sense other than sight.

2. Projected Light - Beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes their hand into a fist, the light will "turn off". If the caster re-opens their fist before the end of the duration, the light will turn on again.

3. Light Control I - Caster can control the intensity of light within the range; the intensity can vary from daylight to darkness (natural), and it can be different in different parts of the radius. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

5. Sudden Light - Causes a 10' R burst of intense light, all within are stunned for 1 rnd/5 failure.

6. Shock Bolt I - A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.

9. Blind - Creates an area of darkness about the target's head that blinds them unless dispelled or cancelled by *Utterlight*.

10. Light Control V - As *Light Control I*, except area affected is 50'R.

11. Utterlight - Nullifies all magically created darkness in a 100'R, and lights that area as full daylight. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point

where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

13. Beacon - A ray of light (any color) springs from caster's palm; can be up to 1 mile long.

14. Utterdark - Darkens a 100'R area, no non-magic light can exist and magic light (except *Utterlight*) must make an RR. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

15. Light Control X - As *Light Control I*, except area affected is 100'R.

20. Lightning Bolt - As *Shock Bolt I*, except a *Lightning Bolt* is shot. Resolve attack on the Lightning Bolt Attack Table.

25. Greater Light Control - As *Light Control I*, except area affected is 500'.

30. Lightning Bolt III - As *Lightning Bolt*, except range is 300'.

50. Light Control True - As *Light Control I*, except area affected is 100'R/level.

MIND SENSE MOLDING

1. Detect Illusion -

Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.

2. Detect Invisible -

Detects any invisible object or being; one 5'R area can be checked each round. All attacks against detected targets are modified by -25.

3. Misfeel Kind - For the purposes of mental or magical detections, target appears to be of any race the caster chooses.

4. Misfeel Power I - As *Misfeel Kind*, except target's level may be misrepresented by 1 level (up or down).

5. Presence Mirage -

Creates a false "presence" of a being for the purposes of magical detection.

6. Misfeel Calling - As *Misfeel Kind*, except target's profession may be misrepresented.

7. Misfeel Power III - As *Misfeel Power I*, except target's level may be misrepresented by up to 3 levels.

9. Reduce Power Emanations - As *Misfeel Power I*, except an object's power emanations may be reduced, so that a minor item's power is undetectable and major items seem like minor items (for spells such as *Detect Essence*, *Detect Power*, *Detect Channeling*, etc.).

10. Misfeel Power V - As *Misfeel Power I*, except target's level may be misrepresented by up to 5 levels.

11. Disillusion - One illusion (caster's choice) within the caster's range ceases to exist for the caster only.

MIND SENSE MOLDING

ILLUSIONIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Illusion	5'R	-	100'	I
2)	Detect Invisible	5'R	1 min/lvl (C)	100'	I
3)	Misfeel Kind	1 target	10 min/lvl	10'	Pm
4)	Misfeel Power I	1 target	10 min/lvl	10'	Pm
5)	Presence Mirage	10'R	10 min/lvl	100'	Pm
6)	Misfeel Calling	1 target	10 min/lvl	10'	Pm
7)	Misfeel Power III	1 target	10 min/lvl	10'	Pm
8)					
9)	Reduce Power Emanations	1 object	10 min/lvl	10'	P
10)	Misfeel Power V	1 target	10 min/lvl	10'	Pm
11)	Disillusion	1 illusion	1 min/lvl	100'	U
12)	Detect Illusion True	5'R	1 min/lvl (C)	100'	I
13)	Misfeel Power X	1 target	10 min/lvl	10'	Pm
14)	Disillusion True	100'R	1 min/lvl (C)	100'	U
15)	Misfeel	1 target	10 min/lvl	10'	Pm
16)					
17)					
18)					
19)					
20)	Unpresence	1 target	10 min/lvl	10'	Pm
25)	Misfeel True	1 target	1 hr/lvl	10'	Pm
30)	Lord Unpresence	20 targets	10 min/lvl	10'	Pm
50)	Mass Misfeel	1 tgt/lvl	10 min/lvl	10'	Pm

12. Detect Illusion True - As *Detect Illusion*, except caster can concentrate check one object or place per round.

13. Misfeel Power X - As *Misfeel Power I*, except target's level can be misrepresented by up to 10 levels.

14. Disillusion True - As *Disillusion*, except all illusions within the range cease to exist for the caster.

15. Misfeel - Applies all the lower level Misfeels to a target at once.

20. Unpresence - As *Misfeel Kind*, except target appears to have no presence.

25. Misfeel True - As *Misfeel*, except duration is 1 hour/level.

30. Lord Unpresence - As *Unpresence*, except 20 targets may be affected.

50. Mass Misfeel - As *Misfeel*, except as many targets as the caster's level can be affected.

SOUND MOLDING

ILLUSIONIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sound Mirage	10'R	10 min/lvl	100'	P
2)	Silence I	5'R	1 min/lvl	100'	F
3)	Sound Control I	10'R	C	10'	F
4)	Sudden Sound	1 target	-	100'	F
5)	Silence II	10'R	1 min/lvl	100'	F
6)	Sound Control V	50'R	C	50'	F
7)	Deafen	1 target	1 hour/5%	100'	F
8)	Silence V	50'R	1 min/lvl	100'	F
9)	Minor Ultrasonics	50'R	1 rnd/lvl (C)	self	F
10)	Sound Control X	100'R	C	100'	F
11)	Sudden Sound Sphere	20'R	-	100'	F
12)	Silence X	10'R	1 min/lvl	100'	F
13)					
14)	Deafen Sphere	10'R	1 hour/5%	100'	F
15)	Greater Sound Control	10'R/lvl	C	100'	F
16)					
17)					
18)					
19)					
20)	Mass Deafening	1 tgt/lvl	1 hour/5%	100'	F
25)	Mass Silence	1 tgt/lvl	1 min/lvl	100'	F
30)	Sound Control True	20'R/lvl	10 min/lvl	100'	F
50)	Major Ultrasonics	100'R	1 rnd/lvl (C)	self	F

SOUND MOLDING

1. Sound Mirage - Creates a set of immobile sounds in an area of up to 10'R.

2. Silence I - Creates a 5'R area into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts.

3. Sound Control I - Caster can control the intensity of sounds within the range; the intensity can vary from none to a very loud shout, and it can be different in different parts of the radius.

4. Sudden Sound - Causes a very loud, sudden sound next to the target's ears; target is stunned 1 rnd/5% failure.

5. Silence II - As *Silence I*, except radius is 10'.

6. Sound Control V - As *Sound Control I*, except radius is 50'.

7. Deafen - Target cannot hear sounds occurring more than 6" from their ears, and no one can hear them speak from more than 6" away.

8. Silence V - As above, except radius is 50'.

9. Minor Ultrasonics - All beings within range capable of hearing ultrasonic sounds are stunned 1 rnd/10 failure; animals

capable of hearing ultrasonics will panic and flee. A RR must be made once per round, while in radius.

10. Sound Control X - As *Sound Control I*, except radius is 100'.

11. Sudden Sound Sphere - As *Sudden Sound*, except everyone in a 20'R is affected.

12. Silence X - As *Silence I*, except radius is 100'.

14. Deafen Sphere - As *Deafen*, except everyone in a 10'R is affected.

15. Greater Sound Control - As *Sound Control I*, except radius is 10'R/lvl.

20. Mass Deafening - As *Deafen*, except as many targets as the caster's level can

be affected.

25. Mass Silence - As *Silence I*, except as many targets as the caster's level can have a 1'R silence on them.

30. Sound Control True - As *Sound Control I*, except radius is 20'/lvl and the caster does not have to concentrate.

50. Major Ultrasonics - As *Minor Ultrasonics*, except everyone in a 100'R is affected, and anyone failing to resist by (40-75) is unconscious. Anyone failing the RR by more than 75 is dead.

Note: Certain spells on this list have a radius effect that can be cast upon mobile targets (e.g. *Silence*). The Target of these spells may make an RR. If successful, the radius will remain in the area where the target was when the spell was cast, as opposed to being focused on the target.

EARTH LAW

MAGICIAN BASE

EARTH LAW

1. Enchanted Rope - If the caster holds one end of a rope they can cause the rope to move up to it's length in any direction and to tie itself in knots (it cannot attack or tie up a living being).

2. Loosen Earth - Loosens 100 cu' of earth to the consistency of plowed ground.

4. Earthwall - Creates a wall of earth up to 10'x10'x (3' at base, 1' at top) of packed earth; it can be dug through only (10 man-rounds at top).

5. Cracks Call - Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.

7. Stonewall - As

Earthwall, except wall is up to 10'x10'x1' of stone; it can be chipped through in 200 man-rounds (1' R hole).

9. Stone / Earth - Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rounds.

10. Earthwall True - As *Earthwall*, except duration is permanent.

11. Earth / Mud - As *Stone / Earth*, except changes earth to soft mud.

12. Earth / Stone - As *Stone / Earth*, except changes packed earth to solid stone and loose earth to gravel.

13. Stonewall True - As *Stonewall*, except duration is permanent.

14. Mud / Earth - As *Stone / Earth*, except changes mud to packed earth.

15. Unearth - Disintegrates 100 cu' of earth.

16. Meld Wall - Fuses two touching walls together (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cu').

Level	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Rope	10'/lvl	C	touch	U
2)	Loosen Earth	100 cu'	P	100'	F
3)					
4)	Earthwall	10'x10'x(1-3)'	1 min/lvl	100'	E
5)	Cracks Call	10'x10'x10'	-	100'	F
6)					
7)	Stonewall	10'x10'x1'	1 min/lvl	100'	E
8)					
9)	Stone / Earth	100 cu'	P	100'	F
10)	Earthwall True	10'x10'x(1-3)'	P	100'	E
11)	Earth / Mud	100 cu'	P	100'	F
12)	Earth / Stone	100 cu'	P	100'	F
13)	Stonewall True	10'x10'x1'	P	100'	E
14)	Mud / Earth	100 cu'	P	100'	F
15)	Unearth	100 cu'	P	100'	F
16)	Meld Wall	varies	P	touch	F
17)	Stone / Mud	100 cu'	P	100'	F
18)	Curved Wall	10'x10'x1'	P	touch	E
19)					
20)	Unstone	100 cu'	P	100'	F
25)	Unmetal	10 cu'	P	100'	F
30)	Tremors	varies	1 rnd	100'/lvl	F
50)	Earth Mastery	varies	1 rnd/lvl	varies	U

17. Stone / Mud - As *Stone / Earth*, except changes stone to mud.

18. Curved Wall - As *Stonewall True*, except wall may be curved to a semicircle.

20. Unstone - As *Unearth*, except affects stone.

25. Unmetal - As *Unearth*, except affects 1 cu' of metal.

30. Tremors - Causes a very minor earthquake which could cause shoddy construction to collapse (can be very terrifying). This is approximately 5.5 on the Richter scale.

50. Earth Mastery - Caster can use one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

FIRE LAW

MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Boil Liquid	1 cu'/lvl	C	10'	F
2)	Warm Solid	1 cu'/lvl	24 hrs	10'	F
3)	Woodfires	1'R	-	1'	F
4)	Wall of Fire	10'x10'x6'	1 rnd/lvl	100'	E
5)	Heat Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Fire Bolt I	1 target	-	100'	Ed
7)	Call Flame I	10'x10'x10'	1 rnd/lvl	10'	E
8)	Fire Ball	10'R	-	100'	Eb
9)					
10)	Circle Aflame	10'R	1 rnd/lvl	self	E
11)	Fire Bolt III	1 target	-	300'	Ed
12)	Call Flame II	20'x20'x20'	1 rnd/lvl	20'	E
13)	Waiting Flame	10'x10'x10'	varies	10'	E
14)	Firestorm	10'x10'x10'	1 rnd/lvl	10'	E
15)	Metal Fires	1 lb/lvl	1 rnd/lvl	100'	F
16)	Triad of Flame	3 target	-	100'	Ed
17)	Fire Bolt V	1 target	-	500'	Ed
18)	Waiting Firestorm	10'x10'x10'	varies	10'	E
19)	Call Flames (50' cu)	50'x50'x50'	1 rnd/lvl	50'	E
20)	Corner Fires	1 target	-	300'	Ed
25)	Following Fires	1 target	-	300'	Ed
30)	Stone Fires	300 sq'	1 rnd/lvl	100'	F
50)	Fire Mastery	varies	1 rnd/lvl	varies	U

FIRE LAW

1. Boil Liquid - The caster may increase the temperature of any inanimate body of liquid (1 cu'/level) by 150°F per round. Once the liquid begins to boil, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating.

2. Warm Solid - Any solid, inanimate, non-metal material (1 cu'/level) can be warmed to 100°F at a rate of 1 cu'/round.

3. Woodfires - Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.

4. Wall of Fire - Creates an opaque wall of fire (up to 10'x10'x6'). Anyone passing through it takes an 'A' Heat critical (no RR).

5. Heat Solid - As *Warm Solid*, except for duration, and material can be heated to 500°F at a rate of 100°F/round. The caster must concentrate to increase the temperature (without concentration, the material will retain its current temperature for the duration of the spell).

6. Fire Bolt I - A bolt of fire is shot from the palm of the caster, results are determined on the Fire Bolt Table.

7. Call Flame - As *Wall of Fire*, except it creates a cube of flame (up to 10'x10'x10'); it takes 1 complete round for the cube to form and be effective. An 'A' Heat critical is dealt for each round passing through (or in). Range is only 10'.

8. Fire Ball - A 1' ball of fire is shot from the palm of the caster; it explodes to affect a 10'R area; results are determined on the Fire Ball Table.

10. Circle Aflame - As *Wall of Fire*, except "wall" is 1' high and forms a 10'R circle (6" thick) with the caster at the center (it is non-mobile).

11. Fire Bolt III - As *Fire Bolt I*, except range is 300'.

12. Call Flame II - As *Call Flame I*, except cube is up to 20'x20'x20' in size and the range is 20'.

13. Waiting Flame - As *Call Flame I*, except size is up to a 10' cube and the effect can be delayed for up to 24 hr; it can be triggered by one of the following (decided by the caster): time period, certain movements, certain sounds, touch, violent actions in the area, etc.

14. Firestorm - As *Call Flame I*, except small balls of flame rain down in a 10' cube causing a 'B' Heat critical to all passing through (or in) the area of effect.

15. Metal Fires - Causes a metal object to burst into flames, the object can be up to 1 lb/level in mass. If the object is on a being, it gets a RR and if it fails the being takes an automatic Heat critical of a severity to be determined by its location on the being's body. If the object is

touching exposed flesh, the being takes a 'C' Heat critical; if the object is touching through cloth, the being takes a 'B' Heat critical; any being within a 1'R takes an 'A' Heat critical.

16. Triad of Flame - Three bolts of fire are shot from the palm of the caster. They can strike up to three different targets as long as they are all within 60° of each other and are within the caster's field of vision. Caster may apply their Directed Spell skill (*Fire Bolt*) to only one attack - the others get a +0 OB.

17. Fire Bolt V - As *Fire Bolt I*, except range is 500'.

18. Waiting Firestorm - As *Waiting Flame*, except a firestorm can be delayed.

19. Call Flame V - As *Call Flame I*, except the size is up to a 50' cube and the range is 50'.

20. Corner Fires - As *Fire Bolt III*, except caster can make the bolt turn once by up to 90° before striking the target (the caster must know the target's location). The caster's OB is halved when using this spell. However, this spell can be used to bypass a positional modifier - any DB bonus gained through the use of cover (partial/half/full soft cover; partial/half/full hard cover) is reduced to zero; a target that otherwise would be unable to be hit can be attacked with half the caster's OB.

25. Following Fires - As *Corner Fires*, except bolt can make as many turns as necessary, and go through openings (must be larger than 6" radius) to strike the target.

30. Stone Fires - As *Metal Fires*, except a 300 sq' surface is affected and a 'C' Heat critical is given each round passing through (or in) the 3' flames.

50. Fire Mastery - Caster can use any one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

ICE LAW

1. Freeze Liquid - The caster may decrease the temperature of any inanimate body of liquid of up to 1 cubic foot per level by up to 100°F per round. Once the liquid begins to freeze it will not continue to cool, and will begin to warm naturally if the caster stops concentrating. (Temp. cannot be lower then -20°F).

2. Cool Solid - Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/round.

3. Wall of Cold - Creates a wall of intensely cold mist (up to 10'x10'x1'), anyone passing through takes an 'A' Cold critical (no RR). The mist will not move with the wind.

5. Chill Solid - As *Cool Solid*, except material can be cooled to -200°F, at a rate of (1 cu' and -100°F)/round. The caster must concentrate to decrease the

temperature (without concentration, the material will retain its current temperature for the duration of the spell).

6. Ice Bolt I - A bolt of ice is shot from the palm of the caster; results are determined on the Ice Bolt Table.

7. Cold Ball I - A 1' ball of cold is shot from the palm of the caster, it explodes to affect 20'R area; results are determined on the Cold Ball Table.

8. Wall of Ice - Summons a wall of ice up to 10'x10'x (2' at base, 1' at top); it can be melted through (100 hits) or chipped through (50 man-rounds) or toppled if not against a wall.

9. Call Cold I - As *Wall of Cold*, except it creates a cube of cold mist (up to 10'x10'x10'); it takes 1 complete round for the cube to form and be effective. An 'A' Cold critical is dealt for each round passing through (or in). Range is only 10'. The mist will not move with the wind.

10. Circle of Cold - As *Wall of Cold*, except the "wall" is 10' high and forms a 20'R circle (6" thick) with the caster at the center. The wall will not move with the caster.

11. Ice Bolt III - As *Ice Bolt I*, except range is 300'.

12. Water / Ice - Changes 10 cu'/level of water to ice instantly.

13. Chill Metal - As *Chill Solid*, except chills metal to the point that it becomes extremely brittle (1 object only). Under normal conditions, this will reduce the breakage factor of the object 50% of nor-

ICE LAW

MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Freeze Liquid	1 cu'/lvl	C	10'	F
2)	Cool Solid	1 cu'/lvl	24 hrs	10'	F
3)	Wall of Cold	10'x10'x1'	1 rnd/lvl	100'	E
4)					
5)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Ice Bolt I	1 target	-	100'	Ed
7)	Cold Ball I	20'R	-	100'	Eb
8)	Wall of Ice	10'x10'x(1-2)'	P	100'	E
9)	Call Cold I	10' cu	1 rnd/lvl	10'	E
10)	Circle of Cold	20'R	1 rnd/lvl	self	E
11)	Ice Bolt III	1 target	-	300'	Ed
12)	Water / Ice	10 cu'/lvl	P	100'	F
13)	Chill Metal	1 object	1 min/lvl (C)	10'	F
14)	Call Cold II	20' cu	1 rnd/lvl	20'	E
15)	Ice Bolt V (500')	1 target	-	500'	Ed
16)	Triad of Ice	1 target	-	300'	Ed
17)					
18)	Call Cold V	50' cu	1 rnd/lvl	50'	E
19)					
20)	Cold Ball II	40'R	-	300'	Eb
25)	Rain / Snow	1 mi R	varies	self	F
30)	Cold True	1,000' R/lvl	24 hours	self	F
50)	Cold Mastery	varies	1 rnd/lvl	varies	U

mal (see section 7.2); but each following minute the breakage factor will increase by 5% of its normal value until it returns to normal (i.e., it warms up).

14. Call Cold II - As *Call Cold I*, except the size is up to a 20' cube and the range is 20'.

15. Ice Bolt V - As *Ice Bolt I*, except range is 500'.

16. Triad of Ice - Three bolts of ice are shot from the palm of the caster. They can strike up to three different targets as long as they are all within 60° of each other and are within the caster's field of vision. Caster may apply their Directed Spell skill (Ice Bolt) to only one attack - the others get a +0 OB.

18. Call Cold V - As *Call Cold I*, except size is up to a 50' cube and the range is 50'.

20. Cold Ball II - As *Cold Ball I*, except area of effect is 40'R and the range is 300'.

25. Rain / Snow - For as long as it continues to rain, this spell changes all rain within 1 mile of the caster to snow; radius decrease 500' for every 10°F the ambient air temperature is above freezing (32°F).

30. Cold True - Causes the ambient temperature in the area of effect to drop 1°F/10 min up to a number of degrees as the caster's level (within a 1000'/lvl R).

50. Cold Mastery - Caster can use any one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

LIGHT LAW

MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Shock Bolt I	1 target	-	100'	Ed
3)	Light I	10'R	10 min/lvl	touch	E
4)	Shade	100'R	10 min/lvl	touch	P
5)	Sudden Light	10'R	-	100'	F
6)	Darkness I	10'R	10 min/lvl	touch	E
7)	Light V	50'R	10 min/lvl	touch	E
8)	Shock Bolt III	1 target	-	300'	Ed
9)	Darkness V	50'R	10 min/lvl	touch	E
10)	Lightning Bolt I	1 target	-	100'	Ed
11)	Waiting Light	varies	varies	100'	E
12)	Shock Bolt V	1 target	-	500'	Ed
13)	Beacon V	5 miles	1 min/lvl	self	E
14)					
15)	Lightning Bolt III	1 target	-	300'	Ed
16)					
17)	Utterlight	100'R	1 min/lvl	touch	E
18)	Utterdark	100'R	1 min/lvl	touch	E
19)	Beacon X	10 miles	1 min/lvl	self	E
20)	Lightning Bolt V	1 target	-	500'	Ed
25)	Corner Lightning Bolt	1 target	-	300'	Ed
30)	Following Lightning Bolt	1 target	-	300'	Ed
50)	Light Mastery	varies	1 rnd/lvl	varies	U

LIGHT LAW

1. Projected Light - Beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes their hand into a fist, the light will "turn off". If the caster re-opens their fist before the end of the duration, the light will turn on again.

2. Shock Bolt I - A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.

3. Light I - Lights a 10'R area about the point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

4. Shade - All shadows and darkness within radius deepen, giving all Stalking & Hiding attempts a 25 bonus; if the point is on a mobile object or being, it will move with the object/being.

5. Sudden Light - Causes a 10'R burst of intense light; all those inside are stunned 1 rnd/5 failure.

6. Darkness I - As *Light I*, except the radius is as a dark night.

7. Light V - As *Light I*, except radius can be up to 50' (can be changed by concentrating 1 round).

8. Shock Bolt III - As *Shock Bolt I*, except range is 300'.

9. Darkness V - As *Darkness I*, except radius is 50'.

10. Lightning Bolt I - As *Shock Bolt I*, except a Lightning Bolt is shot and the results are determined on the Lightning Bolt Table.

11. Waiting Light - In conjunction with any *Light* or *Darkness* spell (i.e., this spell is cast and then the *Light/Darkness* spell is cast) it can delay the action of that spell up to 24 hours; it can be triggered by one of the following (decided by the caster): time period, certain movements, certain sounds, touch, violent actions in the area, etc...

12. Shock Bolt V - As *Shock Bolt I*, except range is 500'.

13. Beacon V - Ray of light of any color springs from caster's palm; can be up to 5 miles long.

15. Lightning Bolt III - As *Lightning Bolt I*, except range is 300'.

17. Utterlight - As *Light I*, except radius is 100' and the light nullifies all magically created darkness.

18. Utterdark - As *Darkness I*, except radius is 100' and no non-magical light can exist instead.

19. Beacon X - As *Beacon V*, except beacon can be up to 10 miles long.

20. Lightning Bolt V - As *Lightning Bolt I*, except range is 500'.

25. Corner Lightning Bolt - As *Lightning Bolt III*, except caster can make the bolt turn once by up to 90° before striking the target (the caster must know the target's location). The caster's OB is halved when using this spell. However, this spell can be used to bypass a positional modifier - any DB bonus gained through the use of cover (partial/half/full soft cover; partial/half/full hard cover) is reduced to zero; a target that otherwise would be unable to be hit can be attacked with half the caster's OB.

30. Following Lightning Bolt - As *Corner Lightning Bolt*, except bolt can make as many turns as necessary and go through openings (6"R or larger) to strike target if the total distance traveled is less than or equal to 300'.

50. Light Mastery - Caster can use one lower level spell (on this list) each round.

WATER LAW

1. Condensation -

Condenses 1 cu' of water from the surrounding air.

2. Fog - Creates dense fog within up to 10'R/level.

3. Waterwall - Creates a 10'x10'x1' wall of water, cuts all attacks and movements through it by 80% (i.e., -80 to OBs).

4. Water Bolt I - A bolt of water is shot from the caster's palm; results are determined on the Water Bolt Table.

5. Unfog - Disperses fog in a 10'R/level.

8. Calm Water - Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.

10. Waterwall True - As *Waterwall*, except the caster need not concentrate and the duration is 1 min/level.

11. Water Bolt III - As *Water Wall I*, except range is 300'.

13. Call Rain - If there are clouds in the sky, it rains outdoors for the duration of the spell.

15. Water Bolt V - As *Water Bolt I*, except the range is 500'.

16. Triad of Water - Three bolts of water are shot from the palm of the caster, they can strike up to 3 different targets within 60° of each other (must be in the field of vision of caster). Caster's Directed Spell bonus can only apply to one of the attacks.

18. Calm Water True - As *Calm Water*, except waves are cut by 50' in center.

20. Whirlpool - Creates a 50' whirlpool that will draw in any unpowered object within 500' (takes 2 minutes of concentration to start). Powered objects may make a maneuver to resist the pull of the whirlpool.

25. Part Water - Caster can part water up to 100' deep and 100'/lvl long and 10' wide at bottom (50' a top).

30. Sea Storm - Summons forces of nature in a fierce sea storm; waves of 20-50', heavy rain, winds of 25-60 mph; can be delayed up to 1 hour/level after cast. After the storm has been summoned, it will dissipate normally.

50. Water Mastery - Caster can use one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

WATER LAW

MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Fog	10'R/lvl	P	100'	E
3)	Waterwall	10'x10'x1'	C	100'	E
4)	Water Bolt I	1 target	-	100'	Ed
5)	Unfog	10'R/lvl	P	100'	F
6)					
7)					
8)	Calm Water	100'R	C	100'	F
9)					
10)	Waterwall True	10'x10'x1'	1 min/lvl	100'	E
11)	Water Bolt III	1 target	-	300'	Ed
12)					
13)	Call Rain	100'R/lvl	10 min/lvl	100'/lvl	F
14)					
15)	Water Bolt V	1 target	-	500'	Ed
16)	Triad of Water	3 targets	-	100'	Ed
17)					
18)	Calm Water True	100'R/lvl	10 min/lvl	100'/lvl	F
19)					
20)	Whirlpool	50'R	C	1000'	F
25)	Part Water	10'x100'x100'/lvl	C	100'/lvl	F
30)	Sea Storm	1 mi R/lvl	varies	1 mi/lvl	F
50)	Water Mastery	varies	1 rnd/lvl	varies	U

WIND LAW

MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Breezes	10'R/lvl	C	10'/lvl	E
2)	Airwall	10'x10'x3'	C	100'	E
3)					
4)	Stun Cloud I	5'R	6 rnds	10'	E
5)	Air Stop I	10'R	C	100'	F
6)	Stun Cloud II	10'R	6 rnds	20'	E
7)	Vacuum I	5'R	-	100'	F
8)	Air Stop II	20'R	C	100'	F
9)					
10)	Stun Cloud IV	20'R	6 rnds	40'	E
11)	Death Cloud I	5'R	10 rnds	10'	E
12)	Vacuum II	10'R	-	100'	F
13)	Air Stop X	100'R	C	100'	F
14)	Whirlwind	10'R	C	100'	E
15)	Death Cloud II	10'R	10 rnds	20'	E
16)					
17)	Vacuum IV	20'R	-	100'	F
18)	Great Vacuum	5'R	-	100'	F
19)	Stun Cloud True	20'R	6 rnds	100'	E
20)	Reverse Winds	100'R/lvl	C	100'/lvl	F
25)	Hard Wind	300'x25'R	1 rnd/lvl	300'	E
30)	Storm Call	1 mi R/lvl	varies	1 mi/lvl	F
50)	Wind Mastery	varies	1 rnd/lvl	Varies	U

WIND LAW

1. Breezes - Causes a light breeze as long as the caster concentrates. The breeze moves any grasses in the area.

2. Airwall - Creates a 10'x10'x3' wall of dense churning air, cuts all movement and attacks through it by 50% (i.e., -50 to OBs).

4. Stun Cloud I - Creates a 5'R cloud of charged gas particles: delivers a 'C' Electricity critical on first and second rounds, a 'B' on rounds 3 and 4, and a 'A' on rounds 5 and 6. It drifts with the wind and affects all in radius. The cloud takes one round to form, so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical; however, after that anyone within the radius at anytime in the round takes the critical indicated (a maximum of one per round).

5. Airstop - Stops all generalized air movement (e.g., wind) up to winds of 30mph; cuts higher winds by 30mph in a 10'R.

6. Stun Cloud II - As *Stun Cloud I*, except radius is 10'.

7. Vacuum I - Creates a 5'R near vacuum, all in radius take a 'B' Impact critical, as air leaves and rushes back in.

8. Air Stop II - As *Air Stop I*, except radius is 20'.

10. Stun Cloud IV - As *Stun Cloud I*, except radius is 20'.

11. Death Cloud I - As *Stun Cloud*, except radius is 5'R: delivers an 'E' on rounds 1 and 2, a 'D' on rounds 3 and 4, a 'C' on rounds 5 and 6, a B on rounds 7 and 8, and an 'A' on rounds 9 and 10.

12. Vacuum II - As *Vacuum I*, except radius is 10'.

13. Air Stop X - As *Air Stop I*, except radius is 100'.

14. Whirlwind - A 10'R whirlwind is created; delivers an 'A' Impact critical to all inside (every round); reduces movement

within or through radius by 80%; caster can move the whirlwind at a rate of 1'/round.

15. Death Cloud II - As *Death Cloud I*, except radius is 10'.

17. Vacuum IV - As *Vacuum I*, except radius is 10'.

18. Great Vacuum - As *Vacuum I*, except delivers a 'D' Impact critical in a 5'R.

19. Stun Cloud True - As *Stun Cloud IV*, except by concentrating the caster can move it 10'/round up to 100' away.

20. Reverse Wind - Allows the caster to change the direction of the wind within the radius.

25. Hard Wind - Caster spreads his arms and then a hard wind issues forth from them, fanning out till it has 25'R at 300'; all within the cone receive a 'B' Impact critical.

30. Storm Call - Summons forces of nature in a fierce thunderstorm; heavy rain, 25-60 mph winds, lightning (random) and a blizzard (if correct climate). Can be delayed up to 1 hour/level after casting.

50. Wind Mastery - Caster can use one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

BODY REINS

1. Balance - Adds +50 to any rolls for any maneuvers performed at a walking pace (e.g., walking a 3" beam).

2. Contractions - Allows the caster to slightly alter their muscles, limbs, and torso; this facilitates escaping from bonds and small places. Gives a +25 to +50 bonus to maneuvers using the Contortion skill.

3. Concentration I - Adds +10 to any one maneuver (not combat), no other action can be performed the round of this maneuver.

4. Unpain I - Caster is able to sustain an additional 25% of their total concussion hits before passing out, hits are still taken and remain when the spell lapses.

5. Face Shifting - Allows caster to alter form of their face to resemble someone else.

6. Waterlungs - Caster can breathe water but not air for the duration of this spell.

7. Concentration II - As *Concentration I*, except bonus is +20.

8. Strength II - This spell increases the caster's effective strength. In melee, the caster does double normal concussion damage and their OB is increased by +10.

9. Unpain II - As *Unpain I*, except 50% additional hits may be sustained.

10. Body Shifting - As *Face Shifting*, except the form of the body can be altered slightly to the general shape and size of the desired humanoid race (must be within 25% of the caster's normal mass).

11. Concentration III - As *Concentration I*, except bonus is +30.

12. Strength III - This spell increases the caster's effective strength considerably. In melee, the caster does triple normal concussion damage, and their OB is increased by +15.

BODY REINS

MONK BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Balance *	caster	1 minute	self	U
2)	Contractions	caster	C	self	U
3)	Concentration I *	caster	1 round	self	U
4)	Unpain I	caster	1 min/lvl	self	Us
5)	Face Shifting	caster	1 hour	self	U
6)	Waterlungs	caster	1 min/lvl	self	U
7)	Concentration II *	caster	1 round	self	U
8)	Strength II *	caster	1 round	self	U
9)	Unpain II	caster	1 min/lvl	self	Us
10)	Body Shifting	caster	1 hour	self	U
11)	Concentration III *	caster	1 round	self	U
12)	Strength III *	caster	1 round	self	U
13)	Awake *	caster	-	self	Us
14)					
15)	Unpain III	caster	1 min/lvl	self	Us
16)					
17)					
18)					
19)					
20)	Self Keeping	caster	varies	self	Hs
25)	Concentration V *	caster	1 round	self	U
30)	Strength IV	caster	1 round	self	U
50)	Unpain True	caster	1 min/lvl	self	Us

13. Awake - This spell will awaken the caster from sleep the round following casting (caster can preset conditions under which the spell will activate).

15. Unpain III - As *Unpain I*, except 75% additional hits may be sustained.

20. Self Keeping - Upon receiving a death blow, the caster goes into a state of suspended animation, until they are cured or their brain is destroyed.

25. Concentration V - As *Concentration I*, except bonus is +50.

30. Strength IV - As *Strength II*, except caster's effective strength is increased dramatically. In melee, the caster delivers four times normal concussion damage and their OB is increased by +20.

50. Unpain True - Caster ignores all pain; thus, ignores all penalties due to wounds and their hit total is their normal hits + constitution (on a 1-100 scale). When they exceed this limit they do not pass out, they die from system shock.

BODY RENEWAL

MONK BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Flow Stoppage I *	caster	varies (C)	self	H
2)	Clotting I *	caster	varies (C)	self	Hs
3)	Stun Relief I *	caster	-	self	Hs
4)	Pain Relief I *	caster	P(C)	self	Hs
5)	Cut Repair I	caster	-	self	H
6)	Fracture Repair	caster	varies	self	H
7)	Muscle/Tendon Repair	caster	varies	self	H
8)	Clotting III *	caster	varies (C)	self	Hs
9)	Stun Relief III *	caster	-	self	Hs
10)	Resist Poison *	caster	C	self	Hs
11)	Pain Relief II *	caster	C	self	Hs
12)	Vein/Artery Repair	caster	varies	self	H
13)	Cut Repair III	caster	-	self	H
14)	Fracture Repair True	caster	varies	self	H
15)	Muscle/Tendon Rep. True	caster	P(C)	self	H
16)					
17)					
18)					
19)					
20)	Neutralize Poison *	caster	varies	self	Hs
25)	Clotting True *	caster	varies	self	Hs
30)	Neutralize Poison True *	caster	varies	self	Hs
50)	Renewal True	caster	varies	self	Hs

BODY RENEWAL

- 1. Flow Stoppage I** - Reduces caster's hits/round by 1, as long as the caster concentrates or is immobile.
- 2. Clotting I** - As Flow Stoppage I, except after 1 hour of concentration the stoppage is permanent. If caster is unconscious this spell will operate without concentration.
- 3. Stun Relief I** - Target is relieved of 1 round's worth of accumulated stun.
- 4. Pain Relief I** - Heals 1 hit per minute; if caster is unconscious this spell will operate without concentration.
- 5. Cut Repair I** - As Clotting I, except it is permanent after 1 round.
- 6. Fracture Repair** - Concentrating with this spell 2 hrs per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed).
- 7. Muscle/Tendon Repair** - As *Fracture Repair*, except cut or broken muscles or tendons may be repaired.

8. Clotting III - As *Clotting I*, except hits/round can be reduced by 3.

9. Stun Relief III - As *Stun Relief I*, except 3 rounds are relieved.

10. Resist Poison - Delays the effect of a poison as long as the caster concentrates.

11. Pain Relief II - As *Pain Relief I*, except heals 2 hits every min.

12. Vein/Artery Repair - As *Fracture Repair*, except repairs a vein or artery.

13. Cut Repair III - As *Cut Repair I*, except hits/round can be reduced by 3.

14. Fracture Repair True - As *Fracture Repair*, except repair only takes 2 hrs of concentration.

15. Muscle/Tendon Repair True - As *Fracture Repair True*, except cut or broken muscles can be repaired.

20. Neutralize Poison - Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster is unconscious or concentrates for 1 hr. In any case, it delays the poison for as long as the caster can concentrate.

25. Clotting True - As *Clotting I*, except stops all hits/round and is permanent after 1 min of concentration per hit stopped.

30. Neutralize Poison True - As *Neutralize Poison*, except chance of neutralization is 100% (modified).

50. Renewal True - While in a trance (from the *Self Keeping* spell on the Body Reins list), the caster can use the lower level healing spells on this list to repair themselves.

Note: See section 7.7 for normal healing guidelines.

EVASIONS

MONK BASE

EVASIONS

1. Swing I - Allows caster to leap up to 10' vertically or laterally, grasp and swing from a fixed object, and land perfectly. The object could be a tree, branch, rafter, rope, chandelier, etc.

2. Speed I - Caster may act at twice their normal rate, but must spend a number of rounds equal to the rounds speeded at half rate (immediately afterwards). Suggested rules for handling this are in section 7.7.

3. Dodging I - Allows caster to "dodge" one non-spell attack (missile or melee); the attack must be frontal and receives a -50 modification.

4. Swing III - As *Swing I*, except 3 *Swing I*s may be executed in rapid succession.

5. Flip I - Allows caster to "flip" in any direction, landing up to 10' away (facing in any direction).

6. Haste I - As *Speed I*, except no half-rate rounds are required.

7. Speed III - As *Speed I*, except duration is 3 rounds.

8. Dodging III - As *Dodging I*, except 3 frontal attacks can be dodged.

9. Swing V - As *Swing I*, except 5 *Swing I*s may be executed in rapid succession.

10. Speed V - As *Speed I*, except duration is 5 rounds.

11. Flip III - As *Flip I*, except 3 *Flip I*s may be executed in rapid succession.

12. Haste III - As *Haste I*, except duration is 3 rounds.

13. Dodging V - As *Dodging I*, except 5 frontal attacks can be dodged.

15. Speed X - As *Speed I*, except duration is 10 rounds.

20. Haste V - As *Haste I*, except duration is 5 rounds.

25. Dodging True - As *Dodging I*, except all frontal attacks can be dodged.

30. Haste X - As *Haste I*, except duration is 10 rounds.

50. Monk's Move True - Caster can use any one of the non-Speed/Haste spells (on this list) each round.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Swing I *	caster	-	self	U
2)	Speed I *	caster	1 round	self	U
3)	Dodging I *	1 attack	1 round	self	D
4)	Swing III *	caster	-	self	U
5)	Flip I *	caster	-	self	U
6)	Haste I *	caster	1 round	self	U
7)	Speed III *	caster	3 rounds	self	U
8)	Dodging III *	3 attacks	1 round	self	D
9)	Swing V *	caster	-	self	U
10)	Speed V *	caster	5 rounds	self	U
11)	Flip III *	caster	varies	self	U
12)	Haste III *	caster	3 rounds	self	U
13)	Dodging V *	5 attacks	1 round	self	D
14)					
15)	Speed X *	caster	10 rounds	self	U
16)					
17)					
18)					
19)					
20)	Haste V *	caster	5 rounds	self	U
25)	Dodging True *	all attacks	1 round	self	D
30)	Haste X *	caster	10 rounds	self	U
50)	Monk's Move True	caster	1 rnd/lvl	self	U



MONK'S BRIDGE

MONK BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping I *	caster	1 round	self	U
2)	Landing *	caster	varies	self	U
3)	Traction	caster	10 min/lvl	self	U
4)	Edgerunning	caster	1 min/lvl	self	U
5)	Leaping III *	caster	1 round	self	U
6)	Cornering I *	caster	-	self	U
7)	Levitation *	caster	1 min/lvl	self	U
8)	Landing True *	caster	varies	self	U
9)	Wallwalking	caster	1 min/lvl (C)	self	U
10)	Great Leap *	caster	1 round	self	U
11)	Cornering III *	caster	1 round	self	U
12)	Wall Flip *	caster	-	self	U
13)	Wallrunning	caster	1 min/lvl (C)	self	U
14)	Leaving I	caster	-	self	U
15)	Windrunning	caster	1 min/lvl (C)	self	U
16)					
17)					
18)					
19)					
20)	Ceiling Walking	caster	C	self	U
25)	Ceiling Running	caster	C	self	U
30)	Run True	caster	1 round/lvl	self	U
50)	Monk's Bridge	caster	1 round/lvl	self	U

MONK'S BRIDGE

1. Leaping I - Allows caster to leap 50' laterally or 20' vertically in the round that the spell was cast.

2. Landing - Allows the caster to land safely in a fall of up to 20'/lvl, and to take that distance off the severity of any longer fall.

3. Traction - Caster can run on even, unstable surfaces (sand, ice, etc.) as they would on a hard, stable surface.

4. Edgerunning - Caster can run on even, narrow (at least 2" wide) surfaces as if they were on normal ground.

5. Leaping III - As *Leaping I*, except the caster can execute 3 "leaps" in succession. Each leap must be within 90° of the last leap's direction.

6. Cornering I - Allows caster to execute a turn up to 180° with no deceleration or unbalance (can be used with any "running" spells).

7. Levitation - Allows caster to move up and down vertically 10'/rnd, horizontal movement is possible only through normal means.

8. Landing True - As *Landing*, except severity of the fall is cut by 50'/lvl.

9. Wallwalking - Caster can walk on solid surfaces up to 90° as if they were on normal ground.

10. Great Leap - As *Leaping I*, except limit is 10'/lvl laterally and 5'/lvl vertically.

11. Cornering III - As *Cornering I*, except caster may execute 3 such turns in one round.

12. Wall Flip - If the caster has a wall within 10', they can leap up to the wall, bounce off and land up to 25' from the wall (facing any direction).

13. Wallrunning - As *Wallwalking*, except caster may run.

14. Leaving I - Caster teleports to a point up to 100' away, but there can be

no intervening "barriers" in a direct line between the target and the point. A "barrier" is anything they could not physically go through; a closed door is a barrier, a pit is not.

15. Windrunning - Caster can run on air if there is a wind blowing. However, they cannot run into the wind; and when running in any other direction, the wind's speed will modify their movement rate (i.e., like the effects of wind on a sail boat).

20. Ceiling Walking - Caster can walk on any solid surfaces as if they were on normal ground (includes ceilings).

25. Ceiling Running - As *Ceiling Walking*, except caster may run.

30. Run True - Caster can use any one of the lower level "running" spells (on this list) each round.

50. Monk's Bridge - Caster can use any one of the lower level spells (on this list) each round.

MONK'S SENSE

1. Sly Ears - Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).

2. Nightvision - Caster can see 100' on a normal night as if it were daylight.

3. Sidevision - Caster has a 300' field of vision. The flank bonus for attacks against the caster is lowered to +5, and the rear bonus is lowered to +15.

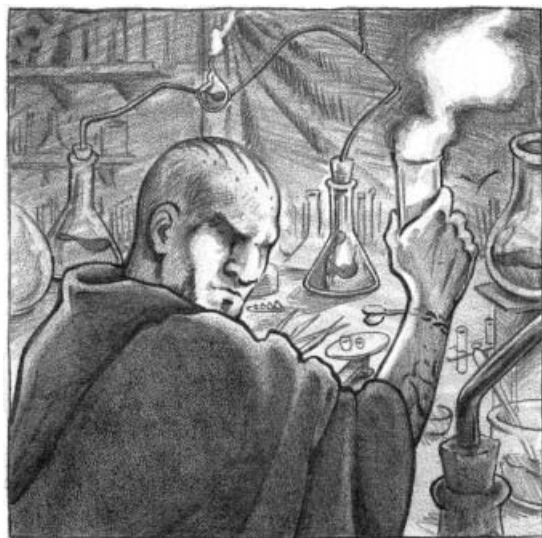
4. Scent - Caster gains extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).

5. Watervision - As *Nightvision*, except caster sees 100' in even murky water.

6. Fogvision - As *Nightvision*, except caster sees 100' in any precipitation.

7. Touch - Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., Pick Locks, Disarm Traps, etc.).

8. Darkvision - As *Nightvision*, except any darkness can be seen through. No light is needed for this spell to work



MONK'S SENSE

MONK BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sly Ears *	caster	10 min/lvl	self	U
2)	Nightvision *	caster	10 min/lvl	self	U
3)	Sidevision *	caster	10 min/lvl	self	U
4)	Scent *	caster	10 min/lvl	self	U
5)	Watervision *	caster	10 min/lvl	self	U
6)	Fogvision *	caster	10 min/lvl	self	U
7)	Touch *	caster	10 min/lvl	self	U
8)	Darkvision *	caster	10 min/lvl	self	U
9)	Detect Invisible	5'R	1 min/lvl (C)	100'	I
10)	Detect Illusion	5'R	-	100'	I
11)	Scent True *	caster	10 min/lvl	self	U
12)	Disillusion	100'	-	self	U
13)	Touch True	caster	10 min/lvl	self	U
14)	Darkvision True	caster	10 min/lvl	self	U
15)	Woodsight	caster	C	self	U
16)					
17)					
18)					
19)					
20)	Monksight	caster	10 min/lvl	self	U
25)	Stonesight	caster	C	self	U
30)	Ironsight	caster	C	self	U
50)	Monksense	caster	1 round/lvl	self	U

9. Detect Invisible - Detects invisible things; all attacks are modified by -50 against any detected, invisible targets. Caster can concentrate on a 5'R area each round.

10. Detect Illusion - Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.

11. Scent True - As *Scent*, except caster can detect extremely faint scents (e.g., up to 48 hours old, after rainstorms, through snow, etc.).

12. Disillusion - One illusion within the caster's range ceases to exist for the caster only.

13. Touch True - As *Touch*, except bonus is +50.

14. Darkvision True - As *Nightvision*, except works in all magically created darkness (including *Utterdark*).

15. Woodsight - Caster can see through 1"/lvl of wood.

20. Monksight - As all lower level "vision" spells functioning at the same time.

25. Stonesight - As *Woodsight*, except stone can be seen through.

30. Ironsight - As *Woodsight*, except iron (or steel) can be seen through.

50. Monksense - Caster can use any one of the lower level spells (on this list) each round.

FLESH DESTRUCTION

SORCERER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sprain Limb	1 target	P	100'	F
2)	Limb Pain	1 target	1 rnd/5%	100'	F
3)	Touch of Disruption	1 target	P	touch	F
4)	Lock Joint	1 target	1 rnd/5%	100'	F
5)	Break Limb	1 target	P	100'	F
6)	Disruption II	1 target	P	20'	F
7)	Skin Death	1 target	varies	100'	F
8)	Disruption V	1 target	P	50'	F
9)	Ear Disruption	1 target	P	100'	F
10)	Limb Death	1 target	P	100'	F
11)	Eye Disruption	1 target	P	100'	F
12)	Collapse Lung	1 target	P	100'	F
13)	Muscle Death	1 target	P	100'	F
14)	Bone Death	1 target	P	100'	F
15)	Black Channel I	1 target	varies	varies	F
16)					
17)					
18)					
19)					
20)	Petrifaction	1 target	P	100'	F
25)	Black Channel II	1 target	varies	varies	F
30)	Disruption X	1 target	P	100'	F
50)	Disruption True	1 target	P	300'	F

FLESH DESTRUCTION

1. Sprain Limb - A random part of a random limb is sprained. If it is part of a leg, movement is cut by 25%, combat is at -10; if it is part of an arm, combat is modified by -20.

2. Limb Pain - A random limb is in intense pain; for a leg, the target cannot walk (target may crawl at 10% of their normal movement); for an arm, that arm cannot be used.

3. Touch of Disruption - The bones and tissues of the target's body are disrupted as if the target had fallen a long distance. If the target fails their RR by (1-10), they takes an 'A' Impact critical; (11-20) = 'B'; (21-30) = 'C'; (31-40) = 'D'; (41-up) = 'E'.

4. Lock Joint - One of the target's joints locks; effect as in *Limb Pain*. A moving target that is afflicted with leg lock will fall; if a target with arm lock is carrying anything, it is dropped.

5. Break Limb - As *Limb Pain*, except limb is broken; broken arm is useless, broken leg cuts movement by 50% and combat with that arm will suffer a -75 penalty.

6. Disruption II - As *Touch of Disruption*, except range is 20'.

7. Skin Death - Target's skin will flake and peel all over their body; there is no tactical penalty, but it lowers the Appearance of the individual by 50%. Lasts until dispelled and 1 month passes.

8. Disruption V - As *Touch of Disruption*, except range is 50'.

9. Ear Disruption - One of the target's ears is disrupted; their hearing is at 50% of normal until cured (-25 to Perception involving hearing, -50 to Perception only involving hearing). If both ears go, the target will be rendered deaf.

10. Limb Death - One of the target's limbs (random) will wither and die. Target loses 5% of the use of the limb per day; when the total reaches 100%, the limb falls off. Can be cured through circulation and nerve repair spells up to the 80% point, then it must be regenerated. If the limb is a leg, movement is reduced by half the percentage lost (e.g., if a leg is 60% withered, movement is cut by 30%).

If the limb is an arm, combat suffers a -1 penalty per 1% withered (e.g., if an arm is 75% withered, all combat with that arm will suffer a -75 penalty).

11. Eye Disruption - As *Ear Disruption*, except an eye is affected.

12. Collapse Lung - One of the target's lungs collapses; they are restricted to 50% of normal activity for all physical activity until the lung is repaired.

13. Muscle Death - As *Limb Death*, except a random muscle is affected (not muscle organs, e.g., not the heart).

14. Bone Death - As *Limb Death*, except a random bone (not part of spine or skull) gradually disintegrates.

15. Black Channel I - One of the *Black Channel I* spells may be used (see section 10.7); the Gamemaster must decide which ones may be used on the basis of culture and world system.

20. Petrifaction - The target's bones will gradually petrify; a loss of activity (as in *Limb Death*) occurs due to loss of blood production.

25. Black Channel II - As *Black Channel I*, except one of the *Black Channel II* spells may be used.

30. Disruption X - As *Touch of Disruption*, except range is 100'.

50. Disruption True - As *Touch of Disruption*, except range is 300' and delivers an 'E' Impact critical if the target fails to resist.

FLUID DESTRUCTION

- 1. Vaporize Water** - Vaporizes 10 cu' of liquid/level.
- 2. Freeze Water** - Freezes 10 cu' of liquid/level.
- 3. Evaporation I** - Causes 1000 cu' of liquid to rapidly evaporate over the course of 1 hour.
- 4. Unwater I** - Instantly disintegrates 100 cu' of water.
- 5. Calm Water** - Water within radius is calmed; waves are cut 20' in center and less towards the perimeter.
- 6. Water Bolt I** - A bolt of water is shot from the palm of the caster; results determined on the Water Bolt Table.
- 7. Unrain I** - No precipitation will occur in the area of effect for the duration of the spell.
- 8. Dehydrate** - Removes all the liquid (usually water) from 1 cu' of inanimate material.
- 9. Evaporation II** - As *Evaporation I*, except 10,000 cu' are affected.
- 10. Unwater II** - As *Unwater I*, except 1,000 cu' are affected.
- 11. Unrain True** - As *Unrain I*, except affects a 500'/level radius for 1 day/level.
- 12. Dehydrate True** - As *Dehydrate*, except affects 10 cu'.
- 13. Evaporation III** - As *Evaporation I*, except affects 100,000 cu'.
- 14. Unwater III** - As *Unwater I*, except affects 10,000 cu'.
- 15. Greater Calm Water** - As *Calm Water*, except waves are cut by 50' in center.
- 20. Dehumidify** - For every minute that the caster concentrates, the humidity drops 1% of the original humidity (up to

50%). The humidity will gradually increase at a rate of 5% (of original humidity) per day until the original humidity is reached. Note that this change in humidity levels could affect an area's climate (in turn affecting the area's vegetation).

25. Evaporation True - As *Evaporation I*, except 1,000,000 cu' can be affected.

30. Calm Water True - As *Calm Water*, except radius is 1000'R/level.

50. Dehumidify True - Every minute that the caster concentrates, the humidity drops 5% of the original humidity (up to 95%). The humidity later increases as per the Dehumidify spell. Note that this change in humidity levels could affect an area's climate (in turn affecting the area's vegetation).

FLUID DESTRUCTION

SORCERER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Vaporize Water	10 cu'/lvl	P	100'	F
2)	Freeze Water	10 cu'/lvl	P	100'	F
3)	Evaporation I	1000 cu'	P	100'	F
4)	Unwater I	100 cu'	P	100'	F
5)	Calm Water	100'R	C	100'	F
6)	Water Bolt I	100'	-	100'	Ed
7)	Unrain I	100' R	4 hrs/lvl	100'	F
8)	Dehydrate	1 cu'	P	100'	F
9)	Evaporation II	10,000 cu'	P	100'	F
10)	Unwater II	1,000 cu'	P	100'	F
11)	Unrain True	500' R/level	1 day/lvl	100'	F
12)	Dehydrate True	10 cu'	P	100'	F
13)	Evaporation III	100,000 cu'	P	100'	F
14)	Unwater III	10,000 cu'	P	100'	F
15)	Greater Calm Water	100'R/lvl	C	100'/lvl	F
16)					
17)					
18)					
19)					
20)	Dehumidify	1 mi R	P	1 mi	F
25)	Evaporation True	1,000,000 cu'	P	100'	F
30)	Calm Water True	1,000' R/lvl	C	1000'/lvl	F
50)	Dehumidify True	1,000' R/lvl	P	1000'/lvl	F

GAS DESTRUCTION

SORCERER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Unfog	10'R/lvl	P	100'	F
2)	Air Stop I	10' R	C	100'	F
3)	Vacuum I	5' R	-	100'	F
4)	Deoxygenation I	10' R	C	100'	F
5)	Air Stop II	20' R	C	100'	F
6)	Vacuum II	10' R	-	100'	F
7)	Deoxygenation II	20' R	C	100'	F
8)	Gas to Air	1 cu'/rnd	P	100'	F
9)	Air Stop X	100' R	C	100'	F
10)	Vacuum IV	20' R	-	100'	F
11)	Great Vacuum I	5' R	-	100'	F
12)	Fast Deoxygenation I	10' R	C	100'	F
13)	Deoxygenation V	50' R	C	100'	F
14)	Great Vacuum II	10' R	-	100'	F
15)	Fast Deoxygenation II	20' R	C	100'	F
16)					
17)					
18)					
19)					
20)	Major Vacuum	5' R	-	100'	F
25)	Deoxygenation True	20' R	C	100'	F
30)	Vacuum True	10' R	-	100'	F
50)	Implosion	1,000,000 cu'	-	300'	F

GAS DESTRUCTION

- 1. Unfog** - Disperses all fog in a 10'/level radius.
- 2. Air Stop I** - Cuts all generalized air movement (e.g., wind) by 30 mph in a 10' radius (will not affect breathing).
- 3. Vacuum I** - Creates a 5' radius of near vacuum; all within the radius take a 'B' Impact critical as the air leaves and rushes back in.
- 4. Deoxygenation I** - As *Air Stop I* except that caster can remove the oxygen in a 10' radius at the rate of 1% of the original oxygen/round.
- 5. Air Stop II** - As *Air Stop I*, except affects a radius of 20'.
- 6. Vacuum** - As *Vacuum I*, except affects a radius of 10'.
- 7. Deoxygenation II** - As *Deoxygenation I*, except affects a radius of 20'.
- 8. Gas To Air** - Changes any gas to oxygen at a rate of 1 cu'/round as long as the caster concentrates.

9. Air Stop X - As *Air Stop I*, except affects a radius of 100'.

10. Vacuum IV - As *Vacuum I*, except affects a radius of 20'.

11. Great Vacuum I - As *Vacuum I*, except delivers a 'D' Impact critical in a 5' radius.

12. Fast Deoxygenation I - As *Deoxygenation I*, except affects a radius of 10'; removal rate is 5%/round.

13. Deoxygenation V - As *Deoxygenation I*, except affects a radius of 50'; removal rate is 1%/round.

14. Great Vacuum II - As *Great Vacuum I*, except affects a radius of 10'.

15. Fast Deoxygenation - As *Fast Deoxygenation I*, except affects a radius of 20'; removal

rate is 5%/round.

20. Major Vacuum - As *Vacuum I*, except delivers an 'E' Impact critical in a 5' radius.

25. Deoxygenation True - As *Deoxygenation I*, except affects a radius of 20' and removal rate is 20%/round.

30. Vacuum True - As *Major Vacuum*, except affects a 10' radius.

50. Implosion - Destroys gases in a single enclosure (e.g., usually a building) up to a size of 100'x100'x100' (or 1,000,000 cu'). The building has a chance of collapsing (dependent on construction) and everyone inside takes an 'E' Impact critical from falling debris. This results in a very loud explosion. If this spell destroys the base of a tall building, it may fall outside the area of effect ... everyone within 100' of the building takes a 'C' Impact critical from the explosion.

MIND DESTRUCTION

1. Minor Pain - Target takes 25% of their remaining concussion hits (i.e., those not already taken); these hits are healed when the duration is up, provided target has not died.

2. Jolts I - Target is stunned.

3. Disorientation - Target must subtract 25 from all orientation, perception, and initiative rolls.

4. Unbalance - As *Disorientation*, except 25 is subtracted from all maneuver rolls.

5. Distortions - As *Disorientation*, except 25 is subtracted from all combat rolls.

6. Jolts III - As *Jolts I*, except duration is 3 rounds/10 failure.

7. Major Pain - As *Minor Pain*, except 50% of remaining hits are taken.

8. Forget - Target forgets a period of (1 min/level) of their past, as desired by the caster.

9. Word Of Pain - As *Major Pain*, except hits must be cured.

10. Mind Shock - As *Disorientation*, *Unbalance*, and *Distortions* (all at once).

11. Mind Death - Target mind blanks out for a period of 10 min/day at random. Target is incapable of activity or thought during this period.

12. Jolts V - As *Jolts I*, except duration is 5 rounds/10 failure.

13. Unminding - Target's mind is completely blank for the duration. They cannot perceive events, time, or activity; they is stunned for 1 round after their mind comes back.

14. Mass Confusion - Affects as many targets as the caster's level; each target only has a 50% chance of making a decision each round (can still defend) and the range is 300'.

15. Mind Break - Target is a blathering idiot; they can be lead around, but they can take no action.

20. Lost Experience - Target loses 5% of their collected experience (usually experience points).

25. Mass Pain - As *Minor Pain*, except as many targets as the caster's level are affected, the duration is until healed, and the range is 300'.

30. Mass Mind Shock - As *Mind Shock*, except as many targets as the caster's level can be affected and the range is 300'.

50. Mass Unminding - As *Unminding*, except as many targets as the caster's level can be affected and the range is 300'.

MIND DESTRUCTION

SORCERER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Minor Pain	1 target	10 min/5%	100'	Fm
2)	Jolts I	1 target	1 rnd/10%	100'	Fm
3)	Disorientation	1 target	1 day/5%	100'	Fm
4)	Unbalance	1 target	1 day/5%	100'	Fm
5)	Distortions	1 target	1 day/5%	100'	Fm
6)	Jolts III	1 target	3 rnd/10%	100'	Fm
7)	Major Pain	1 target	10 min/5%	100'	Fm
8)	Forget	1 target	P	10'	Fm
9)	Word of Pain *	1 target	P	100'	Fm
10)	Mind Shock	1 target	1 day/5%	100'	Fm
11)	Mind Death	1 target	P	50'	Fm
12)	Jolts V	1 target	5 rnd/10%	100'	Fm
13)	Unminding	1 target	1 rnd/5%	100'	Fm
14)	Mass Confusion	1 target/lvl	1 hr/5%	300'	Fm
15)	Mind Break	1 target	1 day/10%	100'	Fm
16)					
17)					
18)					
19)					
20)	Lost Experience	1 target	P	100'	Fm
25)	Mass Pain	1 target/lvl	10 min/5%	100'	Fm
30)	Mass Mind Shock	1 target/lvl	1 day/5%	100'	Fm
50)	Mass Unminding	1 target/lvl	1 rnd/5%	100'	Fm

SOLID DESTRUCTION

SORCERER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Melt Ice	10 cu'/lvl	P	100'	F
2)	Loosen Earth	100 cu'	P	100'	F
3)	Erosions	100 cu'/lvl	P	100'	F
4)	Cracks Call	10'x10'x10'	P	100'	F
5)	Undoor	10'x10'x6"	P	10'	F
6)	Stone/Earth	100 cu'	P	100'	F
7)					
8)	Earth/Mud	100 cu'	P	100'	F
9)					
10)	Corridor	3'x6'x1'/lvl	P	100'	F
11)	Shatter	1 cu'	P	100'	F
12)	Unearth	100 cu'	P	100'	F
13)	Unstone	100 cu'	P	100'	F
14)	Undoor True	1 door	P	100'	F
15)	Unmetal	1 cu'	P	100'	F
16)					
17)					
18)					
19)					
20)	Solid Destruction True	1 cu'/lvl	P	100'	F
25)	Tremors	varies	1 rnd	100'/lvl	F
30)	Great Crack	varies	P	300'	F
50)	Quake	varies	varies	touch	F

SOLID DESTRUCTION

- 1. Melt Ice** - Melts up to 10cu'/level of ice.
- 2. Loosen Earth** - Loosens 100 cu' of earth to the consistency of plowed ground.
- 3. Erosions** - Causes a 100 cu'/level section of inorganic material to erode and deteriorate at 1000 x normal rate.
- 4. Cracks Call** - Any previous cracks or flaws in material up to 10'x10'x10' (not 1,000 cu feet) section will extend to their limit.
- 5. Undoor** - Will vaporize a non-magic door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches).
- 6. Stone/Earth** - Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rounds.
- 8. Earth/Mud** - As *Stone/Earth*, except changes earth to soft mud.

10. Corridor - Creates a 3'x6' corridor that is 1'/level long; it can be cut through any non-metal, inorganic material. The corridor can be cut at a rate of 1' (length) per round as the caster concentrates.

11. Shatter - Can shatter an inorganic object, up to 1 cu'. All within a 5' radius take an 'A' Impact critical and holder takes a 'C' Impact critical.

12. Unearth - Disintegrates 100 cu' of earth.

13. Unstone - As *Unearth*, except affects stone.

14. Undoor True - As *Undoor*, except any single door is vaporized.

15. Unmetal - As *Unearth*, except affects 1 cu' of metal.

20. Solid Destruction

True - As *Unearth*, except

it will disintegrate 1 cu'/level of any inanimate solid.

25. Tremors - Causes a very minor earthquake which could cause shoddy construction to collapse (can be very terrifying). This is approximately 5.5 on the Richter scale.

30. Great Crack - Causes a large crevice to open in the ground (up to 10'/level deep, 1'/level wide and 20'/level long). The crevice takes 2 rounds to open. The caster can concentrate for 3 rounds to close the crevice.

50. Quake - Caster can cause an earthquake; with the spot they touches as the epicenter. The quake can be delayed up to 1 round/level. The severity of the quake on the Richter scale is determined by a roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0.

SOUL DESTRUCTION

1. Question - Target must answer a single concept question (presuming that the target can understand the question).

2. Demonic Possession I - Target is possessed by a Type I Demon; caster has no control over the target or Demon. The Demon will force the target to do random (not necessarily destructive) things; target gets an RR every other round to attempt to get rid of the Demon.

3. Neurosis - Target has an extreme dislike for any specific thing the caster chooses; target has a 50% chance, modified by their Self Discipline stat bonus, of overcoming the neurosis when given a choice (e.g., neurosis concerning horses would mean that every time the target tried to get on or near a horse they would only have a 50% chance).

4. Guilt - Target becomes guilty over some action in their past. The GM should choose some significant event in the target's past. They will not perform similar actions again and must take steps to alleviate the guilt.

5. Paranoia - Target will trust no one absolutely. When in a life threatening/ dangerous situation, there is a 50% chance (modified by the their Self Discipline stat bonus) that they will not put their safety in the hands of others.

6. Demonic Possession II - As *Demonic Possession I*, except Demon is Type II and the possessed only gets a RR once every minute.

7. Panic - Target will flee in panic in any personally dangerous situation, unless they successfully make an RR (once per combat only). Fleeing equates to movement away for D10 rounds at maximum pace.

8. Transferral - Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of their normal activity in the body of the target. The target in the caster's body is inactive. The caster can cancel the spell at any time (takes 1 round); the target can only cancel the spell if they make a successful RR (they gets one every 10 minutes). If either body is killed, both "souls" will be destroyed (see *Absolution*).

10. Demonic Possession III - As *Demonic Possession I*, except Demon is Type III and the possessed target only gets a RR once every 10 minutes.

11. Subjugation - Part of the target's "soul" is taken and placed in an organic object on the caster's person; the body of the target will act as the caster directs whenever they concentrate. The spell is canceled when: the caster cancels it or the object is destroyed or the body is more than 100'

SOUL DESTRUCTION

SORCERER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Question	1 target	-	100'	Fm
2)	Demonic Possession I	1 target	varies	100'	Fm
3)	Neurosis	1 target	P	100'	Fm
4)	Guilt	1 target	P	100'	Fm
5)	Paranoia	1 target	P	100'	Fm
6)	Demonic Possession II	1 target	varies	100'	Fm
7)	Panic	1 target	P	100'	Fm
8)	Transferral	1 target	varies	100'	Fm
9)					
10)	Demonic Possession III	1 target	varies	100'	Fm
11)	Subjugation	1 target	varies	100'	Fm
12)	Un soul Curse	1 target	varies	100'	Fm
13)	Demonic Possession IV	1 target	varies	100'	Fm
14)	Word of Panic *	1 target	1 rnd/5%	100'	Fm
15)	Shout of Panic *	20'R	1 rnd/5%	100'	Fm
16)					
17)					
18)					
19)					
20)	Banishment	1 target	varies	100'	Fm
25)	Transferral True	1 target	varies	100'	Fm
30)	Absolution	1 target	varies	100'	Fm
50)	Absolution Pure	1 target	varies	100'	Fm

from caster or the object leaves caster's person. If the caster is not concentrating the target is free to do anything they want, at -30 to all activities. While being commanded, the target is aware of all the actions they are performing, but is helpless to stop.

12. Un soul Curse - Part of the target's soul is transferred to a random object somewhere within 100 miles; the target is at -30 to all activities until the spell is dispelled or they touches the object. The target will always know the direction of their "soul".

13. Demonic Possession IV - As *Demonic Possession I*, except Demon is Type IV; the possessed target only gets a RR once every hour.

14. Word of Panic - Target flees in total panic from caster. Fleeing equates to movement away for D10 rounds at maximum pace.

15. Shout of Panic - As *Word of Panic*, except affects all within 20' of caster.

20. Banishment - As *Subjugation*, except the "soul" is only released if the caster cancels the spell or the object is destroyed. The target is always aware of the direction of the object holding their "soul".

25. Transferral True - As *Transferral*, except the caster can operate at 90% of normal activity, and the target can only try a RR once every hour.

30. Absolution - Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 30 days/10 failure. The soul can be returned early only through *Lifegiving*. The target is unconscious and at -75 for subconscious activities while their soul is absent.

50. Absolution Pure - As *Absolution*, except "soul" can only be brought back through *Lifegiving*.

DARK CONTACTS

EVIL MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Force Analysis III *	1 Demon	varies	10'	Fm
3)	Lesser Demonic Contact	1 Demon	varies	varies	Fm
4)					
5)	Force Information III *	1 Demon	varies	10'	Fm
6)					
7)	Force Search III	1 Demon	varies	10'	Fm
8)					
9)					
10)	Greater Demonic Contact	1 Demon	varies	varies	Fm
11)	Force Analysis IV*	1 Demon	varies	10'	Fm
12)					
13)	Force Information IV *	1 Demon	varies	10'	Fm
14)	Force Search IV *	1 Demon	varies	10'	Fm
15)	Force Analysis V*	1 Demon	varies	10'	Fm
16)					
17)					
18)					
19)					
20)	Force Information V *	1 Demon	varies	10'	Fm
25)	Force Search V *	1 Demon	varies	10'	Fm
30)	Force Analysis VI *	1 Demon	varies	10'	Fm
50)	Force Information VI *	1 Demon	varies	10'	Fm

DARK CONTACTS

2. Force Analysis III - Forces a Type I, II, or III Demon who is present (or contacted) to analyze one item, the chance of a Demon successfully analyzing each property of the item is: Type I or II (0%), Type III (10%), Type IV (30%), Type V (60%), Type VI (90%). This spell fails if a D100 roll is less than or equal to the Demon's Type (i.e., against a Type III Demon this spell fails on a 01-03); see *Lesser Demonic Gate* and *Greater Demonic Gate* for the failure effects.

3. Lesser Demonic Contact - Caster contacts a Demon (takes 2 rounds for contact to be established). Roll for Type: (01 -60) Type I, (61 -90) Type II, (91-100) Type III. If the Demon is not "Forced" (i.e., by *Force Analysis #*, *Force Information #*, or *Force Search #*), the Demon will leave and the caster suffers one of the following effects. First make a 1-100 roll and add 10 times the Demon's Type - if (01-91) roll on Spell Failure Table (attack section); if (91-up) effect depends on the "Force" spell intended: *Force Analysis* = lose item, *Force Information* = coma (same number of weeks as Demon Type), *Force Search* = quest (GM discretion).

5. Force Information III - As *Force Analysis III*, except the Demon can be forced to answer one yes or no question, whose answer exists in someone's unshielded mind. There is the same chance of ability to answer but the failure chance is 3 times the Demon's Type.

7. Force Search III - As *Force Analysis III*, except the Demon can be forced to conduct a search for a specific person, place, or thing; the Demon searches but not on our plane of existence. Upon finding the person, place or thing, the Demon will report upon its Location. The chance of successfully

finding the object is the same as presented in *Force Analysis III*, but spell failure is 5 times the Demon's type.

10. Greater Demonic Contact - As *Lesser Demonic Contact*, except Types III-VI can be summoned: (01-60) Type III, (61-85) Type IV, (86-95) Type V, (96-100) Type VI.

11. Force Analysis IV - As *Force Analysis III*, except Types I-IV can be forced.

13. Force Information IV - As *Force Information III*, except Types I-IV can be forced.

14. Force Search IV - As *Force Search III*, except Types I-IV can be forced.

15. Force Analysis V - As *Force Analysis III*, except Types I-V can be forced.

20. Force Information V - As *Force Information III*, except Types I-V can be forced.

25. Force Search V - As *Force Search III*, except Types I-V can be forced.

30. Force Analysis VI - As *Force Analysis III*, except Types I-VI can be forced.

50. Force Information VI - As *Force Information III*, except Types I-VI can be forced.

Note: Demons gain information by common knowledge among Demons, by contacting other Demons or by observing the human plane (mentally and physically).

DARK SUMMONS

1. Familiar - The caster can attune himself to a small creature of animal intelligence to serve as their familiar (the animal must be a reptile, a bat, an insect, a raven, etc). The caster must obtain the creature through normal means (can be no more than 10% of caster's own mass) and cast the spell on the animal once/day for 1 week (concentrating for 2 hours/day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50' level). If the animal is killed the caster will have a -25 modification all actions for 2 weeks

2. Summons I - Caster can instantly summon a first level non-intelligent creature that they can control by concentrating on it. If the creature can understand the caster's communications (e.g. *Creature Tongues*), the creature can be controlled by normal communication. Otherwise, control is only maintained through concentration of the caster. The caster can specify the general type of the creature, but the GM should determine exactly what the creature is, selected from creatures commonly found in the area where the spell is cast. If the summoned creature is used for a task that is not dangerous to the creature, the duration for this spell is 10 minutes per level of the caster. However if the creature is ever put into what the creature perceives to be a dangerous situation, the duration drops to 1 round per level of the caster.

3. Control Demon I - Allows the caster to control a Type I Demon for the duration of the spell. At the time of casting, there is a 2% chance per type of Demon that the demon can ignore the control.

4. Summons II - As *Summons I*, except caster can chose to use one of the following options: a) the level of the creature is increased by one; b) an extra first level creature can be summoned, or c) the duration can be doubled.

5. Lesser Demonic Gate - Caster summons a Demon who gradually appears over the course of 2 rounds, roll for Type: (01-60) Type I, (61-90) Type II, (91-100) Type III. If the Demon is not "Controlled" or "Mastered" (i.e., usually by one of the spells on this list) before the Demon materializes, the caster makes a 1-100 roll, adds the Demon Type times 10, and receives one of the following effects: (11-20) roll on the attack column of the Spell

Failure Table

(21-40)	Caster takes 'A' Impact critical.
(41-60)	Caster takes 'B' Impact critical.
(61-75)	Caster takes 'C' Impact critical.
(76-90)	Caster takes 'D' Impact critical.
(91-00)	Caster takes 'E' Impact critical.
(>100)	Demon gives caster a Quest (GM discretion).

The caster and Demon make no RRs. The roll is open-ended. The Demon always leaves if uncontrolled.

DARK SUMMONS

EVIL MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Familiar	1 animal	P	touch	Fm
2)	Summons I	1 creature	varies	100'	Fm
3)	Control Demon I *	1 demon	C	10'/lvl	Fm
4)	Summons II	varies	varies	100'	Fm
5)	Lesser Demonic Gate	1 demon	C	10'	F
6)	Demon Mastery I *	1 demon	varies	10'/lvl	Fm
7)	Control Demon II *	1 demon	C	10'/lvl	Fm
8)	Summons V	varies	varies	100'	Fm
9)	Demon Mastery II *	1 demon	varies	10'/lvl	Fm
10)	Control Demon III *	1 demon	C	10'/lvl	Fm
11)	Summons X	varies	varies	100'	Fm
12)	Greater Demonic Gate	1 demon	C	10'	F
13)	Demon Mastery III *	1 demon	varies	10'/lvl	Fm
14)	Control Demon IV *	1 demon	C	10'/lvl	Fm
15)	Demon Mastery IV *	1 demon	varies	10'/lvl	Fm
16)					
17)					
18)					
19)					
20)	Control Demon V *	1 demon	C	10'/lvl	Fm
25)	Demon Mastery V *	1 demon	varies	10'/lvl	Fm
30)	Control Demon VI *	1 demon	C	10'/lvl	Fm
50)	Demon Mastery VI *	1 demon	varies	10'/lvl	Fm

6. Demon Mastery I - As *Control Demon I*, except the caster need not concentrate to control the Demon. The chance of failure is 5 times the Demon's Type. The Demon will remain and obey the caster until the caster is killed or the Demon is outside the range limit or the caster releases them. A maximum of two Demons can be mastered at one time by one being. Obtaining information may only be accomplished by using spells off the Evil Magician's Base list, Dark Contacts.

7. Control Demon II - As *Control Demon I*, except Types I and II can be controlled.

8. Summons V - As *Summons II*, except four options can be chosen.

9. Demon Mastery II - As *Demon Mastery I*, except Types I and II can be mastered.

10. Control Demon III - As *Control Demon I*, except Types I-III can be controlled.

11. Summons X - As *Summons III*, except 9 options can be chosen.

12. Greater Demonic Gate - As *Lesser Demonic Gate*, except Types III-VI can be summoned: (01-60) Type III, (61-85) Type IV, (86-95) Type V, (96-100) Type VI.

13. Demon Mastery III - As *Demon Mastery I*, except Types I-III can be mastered.

14. Control Demon IV - As *Control Demon I*, except Types I-IV can be controlled.

15. Demon Mastery IV - As *Demon Mastery I*, except Types I-IV can be mastered.

20. Control Demon V - As *Control Demon I*, except Types I-V can be controlled.

25. Demon Mastery V - As *Demon Mastery I*, except Types I-V can be mastered.

30. Control Demon VI - As *Control Demon I*, except Types I-VI can be controlled.

50. Demon Mastery VI - As *Demon Mastery I*, except Types I-VI can be mastered.

DARKNESS

EVIL MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Darkness II	20'R	10 min/lvl	touch	E
2)	Nightvision	1 target	10 min/lvl	10'	U
3)	Dark Control II	20'R	C	20'	E
4)					
5)	Darkness X	100'R	10 min/lvl	touch	E
6)	Darkvision	1 target	10 min/lvl	10'	U
7)	Dark Control V	50'R	C	50'	E
8)	Shadow Forms	1 shadow/lvl	10 min/lvl (C)	100'	E
9)	Lesser Darkness	300'R	10 min/lvl	touch	E
10)	Lesser Utterdark	20'R	1 min/lvl	touch	E
11)	Dark Control X	100'R	C	20'	E
12)	Darkvision True	1 target	10 min/lvl	10'	U
13)	Utterdark	100'R	1 min/lvl	touch	E
14)	Minor Darkness	500'R	10 min/lvl	touch	E
15)	Clouds of Darkness	100'R	2 hrs/lvl	100'	E
16)					
17)					
18)					
19)					
20)	Greater Darkness	1,000'R	10 min/lvl	touch	E
25)	Utterdark True	300'R	1 min/lvl	touch	E
30)	Darkness True	100'R/Lvl	10 min/lvl	touch	E
50)	Clouds of Darkness True	1 mi R/ level	2 hrs/lvl	100'	E

DARKNESS

1. Darkness II - Creates an area of up to 20'R about the point touched; darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object/being. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

2. Nightvision - Target can see 100' in normal darkness as if it were day.

3. Dark Control II - Caster can vary the intensity of darkness in the area, but they cannot lighten it past its natural state. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

5. Darkness X - As *Darkness II*, except radius is 100'.

6. Darkvision - As *Nightvision*, except caster can see in all darkness (even magical).

7. Dark Control V - As *Dark Control II*, except radius is 50'.

8. Shadow Forms - Caster can create either the visual illusion of shadow figures, or real shadows (as many as the caster's level); they will move when they concentrates.

9. Lesser Darkness - As *Darkness II*, except radius is 300'.

10. Lesser Utterdark - Creates a 20'R area of darkness, no non-magic light can exist and magic light (except *Utterlight*) must make a RR. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of

effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

11. Dark Control X - As *Dark Control II*, except radius is 100'.

12. Darkvision True - As *Darkvision*, except the target can see as far as they would be allowed in daylight.

13. Utterdark - As *Lesser Utterdark*, except radius is 100'.

14. Minor Darkness - As *Darkness II*, except radius is 500'.

15. Clouds of Darkness - Creates a "cloud" of darkness that has a 100'R and drifts with the wind. The darkness is as in *Darkness*.

20. Greater Darkness - As *Darkness II*, except radius is 1,000'.

25. Utterdark True - As *Utterdark*, except radius is 300'.

30. Darkness True - As *Darkness II*, except radius is 100'/level.

50. Clouds of Darkness True - As *Clouds of Darkness*, except radius is 1 mile/ level.

MATTER DISRUPTION

1. Un-Ice I - Turns 100 cu' of ice into water vapor.

2. Earth to Dust I - Turns 10 cu' of earth into fine dust.

3. Cracks Call - Any previous cracks or flaws within a section of any normal material 1000 cu' (10'x10'x10') will extend to their limit.

4. Powder Stone I - Turns 10 cu' of stone into fine powder.

5. Un-Ice X - As *Un-Ice I*, except affects up to 1000 cu'.

6. Disruption I - Turns 1 cu' of any inorganic material to fine powder (must be one object).

7. Earth to Dust X - As *Earth to Dust I*, except affects up to 100 cu'.

8. Shatter - As *Disruption I*, except the object shatters into small pieces; all within 5' take an 'A' Impact critical, holder takes a 'C'.

9. Powder Stone X - As *Powder Stone I*, except affects up to 100 cu'.

10. Un-Ice True - As *Un-Ice I*, except affects up to 100 cu'/level and range is 300'.

11. Disruption X - As *Disruption I*, except affects up to 10 cu'.

12. Earth to Dust X - As *Earth to Dust I*, except affects up to 1000 cu' and range is 300'.

13. Cause Cracks - Causes cracks to appear in up to 100 cu' of nonmetal, inorganic material.

14. Powder Stone True - As *Earth to Dust I*, except affects 1000 cu' and range is 300'.

15. Disintegration - Completely disintegrates 1 cu' of inorganic material.

20. Mass Earth to Dust - As *Earth to Dust I*, except affects up to 100 cu'/level.

25. Mass Powder Stone - As *Powder Stone I*, except affects up to 100 cu'/level.

30. Mass Disruption - As *Disruption I*, except up to as many objects (up to 1 cu' each) as the caster's level can be affected, and range is 100'.

MATTER DISRUPTION

EVIL MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Un-Ice I	100 cu'	P	100'	F
2)	Earth to Dust I	10 cu'	P	100'	F
3)	Cracks Call	1000 cu'	P	100'	F
4)	Powder Stone I	10 cu'	P	100'	F
5)	Un-Ice X	1000 cu'	P	100'	F
6)	Disruption I	1 cu'	P	10'	F
7)	Earth to Dust X	100 cu'	P	100'	F
8)	Shatter	1 cu'	P	10'	F
9)	Powder Stone X	100 cu'	P	100'	F
10)	Un-Ice True	100 cu'/ level	P	100'	F
11)	Disruption X	10 cu'	P	10'	F
12)	Earth to Dust X	1000 cu'	P	100'	F
13)	Cause Cracks	1000 cu'	P	100'	F
14)	Powder Stone True	1000 cu'	P	100'	F
15)	Disintegration	1 cu'	P	100'	F
16)					
17)					
18)					
19)					
20)	Mass Earth to Dust	100 cu'/lvl	P	300'	F
25)	Mass Powder Stone	100 cu'/lvl	P	300'	F
30)	Mass Disruption	varies	P	10'	F
50)	Disintegration (100 cu')	10 cu'	P	300'	F

50. Disintegration True - As *Disintegration*, except affects objects up to 100 cu' and range is 300'.



PHYSICAL EROSION

EVIL MAGICIAN BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Pain	1 target	1 min/lvl	100'	F
2)	Impair I	1 target	1 week/5%	100'	F
3)	Ache	1 target	1 min/lvl	100'	F
4)	Fire Nerves	1 target	1 min/lvl	100'	F
5)	Trait Erosion I	1 target	1 mo/5%	100'	F
6)	Impair II	1 target	1 week/5%	100'	F
7)	Pang	1 target	1 min/lvl	100'	F
8)					
9)	Agony	1 target	1 min/lvl	100'	F
10)	Trait Erosion II	1 target	1 mo/5%	100'	F
11)	Impair III	1 target	1 week/5%	100'	F
12)	Spasm	1 target	1 min/lvl	100'	F
13)	Mass Pain	1 target/lvl	1 min/lvl	100'	F
14)	Torment	1 target	1 min/lvl	100'	F
15)	Trait Erosion III	1 target	1 mo/5%	100'	F
16)	Impair IV	1 target	1 week/5%	100'	F
17)					
18)					
19)	Trait Erosion IV	1 target	1 mo/5%	100'	F
20)	Impair V	1 target	1 week/5%	100'	F
25)	Mass Fire Nerves	1 target/lvl	1 min/lvl	100'	F
30)	Trait Erosion V	1 target	1 mo/5%	100'	F
50)	Trait Erosion True	1 target	P	100'	F

PHYSICAL EROSION

1. Pain - Target feels pain, and they take 20% of their remaining hits.

2. Impair I - One of the target's Physical Stats suffers a -5 modification to the stat bonus for one week per 5% failure. The physical stats are: Strength, Agility, Quickness and Constitution (also appearance, dexterity, etc.).

3. Ache - As *Pain*, except the ache seems natural and reduces target's hits by 10% until cured (caster must specify nature of ache). The target is unaware that the spell has been cast on them, since it affects them gradually (target loses 1 hit per minute). GM should describe the ache as a natural thing and may choose not to inform the player that the character has reduced hits.

4. Fire Nerves - As *Pain*, except target takes 40% of their remaining hits.

5. Trait Erosion I - As *Impair I*, except the duration is one month per 5% failure.

6. Impair II - As *Impair I*, except a Physical Stat suffers a -10 modification to the stat bonus.

7. Pang - As *Ache*, except target's hits are reduced by 20%.

9. Agony - As *Pain*, except target takes 60% of their remaining hits.

10. Trait Erosion II - As *Impair II*, except the duration is one month per 5% failure.

11. Impair III - As *Impair I*, except a Physical Stat suffers a -15 modification to the stat bonus.

12. Spasm - As *Ache*, except target's hits are reduced by 40%.

13. Mass Pain - As *Pain*, except as many targets as the caster's level can be affected.

14. Torment - As *Pain*, except target takes 90% of their remaining hits.

15. Trait Erosion III - As *Impair III*, except the duration is one month per 5% failure.

16. Impair IV - As *Impair I*, a Physical Stat suffers a -20 modification to the stat bonus.

19. Trait Erosion IV - As *Impair IV*, except the duration is one month per 5% failure.

20. Impair V - As *Impair I*, a Physical Stat suffers a -25 modification to the stat bonus.

25. Mass Fire Nerves - As *Fire Nerves*, except as many targets as the caster's level can be affected.

30. Trait Erosion V - As *Impair V*, except the duration is one month per 5% failure.

50. Trait Erosion True - As *Trait Erosion V*, except duration is Permanent.

Note: In a D20 or 3D6 system, every 5 points modification translates into a 1 point reduction to the stat.

10.0 OF MENTALISM

10



The mind is an amazing tool, especially for those who use it. Yet, no one uses it to its full capacity. Mentalism is that realm of power in which the masters of spells strive to use their minds in ways few even contemplate. By using the very personal power locked within themselves, mentalists are able to channel the power of the essence through their on mental corridors, thus manipulating and bending the reality that surrounds them. In a sense, they act as very minute imitations of the deities above, giving power not to clerics, but retaining it and directing its manipulation. Mentalists are masters of the essence within their own minds.

Because mentalists are not deities, however, they work within the limitations of their worldly bodies, their own senses

and perceptions. Rarely are they able to direct their spells beyond themselves or one target. Manipulation of one's own essence does not yield the wide-reaching power of the other realms. Additionally, the physical freedom of the mentalist's head is prerequisite to the use of this inner strength; no head covering, especially helms, may be worn while casting or using Mentalism spells.

Nonetheless, the power of the mentalist can reach great heights. They are the masters of thought, gatherers of presence and inner strength. Even though their focus is generally limited to singular targets, their abilities regarding personal confrontations are considerable indeed, for it is the mentalist who seeks to fulfill the destiny of their own mind.

199

ANTICIPATIONS

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)					
3)	Guess *	caster	-	self	I
4)					
5)	Intuitions I	caster	-	self	I
6)					
7)					
8)	Dream I	caster	sleep	self	I
9)	Room Feel I	1'R/lvl	varies	100'	I
10)	Anticipations *	caster	-	self	I
11)	Intuitions II	caster	-	self	I
12)	Room Feel II	1'R/lvl	varies	100'	I
13)					
14)	Dreams II	caster	sleep	self	I
15)	Spell Anticipation *	caster	-	self	I
16)	Room Feel III	1'R/lvl	varies	100'	I
17)	Dreams III	caster	sleep	self	I
18)					
19)	Room Feel IV	1'R/lvl	varies	100'	I
20)	Intuitions True	caster	-	self	I
25)	Anticipations True *	caster	-	self	I
30)	Dreams V	caster	sleep	self	I
50)	Spell Anticipation True *	caster	-	100'	I

ANTICIPATIONS

3. Guess - When faced with a choice about which they have little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way they go, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).

5. Intuitions I - Caster gains a vision of what will happen in the next minute if they take a specified action.

8. Dream I - Caster has a dream relating to a topic decided upon just before retiring; limited to once per night. The caster must sleep a minimum of one sleep cycle per Dream spell.

9. Room Feel I - Caster has a vision of what has occurred in a room or place; limited to up to 1 min/level into the past. The size of the room is limited to the area of effect.

10. Anticipations - Predicts most probable action of a being in the next round; specif-

ics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell). This results in the caster being able to declare their statement of intent for the round after hearing what the target has decided to do. Note that the target is free to change their declared action with the requisite penalties.

11. Intuitions II - As *Intuitions I*, except caster gets to gaze 2 minutes into the future.

12. Room Feel I - As *Room Feel I*, except limit is 1 hour/level.

14. Dreams II - As *Dream I*, except limit is 2 dreams/night on different topics.

15. Spell Anticipation - As *Anticipations*, except if action is to cast a spell, the spell to be cast and target are learned.

16. Room Feel III - As *Room Feel I*, except limit is 1 day/level.

17. Dreams III - As *Dream I*, except limit is 3 dreams/night on different topics.

19. Room Feel IV - As *Room Feel I*, except limit is 1 week/level.

20. Intuitions True - As *Intuitions I*, except time limit extends 1 min/level into the future.

25. Anticipations True - As *Anticipations*, except caster can predict actions of all beings within 100' of them.

30. Dream V - As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.

50. Spell Anticipation True - As *Anticipations True*, except spell types and targets are learned.

ATTACK AVOIDANCE

3. Shield - Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.

5. Deflect I - Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (missile must be in caster's field of vision).

6. Bladeturn I - As *Deflect I*, except its effect is against one melee attack.

8. Aim Untrue I - As *Deflect I*, except missile automatically misses.

10. Still Air - Creates a pocket of still air 1"/level on all sides of the caster, that no outside gas can come into (duration is the time for the oxygen to be exhausted by one person).

11. Deflect II - As *Deflect I*, except affects 2 missiles.

13. Spell Deflect I - Deflects one elemental spell against caster; attack roll has -50 added to it (must be in field of vision).

15. Bladeturn II - As *Bladeturn I*, except affects 2 melee attacks.

18. Deflect III - As *Deflect I*, except affects 3 missiles.

20. Spell Deflect II - As *Spell Deflect I*, except affects 2 elemental attack spells.

25. Bladeturn III - As *Bladeturn I*, except affects 3 melee attacks.

30. Spell Deflect III - As *Spell Deflect I*, except affects 3 elemental attack spells.

50. Deflect True - As *Deflect I*, *Bladeturn I*, and *Spell Deflect I*; except any 3 attacks can be deflected.

ATTACK AVOIDANCE

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)					
3)	Shield *	caster	1 min/level	self	F
4)					
5)	Deflect I *	1 missile	-	self	F
6)	Bladeturn I *	1 attack	-	self	F
7)					
8)	Aim Untrue I *	1 missile	-	self	F
9)					
10)	Still Air *	caster	1 min/level	self	F
11)	Deflect II *	2 missiles	-	self	F
12)					
13)	Spell Deflect I *	1 spell	-	self	F
14)					
15)	Bladeturn II *	2 attacks	-	self	F
16)					
17)					
18)	Deflect III *	3 missiles	-	self	F
19)					
20)	Spell Deflect II *	2 spells	-	self	F
25)	Bladeturn III *	3 attacks	-	self	F
30)	Spell Deflect III *	3 spells	-	self	F
50)	Deflect True *	3 attacks	-	self	F



THE PULVERIZING FIST OF MARR

This finely crafted Mace is fashioned from a rare metallic alloy (Eog).

- +30 enchanted metal weapon.
- Doubles concussion hits delivered when it strikes a foe.
- Delivers an additional Unbalancing critical of equal severity to the original.

Of Slaying Demons Beyond the Pale.

BRILLIANCE

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Blur	caster	1 min/lvl	self	D
3)	Light I	10'R	10 min/lvl	touch	E
4)	Self Aura	caster	10 min/lvl	self	D
5)	Light Eruption	10'R	-	100'	F
6)	Shock Bolt	1 target	-	100'	Ed
7)	Darkness I	10'R	10 min/lvl	self	E
8)	True Aura	caster	10 min/lvl	self	D
9)					
10)	Light V	50'R	10 min/lvl	touch	E
11)	Darkness V	50'R	10 min/lvl	touch	E
12)					
13)	Glow	1,000 cu'	10 min/lvl	touch	E
14)					
15)	Beacon	5 miles	C	self	E
16)	Greater Darkness	100'R/lvl	10 min/lvl	touch	E
17)					
18)	Utterlight	100'R	1 min/lvl	touch	E
19)	Utterdark	100'R	1 min/lvl	touch	E
20)	Sunfires	1 point	C	500'	E
25)	Sunfire True	1 point	C	500'	E
30)	Hand of Fire	1 point	1 rnd/lvl	500'	Ed
50)	Hand of Fire True	1 point	C	500'	Ed

BRILLIANCE

1. Projected Light - Beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes their hand into a fist, the light will "turn off". If the caster re-opens their fist before the end of the duration, the light will turn on again.

2. Blur - Causes caster to appear blurred to attackers, subtracting 10 from all attacks.

3. Light I - Lights a 10'R area about the point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

4. Self Aura - Causes a bright aura about the caster, making them appear more powerful and subtracting 5 from all attacks.

5. Light Eruption - [RR Mod: -10] - Causes a 10'R sphere of intense light, all within are stunned for 1 round/10 failure.

6. Shock Bolt - A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.

7. Darkness - As *Light I*, except a 10'R of normal darkness is created.

8. True Aura - As *self Aura*, except it makes them appear extremely powerful and subtracts 15 from all attacks.

10. Light V - As *Light I*, except radius is 50'.

11. Darkness V - As *Darkness I*, except radius is 50'.

13. Glow - Causes any object up to 1,000 cu' to glow with any desired color.

15. Beacon - Ray of light of any color springs from caster's hand, can be up to 5 miles long.

16. Greater Darkness - As *Darkness*, except radius is 100'R/level.

18. Utterlight - As *Light I*, except radius is 100' and it is equivalent to full daylight (will cancel *Utterdark*).

19. Utterdark - Darkens a 100'R. No non-magical light can exist in the area, and magic light (except for *Utterlight*) must make an RR or be dispelled for the duration. If this spell is cast onto a target they get a RR, if the RR succeeds, the

area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

20. Sunfires - Focuses sunlight as a lens, must be focused initially on a fixed point. The lense can be moved at a rate of 1'/round, after the first round. It will burn through a 1' diameter at a rate of: 1' wood/round, 4" stone/round, or 1" metal/round. This spell cannot be used effectively in combat (as foes can easily move out of the way). However, if used on an immobile foe, see *Hand of Fire* for damage resolution.

25. Sunfire True - As *Sunfires*, except doesn't need sunlight.

30. Hand of Fire - As *Sunfires*, except the initial focus is 6" from open palm of caster (caster's arm is immune) or it can be moved 10'/round. If used in melee, it strikes on the Fire Bolt table (x2 hits) with an OB equal to (30 + caster's directed spell bonus with *Hand of Fire*); concentration is not required when focus is fixed 6" from palm. If the attack is fumbled (01-02 UM), the caster takes an automatic 'C' Heat Critical.

50. Hand of Fire True - As *Hand of Fire*, except doesn't need sunlight.

Note: None of the "Aura" spells are cumulative with each other or *Blur*.

CLOAKING

2. Blur - Causes caster to appear blurred to attackers, subtracting 10 from all attacks,

3. Unseen - A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).

4. Shadow - Caster and objects on their person appear to be in shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/ Hiding bonus of between 25 and 75).

5. Facades I - A limited illusion that allows the caster to look like any humanoid figure within 20% of their own size.

6. Invisibility I - As *Unseen*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the Unseen termination conditions occur.

9. Invisibility II - As *Invisibility I*, except the caster can vary the radius up to 1'.

10. Shadow Mentalist I - Creates a duplicate of the caster; if they concentrate, it will move as they will; otherwise, it does exactly as they do.

11. Facades II - As *Facades I*, except illusion may include sounds and voices.

13. Displacement I - Caster appears to be offset from where they really are; all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses them, the chance of "no effect" for that foe goes down by 5%.

15. Camouflage - Caster and objects on their person take on the visual texture, color, and form of surrounding area; acts

as near invisibility when motionless (+200 to all Hiding maneuvers) and gives a +50 bonus to Stalking attempts if they concentrates. This spell is not cumulative with *Shadow*.

18. Displacement II - As *Displacement I*, except "no effect" chance is 20%.

20. Shadow Mentalist II - As *Shadow Mentalist I*, except there are two duplicates.

25. Displacement III - As *Displacement I*, except "no effect" chance is 30%.

30. Camouflage True - As *Camouflage*, except doesn't require concentration while moving and the Stalking bonus is +75.

50. True Invisibility - As *Invisibility I*, except caster can vary it up to 1' and if he attacks he is only visible for the 10 seconds immediately following the attack. Violent blows do not affect this spell.

Note: Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *Unseen*. See section 7.3 for more notes on the spells on this list.

CLOAKING

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Blur	caster	1 min/lvl	self	D
3)	Unseen	1 object	24 hours	touch	P
4)	Shadow	caster	10 min/lvl	self	P
5)	Facades I	caster	1 hr/lvl	self	P
6)	Invisibility I	1 target	24 hours	10'	P
7)					
8)					
9)	Invisibility II	1 target	24 hours	10'	P
10)	Shadow Mentalist I	varies	1 min/lvl (C)	100'	P
11)	Facades II	caster	1 hr/lvl	self	P
12)					
13)	Displacement I	caster	1 min/lvl	self	P
14)					
15)	Camouflage	caster	10 min/lvl	self	P
16)					
17)					
18)	Displacement II	caster	1 min/lvl	self	P
19)					
20)	Shadow Mentalist II	varies	1 min/lvl (C)	100'	P
25)	Displacement III	caster	1 min/lvl	self	P
30)	Camouflage True	caster	10 min/lvl	self	P
50)	True Invisibility	1 target	24 hours	10'	P

DAMAGE RESISTANCE

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	caster	1 min/lvl	self	D
2)	Cold Resistance *	caster	1 min/lvl	self	D
3)					
4)					
5)	Unpain I *	caster	1 min/lvl	self	Us
6)	Stun Relief I *	caster	-	self	Hs
7)	Resist Poison *	caster	C	self	Hs
8)					
9)					
10)	Unpain II *	caster	1 min/lvl	self	Us
11)	Stun Relief III *	caster	-	self	Hs
12)	Neutralize Poison *	caster	C	self	Hs
13)					
14)	Awake *	caster	-	self	Us
15)	Unpain III *	caster	1 min/lvl	self	Us
16)					
17)	Heat Resistance True *	caster	1 min/lvl	self	D
18)	Cold Resistance True *	caster	1 min/lvl	self	D
19)					
20)	Unpain IV *	caster	1 min/lvl	self	Us
25)	Neutralize Poison True *	caster	C	self	Hs
30)	Awake True *	caster	-	self	Us
50)	Unpain True *	caster	1 min/lvl	self	Us

DAMAGE RESISTANCE

1. Heat Resistance - Caster is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Caster also receives +20 to all RRs vs. heat; (+20 DB vs elemental fire/heat attacks). If caster doesn't concentrate the effects are halved.

2. Cold Resistance - Caster is protected from natural cold down to -30°F (treat as if target were in 70°F temperature). For temperatures below -30°F, add 100°F to determine the effective temperature for the target. Caster also receives a +20 to all RRs versus cold spells and cold attacks (+20 DB vs elemental cold/ice and cold/ice attacks). If caster doesn't concentrate the effects are halved.

5. Unpain I - Caster is able to sustain an additional 25% of their total concussion hits (round off) before passing out; hits are still taken and remain when the spell lapses.

6. Stun Relief I - Relieves 1 round's worth of accumulated stun.

7. Resist Poison -

Delays the effect of a poison as long as the caster concentrates.

10. Unpain II - As *Unpain I*, except 50% additional hits may be sustained.

11. Stun Relief III - As *Stun Relief I*, except 3 rounds are relieved.

12. Neutralize Poison - Has a 50% chance of neutralizing a poison (modified by the potency) if caster concentrates for 1 hour. In any case, it delays the poison for as long as caster can concentrate.

14. Awake - Will awaken the caster from sleep the round after casting.

15. Unpain III - As

Unpain I, except 75% additional hits may be sustained.

17. Heat Resistance True - As *Heat Resistance*, except caster is immune to natural heat and takes 50% normal damage from heat spells.

18. Cold Resistance True - As *Cold Resistance*, except caster is immune to natural cold and takes 50% normal damage from cold spells.

20. Unpain IV - As *Unpain I*, except 100% additional hits may be sustained.

25. Neutralize Poison True - As *Neutralize Poison*, except chance of neutralization is 100% (modified).

30. Awake True - As *Awake*, except there is no delay and it can be triggered by any activity (e.g., attack, danger, etc.).

50. Unpain True - Caster ignores all pain; they will be active until they take more than their normal hits + their Constitution (on a 1-100 scale); they ignore all penalties due to wounds. When they exceed this limit, they do not pass out, they die from system shock.

DELVING

1. Item Feel - Caster receives basic idea of item's purpose, if any.

2. Detect Power - Detects power in an object, but not what realm or how much; caster may concentrate on a different object each round.

3. Origins - Gives a general idea of the place of origin of an item.

5. Detect Curse - Detects if a curse is on an item.

6. Power Lore - Gives the origins of an item's power.

7. Stone Lore - Gives details of where, when, and how the examined stone was worked.

8. Item Vision - Gives a vision of a significant event in the item's past.

10. Delving - Gives significant details about an item's construction and purpose (not specific powers).

11. Past Vision I - Caster gets a vision up to 1 hour/level into the past; desired time can be set within ± 30 min. Vision must be associated with an item or place. Vision can last up to 1 min/level, if the caster concentrates and remains inactive.

13. Item Lore - Gives major abilities and powers of an item.

15. Death's Memory - Gives a vision of how someone died and an image of their killer; must be cast within 24 hours of the death; must be cast at the place of death or in the presence of the body.

17. Past Hold - When cast just before a *Past Vision* spell, it allows caster to lock onto a specific event in an item's past, and then

examine that event with another *Past Vision*.

19. Item Analysis - Gives a complete run-down on an item's construction, powers, and purpose (may be modified if an item is extremely powerful).

20. Past Vision II - As *Past Vision I*, except time range is 1 day/level (error: ± 1 hour) and vision can last up to 10 min/level.

25. Past Vision III - As *Past Vision I*, except time range is 1 month/level (error: ± 1 day) and vision can last up to 1 hour/level.

30. Past Vision IV - As *Past Vision I*, except time range is 1 year/level (error: ± 1 week) and vision can last up to 5 hour/level.

50. Past Vision True - As *Past Vision I*, except time range is 10 year/level (error: ± 1 month) and vision can last up to 10 hour/level (each hour only takes 10 min real time).

DELVING

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Item Feel	1 object	-	touch	I
2)	Detect Power	varies	1 min/lvl (C)	touch	I
3)	Origins	1 object	-	touch	I
4)					
5)	Detect Curse	1 object	-	touch	I
6)	Power Lore	1 object	-	touch	I
7)	Stone Lore	1 stone	-	touch	I
8)	Item Vision	1 object	varies	touch	I
9)					
10)	Delving	1 object	-	touch	I
11)	Past Vision I	varies	varies	touch	I
12)					
13)	Item Lore	1 object	-	touch	I
14)					
15)	Death's Memory	varies	varies	touch	I
16)					
17)	Past Hold	1 spell	varies	touch	U
18)					
19)	Item Analysis	1 object	-	6"	I
20)	Past Vision II	varies	varies	touch	I
25)	Past Vision III	varies	varies	touch	I
30)	Past Vision IV	varies	varies	touch	I
50)	Past Vision True	varies	varies	touch	I

DETECTIONS

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Mentalism	5'R	1 min/lvl (C)	50'	I
2)	Detect Essence	5'R	1 min/lvl (C)	50'	I
3)	Detect Channeling	5'R	1 min/lvl (C)	50'	I
4)	Detect Hate	5'R	1 min/lvl (C)	50'	I
5)	Detect Invisible	5'R	1 min/lvl (C)	50'	I
6)	Detect Evil	5'R	1 min/lvl (C)	50'	I
7)	Detect Traps	5'R	1 min/lvl (C)	50'	I
8)	Perceive Power I	5'R	1 min/lvl (C)	50'	I
9)					
10)	Power Typing	5'R	1 min/lvl (C)	50'	I
11)	Perceive Power II	10'R	1 min/lvl (C)	100'	I
12)					
13)	See Invisible	5'R	1 min/lvl (C)	50'	I
14)					
15)	Detect Spell	5'R	1 min/lvl (C)	50'	I
16)	Perceive Power III	50'R	1 min/lvl (C)	500'	I
17)					
18)	Spell Typing	5'R	1 min/lvl (C)	50'	I
19)					
20)	Perceive Power True	300'R	1 min/lvl (C)	1 mi	I
25)	Location	caster	-	500'	I
30)	Detect True	5'R	1 min/lvl (C)	50'	U
50)	Awareness	varies	1 min/lvl (C)	50'	U

DETECTIONS

1. Detect Mentalism - Detects any active spell or item from the Mentalism realm; caster can concentrate on a 5'R area each round.

2. Detect Essence - As *Detect Mentalism*, except realm is Essence.

3. Detect Channeling - As *Detect Mentalism*, except realm is Channeling.

4. Detect Hate - As *Detect Mentalism*, except any being in the presence of something they hate is detected or any item created in an air of hate.

5. Detect Invisible - As *Detect Mentalism*, except detects all invisible things; all attacks against something so detected are at -50.

6. Detect Evil - As *Detect Mentalism*, except detects if a being is evil or an item created by evil or long used by a very evil person.

7. Detect Traps - As *Detect Mentalism*, except that it gives a 75% chance of detecting a trap (may be modified by certain traps).

8. Perceive Power I - As *Detect Mentalism*, except it will give an estimate of the power of the person, item or spell examined.

10. Power Typing - As *Detect Mentalism*, except it analyzes general spell type (in item or cast) and what profession cast or created it; or in the case of a person it gives the person's profession.

11. Perceive Power II - As *Perceive Power I*, except range is 100' and area is a circle with a 10' radius.

13. See Invisible - As *Detect Invisible*, except caster can see invisible things anywhere they can normally see; their attacks get no subtraction.

15. Detect Spell - As *Detect Mentalism*, except detects any spell that has ever been cast in the area examined.

16. Perceive Power III - As *Perceive Power I*, except range is 500' and area is a circle with a 50' radius.

18. Spell Typing - As *Power Typing*, except exact spell type is known for every spell thrown in the area.

20. Perceive Power True - As *Perceive Power I*, except range is 1 mile and area is a circle with a 300' radius.

25. Location - Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

30. Detect True - As *Detect Mentalism*, except any of the lower level detect spells can be used, one per round.

50. Awareness - Any or all of the lower level spells on this list may be used simultaneously.

ILLUSIONS

OPEN MENTALISM

ILLUSIONS

1. Bending - Makes an inanimate object (up to 1000 cu') appear to be 10' to one side of its actual location.

3. Light/Sound Mirage - Creates any simple, immobile image/scene in an area of up to 10'R, or creates a set of immobile sounds in an area of up to 10'R.

5. Illusion II - Creates a simple, immobile image or scene up to an area of 10'R. One of the following options may also be chosen: a) a sound can be added; b) the duration can be doubled; c) the range can be doubled or d) the radius of the area of effect can be doubled.

All parts of the area of effect must be within the range of the spell (and all parts of the range must be in the caster's field of vision).

6. Phantasm I - Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later, and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in a 10'R.

8. Illusion III - As *Illusion II*, except two of the options can be chosen.

10. Waiting Illusion I - As *Light/Sound Mirage*, except the spell can be delayed up to 24 hours or until triggered by a specified sight or sound.

11. Illusion IV - As *Illusion II*, except three of the options can be chosen.

12. Phantasm II - As *Phantasm I*, except one of the following options may also be chosen: a) a sound can be added; b) the dura-

tion can be doubled or c) the radius of the sphere limiting the size of the image can be doubled or d) the range can be doubled or e) another image can be created and moved (all separate phantasms that move must be within the caster's field of vision).

14. Waiting Illusion II - As *Illusion II*, which can be delayed as in *Waiting Illusion I*.

15. Illusion V - As *Illusion II*, except four of the options can be chosen.

17. Phantasm III - As *Phantasm II*, except two of the options can be chosen.

19. Waiting Illusion III - As *Illusion III*, except can be delayed as in *Waiting Illusion I*.

20. Illusion VII - As *Illusion II*, except six of the options can be chosen.

25. Waiting Illusion V - As *Illusion V*, except can be delayed as in *Waiting Illusion I*.

30. Illusion X - As *Illusion II*, except nine of the options can be chosen.

50. Phantasm V - As *Phantasm II*, except four of the options can be chosen.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Bending	1,000 cu'	10 min/level	100'	P
2)					
3)	Light /Sound Mirage	10'R	10 min/lvl	50'	P
4)					
5)	Illusion II	10'R	1 min/lvl	50'	P
6)	Phantasm I	10'R	1 min/lvl (C)	100'	P
7)					
8)	Illusion III	10'R	1 min/lvl	50'	P
9)					
10)	Waiting Illusion I	10'R	varies	50'	P
11)	Illusion IV	10'R	1 min/lvl	50'	P
12)	Phantasm II	10'R	1 min/lvl (C)	100'	P
13)					
14)	Waiting Illusion II	10'R	varies	50'	P
15)	Illusion V	10'R	1 min/lvl	50'	P
16)					
17)	Phantasm III	10'R	1 min/lvl (C)	100'	P
18)					
19)	Waiting Illusion II	10'R	varies	50'	P
20)	Illusion VII	10'R	1 min/lvl	50'	P
25)	Waiting Illusion V	10'R	varies	50'	P
30)	Illusion X	10'R	1 min/lvl	50'	P
50)	Phantasm V	10'R	1 min/lvl (C)	100'	P

SELF HEALING

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Clot I *	caster	varies	self	Hs
3)					
4)	Clot III *	caster	varies	self	Hs
5)	Pain Relief I *	caster	C	self	Hs
6)	Fracture Repair	caster	varies	self	H
7)	Cut Repair I *	caster	-	self	H
8)	Muscle/Tendon Repair	caster	varies	self	H
9)					
10)	Nerve Repair	caster	varies	self	H
11)	Eye/Ear Repair	caster	varies	self	H
12)	Vein /Artery Repair	caster	varies	self	H
13)	Pain Relief II *	caster	C	self	Hs
14)					
15)	Self Keeping *	caster	varies	self	Hs
16)					
17)	Self Joining *	caster	varies	self	Hs
18)					
19)					
20)	Pain Relief True *	caster	C	self	Hs
25)	Limb Regeneration	caster	varies	self	H
30)	Organ Regeneration	caster	varies	self	Hs
50)	Regeneration True	caster	varies	self	Hs

5. Pain Relief I - Heals 1 hit/min; if caster is unconscious this spell will operate without concentration.

6. Fracture Repair - Concentrating with this spell 2 hours per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed).

7. Cut Repair I - As *Clot I*, except it is permanent after 1 minute.

8. Muscle/Tendon Repair - As *Fracture Repair*, except cut or broken muscles or tendons may be repaired.

10. Nerve Repair - As *Fracture Repair*, except repairs a set of nerves.

11. Eye/Ear Repair - As *Fracture Repair*, except repairs eye or ear damage.

12. Vein/Artery Repair - As *Fracture Repair*, except repairs a vein or an artery.

13. Pain Relief II - As *Pain Relief I*, except 2 hits/min are healed.

15. Self Keeping - Upon receiving a death blow, the caster goes into a state of suspended animation, until they are cured or their brain is destroyed.

17. Self Joining - Caster can reattach a severed limb by concentrating 8 hours/day for 5 days; must start first 8 hours within 2 hours of the limb being severed. Limb regains full use after using *Nerve Repair*.

20. Pain Relief True - Heals 1 hit/round.

25. Limb Regeneration - Concentrating with this spell 2 hours/day for 10-100 days will regenerate a limb (based on severity).

30. Organ Regeneration - After any organ (except brain) is destroyed, the caster may use *Self Keeping* and this spell. The organ is regenerated in 10-100 days of complete inactivity (based on the severity).

50. Regeneration True - As *Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

SELF HEALING

2. Clot I - Clots a wound to reduce hits/round by 1, permanent after 1 hour; if caster is unconscious this spell will operate without concentration.

4. Clot III - As *Clot I*, except hits/round reduction is 3; if caster is unconscious this spell will operate without concentration.



THE CADUCEUS OF ULTHURAN

This staff was constructed by Turic Volm for the Lay Healer Ulthuran, his most trusted henchman.

- X2 PP Multiplier for Lay Healers
- Allows wielder to cast 15 PP worth of spells from the Concussion Mastery list (up to 10th level).

Fashioned of enchanted mahogany, the Caduceus is encircled by a cobra of jade.

SPELL RESISTANCE

1. Protection I - Subtracts 5 from elemental attack rolls against the caster and adds 5 to all of the being's RRs vs. spells.

5. Protection II - As *Protection I*, except bonuses are 10.

8. Mind Shield - Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Mentalism attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, they can "parry" one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for their base attack roll from the attack roll made against them.

10. Essence Shield - As *Mind Shield*, except is effective only against Essence spells.

11. Protection III - As *Protection I*, except bonuses are 15.

13. Channeling Shield - As *Mind Shield*, except is effective only against Channeling spells.

15. Spell Shield II - As *Mind Shield*, except it is effective against any two of the three realms.

17. Protection V - As *Protection I*, except bonuses are 25.

19. Spell Shield True - As *Mind Shield*, except is effective against all spells.

20. Mind Resistance - Gives a +50 to all RRs against Mentalism spells.

25. Essence Resistance - As *Mind Resistance*, except is only effective against Essence spells.

30. Channeling Resistance - As *Mind Resistance*, except is only effective against Channeling spells.

50. Resistance True - As *Mind Resistance*, except is effective against two of the three realms.

SPELL RESISTANCE

OPEN MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	caster	1 min/level	self	D
2)					
3)					
4)					
5)	Protection II	caster	1 min/level	self	D
6)					
7)					
8)	Mind Shield	caster	C	self	D
9)					
10)	Essence Shield	caster	C	self	D
11)	Protection III	caster	1 min/level	self	D
12)					
13)	Channeling Shield	caster	C	self	D
14)					
15)	Spell Shield II	caster	C	self	D
16)					
17)	Protection V	caster	1 min/level	self	D
18)					
19)	Spell Shield True	caster	C	self	D
20)	Mind Resistance	caster	C	self	D
25)	Essence Resistance	caster	C	self	D
30)	Channeling Resistance	caster	C	self	D
50)	Resistance True	caster	C	self	D



GAS MANIPULATION

CLOSED MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu'	P	touch	F
2)	Warm Air	1 cu'/lvl	24 hr	touch	F
3)	Fog I	10'R	1 min/lvl	100'	E
4)	Airwall	10'x10'x1'	C	10'	E
5)	Air Stop I	10'R	C	touch	F
6)	Vacuum I	5'R	-	100'	F
7)	Fog V	50'R	1 min/lvl	100'	E
8)	Unfog V	50'R	P	100'	F
9)	Curved Airwall	10'x20'x1'	C	10'	E
10)	Airwall True	10'x10'x1'	C	10'	E
11)	Fog X	100'R	1 min/lvl	100'	E
12)	Air Stop V	50'R	C	touch	F
13)	Unfog X	100'R	P	100'	F
14)	Vacuum II	10'R	-	100'	F
15)	Gas-Air	10'R	C	touch	F
16)					
17)	Whirling Winds	10'R	C	touch	E
18)	Vacuum IV	20'R	-	100'	F
19)					
20)	Oxygenation	50'R	C	100'	E
25)	Fog True	100'/lvl	1 hr/lvl	100'	E
30)	Unfog True	100'/lvl	P	100'	F
50)	Cloud Mastery	1,000'R/lvl	C	self	F

GAS MANIPULATION

1. Condensation - Condenses 1 cu' of water from the surrounding air.

2. Warm Air - Warms 1 cu'/level of air (any inanimate gas) up to 100°F above ambient.

3. Fog I - Creates dense fog in a 10'R; normal visibility is 1'.

4. Airwall - Creates a 10'x10'x1' wall of dense churning air: cuts all movement and

radius is 100'.

12. Air Stop V - As *Air Stop I*, except radius is 50'.

13. Unfog X - As *Unfog I*, except radius is 100'.

14. Vacuum II - As *Vacuum I*, except radius is 10'.

15. Gas-Air - All gas within 10'R of caster is converted to breathable air.

17. Whirling Winds - Creates a whirlwind about caster; it moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.

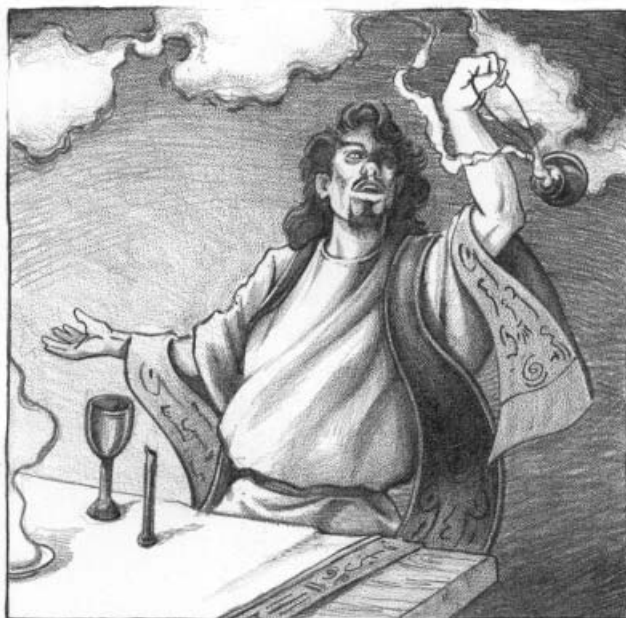
18. Vacuum IV - As *Vacuum I*, except radius is 20'.

20. Oxygenation - Creates a 50'R of high oxygen content air; all within receive a 20 bonus to their OBs and fire attacks deliver double damage.

25. Fog True - As *Fog I*, except duration is 1 hr/level and radius is 100'/lvl.

30. Unfog True - As *Unfog I*, except radius is 100'/lvl.

50. Cloud Mastery - Caster has complete control of clouds within range (includes fog); they can control storm clouds and cause them to rain, but they can't create them.



LIQUID

MANIPULATION

1. Boil Water - The caster may increase the temperature of any inanimate body of liquid (1 cu'/level) by 150°F per round. Once the liquid begins to boil, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating.

2. Freeze Water - The caster may decrease the temperature of any inanimate body of liquid of up to 1 cubic foot per level by up to 100°F per round. Once the liquid begins to freeze it will not continue to cool, and will begin to warm naturally if the caster stops concentrating. (Temp. cannot be lower than -20°F).

3. Clear Water - As *Boil Water*, except that it clears liquid of all sediment.

5. Desalination - As *Boil Water*, except that it removes all dissolved substances from the liquid.

6. Waterwall - Creates a 10'x10'x1' wall of churning water (a water source must be within 10'), cuts all attacks and movement through it by 80%.

7. Evaporation - As *Boil Water*, except all the liquid is evaporated (i.e., boiled away and turned into heated gas).

8. Water Corridor I - Creates a corridor through liquid up to 100' long, 3' wide, and 10' deep (must be open at the top).

9. Water Bolt - A bolt of water is shot from the palm of the caster (a water source must be within 10'); results are determined on the Water Bolt Table.

10. Curved Waterwall - As *Waterwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.

11. Calm Water - All water within a 100'R is calmed; waves are cut by 20' in the center and less towards the perimeter. This will negate the effects of currents in the area of effect.

13. Waterwall True - As *Waterwall*, but has a set duration of 1 min/level and doesn't require concentration.

LIQUID MANIPULATION

CLOSED MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Boil Water	1 cu'/lvl	P	touch	F
2)	Freeze Water	1 cu'/lvl	P	touch	F
3)	Clear Water	1 cu'/lvl	P	touch	F
4)					
5)	Desalination	1 cu'/lvl	P	touch	F
6)	Waterwall	10'x10'x1'	C	10'	E
7)	Evaporation	1 cu'/lvl	P	touch	F
8)	Water Corridor I	100'x3'x10'	C	10'	F
9)	Water Bolt	1 target	-	100'	Ed
10)	Curved Waterwall	10'x20'x1'	C	10'	E
11)	Calm Water	100'R	C	10'	F
12)					
13)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E
14)					
15)	Water Corridor II	300'x4'x50'	C	10'	F
16)					
17)	Whirlpool	20'R (200'R)	C	300'	F
18)	Wave	(1'x10')/lvl	-	100'	F
19)	Water Bubble	10'R	1 min/lvl (C)	self	U
20)	Calm Water True	100'R/lvl	C	10'	F
25)	Water Corridor True	(100'/lvl)x6'x100'	C	10'	F
30)	Water Bubble True	20'R	C	self	F
50)	Water Mastery	varies	1 rnd/lvl	10'/lvl	U

15. Water Corridor II - As *Water Corridor I*, except limit is 300'x4'x50' deep.

17. Whirlpool - Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away.

18. Wave - Creates a wave moving away from the caster; wave is 1' high/level in the center and 10'/lvl wide.

19. Water Bubble - Creates a bubble of air (10'R) around the caster and others, which will carry them in up to 100' of water (air is resuscitated). Caster can direct the motion of the bubble at a rate of 30'/round (may be adjusted by the presence of (un)favorable water currents. If/when the caster stops concentrating, the bubble will rise to the surface at the same rate (30'/round). If the caster starts concentrating again, they can direct the motion of the bubble. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.

20. Calm Water True - As *Calm Water*, except radius is 100'/lvl and waves are cut by 50'.

25. Water Corridor True - As *Water Corridor I*, except limit is 100'/lvl x 6'x100' deep.

30. Water Bubble True - As *Water Bubble*, except radius is 20' and there is no depth limit.

50. Water Mastery - Total control of water within range; this means that the caster can use one of the lower spells on this list each round.

MIND MASTERY

CLOSED MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Storing	1 spell	varies	self	U
2)	Presence • *	20'R	C	self	Im
3)	Inner Wall I	caster	1 min/lvl	self	D
4)					
5)	Recall	caster	C	self	U
6)	Misfeel Kind •	caster	C	self	Pm
7)	Observation	100'R	1 round (C)	self	U
8)	Inner Wall II	caster	1 min/lvl	self	D
9)	Misfeel Calling •	caster	C	self	Pm
10)	Correlation	caster	C	self	U
11)	Misfeel Power •	caster	C	self	Pm
12)	Resolve	caster	C	self	U
13)	Inner Wall III	caster	1 min/lvl	self	D
14)					
15)	Unpresence	caster	C	self	Pm
16)	Inner Wall V	caster	1 min/lvl	self	D
17)	Total Recall	caster	C	self	U
18)	Misfeel o	caster	C	self	Pm
19)	Inner Wall True	caster	1 min/lvl	self	D
20)	Observation True	caster	C	self	U
25)	Correlation True	caster	C	self	U
30)	Resolve True	caster	C	self	U
50)	Mirrormind	caster	C	self	D

MIND MASTERY

1. Storing - Caster may cast this spell with any spell they want to store; the stored spell may be cast later with no preparation. The *Storing* spell costs the same # of PPs as the spell stored. No other spell may be cast while a spell is stored.

2. Presence - Caster is aware of the presence of all sentient/thinking beings within 20'.

3. Inner Wall I - Caster gets 5 bonus to their RRs versus mind attacks.

5. Recall - Caster gets a 25% chance of recalling some key fact or occurrence from their subconscious; this information should relate to the current situation (could be from their background or something they have forgotten); increases the caster's Memory stat bonus by 50 for the duration of one maneuver involving Memory (e.g., the use of a "lore" skill, one hand of a card game, one "star-gazing" attempt, etc.).

6. Misfeel Kind - For the purposes of mental or magical detections, caster appears to be of any race they choose.

7. Observation - Caster gains insight or facts by observing a person or thing with intense concentration (e.g., room, item, etc.); increases caster's Perception skill bonus by +50 for one "observation".

8. Inner Wall II - As *Inner Wall I*, except bonus is +10.

9. Misfeel Calling - As *Misfeel Kind*, except caster's profession may be misrepresented.

10. Correlation - Caster is able to correlate known facts to obtain conclusions; increases the caster's Reasoning stat bonus by 50 for the duration of one maneuver involving Reasoning (e.g., the use of a "lore" skill, picking a lock, one "navigation" attempt, etc.).

11. Misfeel Power - As *Misfeel Kind*, except caster's level may be misrepresented.

12. Resolve - Caster is able to intensely focus and control themselves for one situation or maneuver; increases the caster's Self Discipline stat bonus by 50

for the duration of one maneuver involving Self Discipline (e.g., stalking a foe, an Adrenal Move, one "contortions" attempt, etc.).

13. Inner Wall III - As *Inner Wall I*, except bonus is 15.

15. Unpresence - As *Misfeel Kind*, except caster appears to have no presence (i.e., they cannot be detected by Presence type spells).

16. Inner Wall V - As *Inner Wall I*, except bonus is 25.

17. Total Recall - As *Recall*, except recall is nearly automatic and in effect gives the caster a photographic memory; Memory bonus is 100.

18. Misfeel - Allows caster to use all of the "Misfeel" spells at once.

19. Inner Wall True - As *Inner Wall I*, except bonus is +50.

20. Observation True - As *Observation*, except virtually every detail in even a large situation is noticed; Perception bonus is 100.

25. Correlation True - As *Correlation*, except obtaining conclusions is nearly automatic; the Reasoning bonus is 100.

30. Resolve True - As *Resolve*, except focus/control is nearly total; the Self Discipline bonus is 100.

50. Mirrormind - Caster reflects all mind attacks back on the attacker who must then make a RR against their own spell.

MIND'S DOOR

5. Leaving I - Caster "teleports" to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything they could not physically go through; a closed door is a barrier, a pit is not).

8. Leaving III - As *Leaving I*, except caster can move 300'.

10. Minor Long Door - As *Leaving I*, except caster can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the caster does not move, they are stunned 1-10 rounds, and the PPs for this spell are expended. The caster can only move 50'.

11. Leaving V - As *Leaving I*, except caster can move 500'.

12. Long Door I - As *Minor Long Door*, except caster can move 100'.

15. Lord Leaving - As *Leaving I*, except caster can move 100'/lvl up to 2000'.

16. Long Door III - As *Long Door I*, except caster can move 300'.

18. Long Door V - As *Long Door I*, except caster can move 500'.

20. Mind's Door I - If caster has established mental contact with a target (an intelligent being) that will cooperate, the caster can teleport to the target's location or the target can teleport to the caster's location. There is no chance of failure and the movement limit is 1 mile.

25. Leaving True - As *Leaving I*, except movement is limited only by the barrier restriction (on a flat plain this would be the horizon).

30. Mind's Door II - As *Mind's Door I*, except limit is 10 mi/level.

50. Mind's Door True - As *Mind's Door I*, except that there is no movement limit.

MIND'S DOOR

CLOSED MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)					
3)					
4)					
5)	Leaving I	caster	-	100'	U
6)					
7)					
8)	Leaving III	caster	-	300'	U
9)					
10)	Minor Long Door	caster	-	50'	U
11)	Leaving V	caster	-	500'	U
12)	Long Door I	caster	-	100'	U
13)					
14)					
15)	Lord Leaving	caster	-	100'/lvl	U
16)	Long Door III	caster	-	300'	U
17)					
18)	Long Door V	caster	-	500'	U
19)					
20)	Mind's Door I	caster	-	1 mi	U
25)	Leaving True	caster	-	varies	U
30)	Mind's Door II	caster	-	10 mi/lv1	U
50)	Mind's Door True	caster	-	varies	U



MOVEMENT

CLOSED MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	caster	1 rnd	self	U
2)	Landing *	caster	varies	self	U
3)	Levitation I	caster	1 min/lvl	self	U
4)	Wind Drift	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Fly I	caster	1 min/lvl	self	U
7)	Levitation V	caster	1 min./lvl	self	U
8)	Long Dive *	caster	varies	self	U
9)					
10)	Merging	caster	10 min/lvl	self	U
11)	Fly II	caster	1 min/lvl	self	U
12)	Landing True *	caster	varies	self	U
13)	Levitation XX	caster	1 min/lvl	self	U
14)	Passing	caster	1 min/lvl	self	U
15)	Fly III	caster	1 min/lvl	self	U
16)					
17)	Great Merge	caster	10 min/lvl	self	U
18)					
19)					
20)	Merge True	caster	10 min/lvl	self	U
25)	Fly IV	caster	1 min/lvl	self	U
30)	Passing True	caster	1 min/lvl	self	U
50)	Master of Movement	caster	1 min/lvl	self	U

MOVEMENT

- 1. Leaping** - Allows caster to leap 50' laterally or 20' vertically.
- 2. Landing** - Allows caster to land safely in a fall up to 20'/level, and to take that distance off the severity of any longer fall.
- 3. Levitation I** - Allows caster to move up and down vertically 10'/round; horizontal movement is possible only through normal means.
- 4. Wind Drift** - Caster becomes weightless, but has no magical movement control; weight gradually returns at the end of the duration.
- 5. Underwater Movement** - Caster can take action underwater as if on land.
- 6. Fly I** - As *Levitation I*, except caster can fly at a rate of 15'/round (i.e., 1 mph).
- 7. Levitation V** - As *Levitation I*, except rate is 50'/round.
- 8. Long Dive** - Caster can safely dive up to 50'/level if water deep enough is present.
- 10. Merging** - Caster can merge into any solid, inanimate material (up to body + 1' in depth); caster is inactive and unaware of surrounding activity; caster cannot cast spells.
- 11. Fly II** - As *Fly I*, except rate is 75'/round.
- 12. Landing True** - As *Landing*, except caster can land safely from any fall 99% of the time.

13. Levitation XX - As *Levitation I*, except rate is 200'/round.

14. Passing - Caster can pass through any inanimate material up to 1'/level.

15. Fly III - As *Fly I*, except rate is 150'/round.

17. Great Merge - As *Merging*, except caster can turn within the material and can see outside if within 6" of the surface.

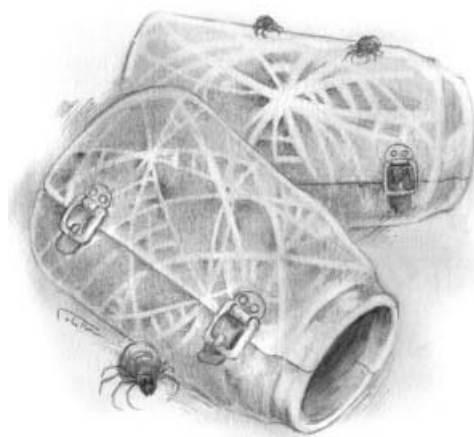
20. Merge True - As *Great Merge*, except caster can cast spells on himself while merged.

25. Fly IV - As *Fly I*, except rate is 300'/round.

30. Passing True - As *Passing*, except caster can pass through as much material as the duration allows at a rate

of 10'/rnd.

50. Master of Movement - Caster may use the abilities of any one of the spells on this list each round.



BRACERS OF THE SPIDER

- +20 to wearer's DB.
 - Wearer may cast *Traceless Passing* (page 129) upon himself at will.
 - Wearer may cast *Wallwalking* (page 186) upon himself 3x/day.
- Made of black lacquered leather with silver filigree.

SENSE MASTERY

CLOSED MENTALISM

SENSE MASTERY

1. Sly Ears - Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).

2. Nightvision - Caster can see 100' on a clear night as if it were day. At least some small amount of residual light is required for this spell to work.

3. Sidevision - Caster has a 300° field of vision. The flank bonus is reduced to +5, and the rear bonus is reduced to +15.

4. Detect Illusion - Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.

5. Watervision - As *Nightvision*, except caster can see 100' in even murky water.

6. Scent - Caster gains extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).

7. Fogvision - As *Nightvision*, except works in any precipitation or gas.

8. Touch - Caster gains extreme tactile sensitivity. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. and +50 to Perception involving only touch, +25 to Perception involving touch and other senses).

9. Darkvision - As *Nightvision*, except caster can see even in magically created darkness.

10. Mentalist Ear - Caster can pick a point up to 100'/level away and they will hear as if they were at that point (there can be intervening objects such as walls); they must have visited the point. Note that this means that someone could sneak up on the caster undetected.

11. Mentalist Eye - As *Mentalist Ear*, except caster can see instead of listening.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sly Ears	caster	10 min/lvl	self	U
2)	Nightvision	caster	10 min/lvl	self	U
3)	Sidevision	caster	10 min/lvl	self	U
4)	Detect Illusion	5'R	-	100'	I
5)	Watervision	caster	10 min/lvl	self	U
6)	Scent	caster	10 min/lvl	self	U
7)	Fogvision	caster	10 min/lvl	self	U
8)	Touch	caster	10 min/lvl	self	U
9)	Darkvision	caster	10 min/lvl	self	U
10)	Mentalist Ear	caster	1 min/lvl (C)	100'/lvl	I
11)	Mentalist Eye	caster	1 min/lvl (C)	100'/lvl	I
12)	Disillusion	100'R	1 min/lvl	self	U
13)	Detect Illusion True	5'R	1 min/lvl (C)	100'	I
14)	Vision	caster	10 min/lvl	self	U
15)	Nightvision True	caster	10 min/lvl	self	U
16)					
17)	Disillusion True	100'R	1 min/lvl	self	U
18)	Watervision True	caster	10 min/lvl	self	U
19)	Fogvision True	caster	10 min/lvl	self	U
20)	Vision True	caster	10 min/lvl	self	U
25)	Mentalist Ear True	caster	1 min/lvl (C)	1 mi/lvl	I
30)	Mentalist Eye True	caster	1 min/lvl (C)	1 mi/lvl	I
50)	Sensory Merge	caster	C	unlimited	Um

12. Disillusion - One illusion within the caster's range ceases to exist for the caster only.

13. Detect Illusion True - As *Detect Illusion*, except caster can check one object or place per round.

14. Vision - As all lower level *Vision* spells functioning at the same time.

15. Nightvision True - As *Nightvision*, except range is the normal daylight vision range.

17. Disillusion True - As *Disillusion*, except all illusions within range cease to exist for the caster.

18. Watervision True - As *Watervision*, except range is the normal daylight vision range.

19. Fogvision True - As *Fogvision*, except range is the normal daylight vision range.

20. Vision True - As all lower level *Vision* spells functioning at the same time.

25. Mentalist Ear True - As *Mentalist Ear*, except range is 1 mile/level.

30. Mentalist Eye True - As *Mentalist Eye*, except range is 1 mile/level.

50. Sensory Merge - Caster can "merge" their senses with those of a subject whose location is known by spells or by prior arrangement.

SHIFTING

CLOSED MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Balance *	caster	varies	self	U
2)	Contraction	caster	C	self	U
3)	Face Shifting	caster	1 hr	self	U
4)					
5)	Waterlungs	caster	1 min/lvl	self	U
6)					
7)	Change To Kind	caster	10 min/lvl	self	U
8)	Gaslungs	caster	1 min/lvl	self	U
9)					
10)	Greater Face Shifting	caster	1 hr/lvl	self	U
11)	Changing Lungs	caster	1 min/lvl	self	U
12)					
13)	Change	caster	10 min/lvl	self	U
14)					
15)	Solid Form	caster	1 min/lvl	self	U
16)					
17)					
18)	Changing	caster	10 min/lvl	self	U
19)					
20)	Waterform	caster	1 min/lvl	self	U
25)	Mistform	caster	1 min/lvl	self	U
30)	Form Master	caster	1 min/lvl	self	U
50)	Change Master	caster	1 min/lvl	self	U

SHIFTING

1. Balance - Adds +50 to any rolls for one slow maneuver (e.g., walking a 3" beam).

2. Contraction - Allows caster to disjoint limbs, contract muscles, etc.; in order to escape manacles and ropes and slip through small places (+50 to +100 to Contortion maneuvers).

3. Face Shifting - Allows caster to alter form of their face to resemble someone else.

5. Waterlungs - Caster can breathe water but not air.

7. Change To Kind - Caster can alter their entire body to the form of another humanoid race. The form cannot be a specific person. For example, a human caster could take the form of a Dwarf, but not the Dwarven High Chancellor. Only the physical form is gained (e.g., a target who becomes a Dwarf would not receive the Dwarves' ability to see in the dark). The caster may alter their mass by $\pm 25\%$.

the spell; concentration for 1 rnd/change.

20. Waterform - Caster takes the form of a liquid mass, able to seep through cracks as well as water; can move through water at 10 mph; may not cast spells while in this form.

25. Mistform - Caster takes the form of a mist, able to fly 20 mph; seep through cracks; extend self to become virtually invisible; etc. (may not cast spells in this form).

30. Form Master - As *Waterform* and *Mistform*, except the two forms are interchangeable at will (concentrate for 1 round to change); duration is 10 min/level.

50. Change Master - As *Changing* and *Form Master*, except all forms are interchangeable at will (concentrate for 1 round to change); caster may vary their mass between 10% and 1,000% their own mass.

8. Gaslungs - As *Waterlungs*, except caster can breathe any gas as normal air.

10. Greater Face Shifting - As *Face Shifting*, except lasts 1 hour/level.

11. Changing Lungs - As *Waterlungs*, except caster can breathe any air, water, and gas, at will.

13. Change - As *Change to Kind*, except alteration can be to any organic form within 50% to 200% caster's current mass; does not obtain any special abilities.

15. Solid Form - Caster's flesh takes on the consistency of very dense stone (cannot move or cast spells).

18. Changing - As *Change*, except caster may assume a different form anytime during

SOLID MANIPULATION

1. Warm Stone - Any solid, inanimate, non-metal material (1 cu'/level) can be warmed to 100°F at a rate of 1 cu'/round.

2. Warm Metal - As *Warm Stone*, except 6 cu" of metal/level can be warmed.

3. Warm Solid - As *Warm Stone*, except can affect any solid, inanimate, non-metal material.

4. Heat Stone - As *Warm Stone* except temperature limit is 500°F and it takes 1 round per 100°F; caster need only touch the target when the spell is cast; caster is immune to this heat. The caster must concentrate to increase the temperature (without concentration, the material will retain it's current temperature for the duration of the spell).

5. Heat Metal - As *Heat Stone*, except 6 cu" of metal/level can be heated.

6. Heat Solid - As *Heat Stone*, except affects any solid, inanimate, non-metal material.

7. Cool Solid - Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/round. The solid will not begin to warm up for 1 min per level of the caster.

9. Chill Solid - As *Cold Solid*, except material can be cooled to -200°F, at a rate of (1 cu' and -100°F)/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain it's current temperature for the duration of the spell).

10. Cracks Call - Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.

11. Melt Solid - As *Heat Solid*, except the only limit to the temperature is the melting point of the solid (i.e., until the solid melts). Will affect 6 cu"/level of metal or 1 cu'/level of any other material.

13. Crumble - As *Cracks Call*, except material with cracks will crumble to dust.

SOLID MANIPULATION

CLOSED MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Warm Stone	1 cu'/lvl	24 hrs	touch	F
2)	Warm Metal	6 cu"/lvl	24 hrs	touch	F
3)	Warm Solid	1 cu'/lvl	24 hrs	touch	F
4)	Heat Stone	1 cu'/lvl	1 min/lvl (C)	touch	F
5)	Heat Metal	6 cu"/lvl	1 min/lvl (C)	touch	F
6)	Heat Solid	1 cu'/lvl	1 min/lvl (C)	touch	F
7)	Cool Solid	1 cu'/lvl	1 min/lvl (C)	touch	F
8)					
9)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	touch	F
10)	Cracks Call	10'x10'x10'	-	100'	F
11)	Melt Solid	1 cu'/lvl	1 min/lvl (C)	touch	F
12)					
13)	Crumble	10'x10'x10'	-	100'	F
14)	Bowbreak	1' dia wood	-	100'	F
15)	Stone Door	3'x6'x1'	P	touch	F
16)	Metal Door	3'x6'x1'	P	touch	F
17)	Bladebreak	3" dia metal	-	100'	F
18)	Lockbreak	1 lock	P	touch	F
19)	Solid Door	3' x6' x1'/lvl	P	touch	F
20)	Mold Stone	1 cu'	P	touch	F
25)	Mold Metal	1 cu'	P	touch	F
30)	Mold Solid	1 cu'	P	touch	F
50)	Transmutation	1 oz	P	touch	F

14. Bowbreak - Will break a piece of wood up to 1' in diameter (6" radius).

15. Stone Door - Creates 3'x6'x1' doorway through stone.

16. Metal Door - As *Stone Door*, except doorway can be through metal.

17. Bladebreak - As *Bowbreak*, except a piece of metal can be broken, up to 3" in diameter.

18. Lockbreak - Causes a lock to break; it can be broken in a locked or unlocked state.

19. Solid Door - As *Stone Door*, except doorway can be in any inanimate, solid material and it can be 3'x6' with a depth of 1'/level for stone and 3"/level for all other materials.

20. Mold Stone - By molding with their hands, caster may shape 1 cu' of stone as if putty; then it hardens to normal consistency.

25. Mold Metal - As *Mold Stone*, except caster may mold metal.

30. Mold Solid - As *Mold Stone*, except caster may mold any inanimate, solid material.

50. Transmutation - May transmute 1 oz. of material into another non-magical material that the caster has a sample of (usable once/day).

SPEED

CLOSED MENTALISM

Level	Spell	Area of Effect	Duration	Range	Type
1)	Run *	caster	10 min/lvl	self	U
2)					
3)	Speed I *	caster	1 rnd	self	U
4)					
5)	Speed II *	caster	2 rnds	self	U
6)	Haste I *	caster	1 rnd	self	U
7)	Speed III *	caster	3 rnds	self	U
8)	Sprint *	caster	10 min/lvl	self	U
9)	Haste II *	caster	2 rnds	self	U
10)	Fast Swim *	caster	10 min/lvl	self	U
11)	Speed V *	caster	5 rnds	self	U
12)	Haste III *	caster	3 rnds	self	U
13)					
14)					
15)	Haste V *	caster	5 rnds	self	U
16)					
17)	Fast Sprint *	caster	10 min/lvl	self	U
18)					
19)					
20)	Speed X *	caster	10 rnds	self	U
25)	Haste X *	caster	10 rnds	self	U
30)	Speed True *	caster	special	self	U
50)	Haste True *	caster	special	self	U

SPEED

- 1. Run** - Caster may run (2x walking pace) without tiring (i.e., requires no exhaustion pts), but once they stop or perform another action the spell is canceled.
- 3. Speed I** - Caster may act at twice their normal rate, but immediately afterwards must spend a number of rounds at half rate equal to the length of time sped up. Suggested rules for handling this can be found in section 7.4.

5. Speed II - As *Speed I*, except duration is 2 rounds.

6. Haste I - As *Speed I*, except no half-rate rounds are required.

7. Speed III - As *Speed I*, except duration is three rounds.

8. Sprint - As *Run*, except caster may move at 3x walking pace.

9. Haste II - As *Haste I*, except duration is 2 rounds.

10. Fast Swim - As *Run*, except caster swims double normal pace.

11. Speed V - As *Speed I*, except duration is 5 rounds.

12. Haste III - As *Haste I*, except duration is 3 rounds.

15. Haste V - As *Haste I*, except duration is 5 rounds.

17. Fast Sprint - As *Run*, except caster may move at 4x walking pace.

20. Speed X - As *Speed I*, except duration is 10 rounds.

25. Haste X - As *Haste I*, except duration is 10 rounds.

30. Speed True - As *Speed I*, except duration is until caster sleeps, rests, or cancels the spell (maximum of 24 hr).

50. Haste True - As *Haste I*, except duration is until caster sleeps, rests, or cancels the spell (maximum of 24 hr).



SCABRA, DRINKER AND SEEKER

Scabra, a fell blade of assassins, has taken the lives of countless victims.

- +20 magic dagger.
- Once stained with the blood of a foe, this dagger may be thrown up to 500', without penalty, against that opponent at any time in the future.
- The target of such an attack need not be seen, though the dagger requires a clear path of flight.

Cast in fine steel with hilts of Keron.

TELEKINESIS

CLOSED MENTALISM

TELEKINESIS

1. Telekinesis I - Can move one object, up to 1 lb in mass, up to 1'/second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being's level. If the caster stops concentrating before the duration is up, the object remains stationary as if it had *Staying I* (with a 1 lb limit) thrown on it.

2. Staying II - Exerts 5lbs of pressure on a person or object. Object cannot be moved by *Staying* alone, and pressure can only be in one direction.

3. Telekinesis II - As *Telekinesis I*, except mass limit is 5 lbs.

4. Staying III - As *Staying II*, except pressure limit is 25 lbs.

5. Greater Staying II - As *Staying II*, except 2 objects may be affected with 5 lbs total pressure or *Staying II* can be used to 200'.

6. Greater Telekinesis II - As *Telekinesis I*, except 2 objects of 5 lbs total mass may be moved or *Telekinesis I* can be used at 200'.

7. Telekinesis III - As *Telekinesis I*, except mass limit is 25 lbs.

8. Staying VI - As *Staying II*, except pressure limit is 50 lbs.

9. Telekinesis VI - As *Telekinesis I*, except mass limit is 50 lbs.

10. Hurling I - Caster may "hurl" one object (that starts within 10' of them) of 1 lb or less with sufficient force to deliver an attack on the Shock Bolt Attack Table; use the elemental attack rules, Impact criticals, and the range effects on the Shock Bolt Table with a max attack range of 300'; use the Sling Attack Table if AL is available. Base the caster's OB on their directed spell skill with this spell.

11. Staying V - As *Staying II*, except pressure limit is 100 lbs.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Telekinesis I	1 lb	1 min/lvl (C)	100'	F
2)	Staying II	5 lbs	1 min/lvl	100'	F
3)	Telekinesis II	5 lbs	1 min/lvl (C)	100'	F
4)	Staying III	25 lbs	1 min/lvl	100'	F
5)	Greater Staying II	varies	1 min/lvl	varies	F
6)	Greater Telekinesis II	varies	1 min/lvl (C)	varies	F
7)	Telekinesis III	25 lbs	1 min/lvl (C)	100'	F
8)	Staying VI	50 lbs	1 min/lvl	100'	F
9)	Telekinesis IV	50lbs	1 min/lvl (C)	100'	F
10)	Hurling I	1 lb	-	10'	F
11)	Staying V	100 lbs	1 min/lvl	100'	F
12)	Telekinesis V	100 lbs	1 min/lvl (C)	100'	F
13)	Hurling II	5 lbs	-	10'	F
14)	Staying VI	200 lbs	1 min/lvl	100'	F
15)	Greater Staying III	varies	1 min/lvl	100'	F
16)	Greater Telekinesis III	varies	1 min/lvl (C)	100'	F
17)	Telekinesis VI	200 lbs	1 min/lvl (C)	100'	F
18)	Hurling III	25 lbs	-	10'	F
19)	Staying True	20 lbs/lvl	1 min/lvl	100'	F
20)	Telekinesis True	20 lbs/lvl	1 min/lvl (C)	100'	F
25)	Greater Hurling III	varies	-	varies	F
30)	Hurling IV	50 lbs	-	10'	F
50)	Telekinesis Mastery	varies	1 rnd/lvl	100'	U

12. Telekinesis V - As *Telekinesis I*, except mass limit is 100 lbs.

13. Hurling II - As *Hurling I*, except mass limit is 5 lbs and it delivers 3x normal hits.

14. Staying VI - As *Staying II*, except pressure limit is 200 lbs.

15. Greater Staying III - As *Staying II*, except 3 objects may be affected with 25 lbs total pressure or *Staying II* can be used to 300'.

16. Greater Telekinesis III - As *Telekinesis I*, except 3 objects of 25 lbs total mass may be moved or *Telekinesis I* can be used to 300'.

17. Telekinesis VI - As *Telekinesis I*, except mass limit is 200 lbs.

18. Hurling III - As *Hurling I*, except limit is 25 lbs and hits are 5x normal.

19. Staying True - As *Staying II*, except pressure limit is 500 lbs.

20. Telekinesis True - As *Telekinesis I*, except mass limit is 500 lbs.

25. Greater Hurling III - As *Hurling I*, except the object to hurl may start up to 300' away or the caster may hurl 3 objects that start up to 100' away (at the same target).

30. Hurling IV - As *Hurling I*, except limit is 50 lbs and hits are x5 normal and the OB has an additional 50 bonus.

50. Telekinesis Mastery - Each round, the caster may use any lower level spell on this list.

BLOOD MASTERY

LAY HEALER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Flow Stoppage III	1 target	-	touch	H
2)	Clotting I	1 target	-	touch	H
3)	Cut Repair I	1 target	P	touch	H
4)	Clotting III	1 target	-	touch	H
5)	Minor Vessel Repair	1 target	P	touch	H
6)	Cut Repair III	1 target	P	touch	H
7)	Vein Repair	1 target	P	touch	H
8)	Arterial Repair	1 target	P	touch	H
9)	Joining ‡ *	1 target	P	touch	H
10)	Flow Stoppage True	1 target	-	touch	H
11)	Suspend Life	1 target	1 hr/lvl	touch	H
12)	Clotting True	1 target	P	touch	H
13)	Unclotting	1 target	P	touch	H
14)					
15)	Cut Repair True	1 target	P	touch	H
16)					
17)					
18)					
19)					
20)	Joining True ‡ *	1 target	P	touch	H
25)	Regulations	1 target	1 min/lvl	touch	H
30)	New Blood	1 target	P	touch	H
50)	Blood Repair True	1 target	1 min/lvl	touch	H

BLOOD MASTERY

1. Flow Stoppage III - Allows caster to reduce a target's blood loss by 3 hits/round; target cannot be moved, or bleeding will resume at prior rate.

2. Clotting I - Allows caster to stop bleeding of 1 hit/round on 1 target; for 1 hr target can move at no more than a walking pace, or bleeding will resume at prior rate.

3. Cut Repair I - Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/round.

4. Clotting III - As *Clotting I*, except that caster can stop bleeding of 3 hits/round (total).

5. Minor Vessel Repair - Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/round, not major arteries or veins).

6. Cut Repair III - As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/round (total); three 1 hit/round wounds or one 3 hit/round wound or one 2 hit/round and one 1 hit/round wound can be healed; may be spread over 1-3 targets.

7. Vein Repair - Caster can repair any one damaged vein; target can't move (under own power) without reopening wound. Recovery time is 1-10 days depending upon the size of the artery and the severity of the damage.

8. Arterial Repair -

Allows caster to repair any one damaged artery; target cannot move (under own power) without reopening wound. Recovery time is 1-10 days depending upon the size of the artery and the severity of the damage.

9. Joining - Allows caster to reattach 1 severed limb; requires use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.

10. Flow Stoppage True -

As *Flow Stoppage III*, except that the caster can reduce blood loss by a number of hits/round equal to their level (e.g., if caster is 10th level, reduction is 10 hits/round).

11. Suspend Life - Target is kept in a state of suspended animation, and prevented from dying for the duration of the spell (i.e., the body is "preserved" and the "soul" will not leave the body). Also requires the use of the other *Suspend Life* spell (on the Nerve and Organ Mastery list).

12. Clotting True - As *Clotting I*, except that it will stop extreme bleeding from any one wound.

13. Unclotting - Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Evil Cleric list, Curses).

15. Cut Repair True - As *Cut Repair I*, except that it will stop bleeding and close any one wound.

20. Joining True - As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.

25. Regulations - Allows caster to control all internal and external blood flow; cannot be used in harmful manner (i.e., it is a life preserving spell, not a killing spell).

30. New Blood - Allows caster to restore all the blood in any 1 target's body; recovery time 1-10 days.

50. Blood Repair True - Allows caster to cast one of the lower level spells on this list each round.

BONE MASTERY

LAY HEALER BASE

BONE MASTERY

1. Bone Lore - Caster acquires complete understanding of any bone damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.

2. Minor Fracture Repair - Allows caster to mend one simple fracture (not compound fracture, shatters, joint damage, etc.); recovery time: 1 day; does not work on skull fractures.

3. Cartilage Repair - Allows caster to repair all the cartilage centered on 1 joint. Recovery time: 1 day.

4. Major Fracture Repair - As *Minor Fracture Repair*, except caster can also repair compound fractures.

5. Limb Preservation - Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Mastery *Limb Preservation* spell as well.

6. Skull Repair - Allows caster to mend one skull fracture (but not shattered skull areas); recovery time: 1-10 days.

7. Joint Repair - Allows caster to repair one broken (but not shattered) joint; recovery time: 1-10 days.

8. Minor Fracture Repair True - As *Minor Fracture Repair*, except recovery is instantaneous.

9. Joining - Allows caster to reattach 1 severed limb; requires use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.

10. Cartilage Repair True - As *Cartilage Repair*, except recovery is instantaneous.

11. Major Fracture Repair True - As *Major Fracture Repair*, except recovery is instantaneous.

12. Skull Repair True - As *Skull Repair*, except recovery is instantaneous.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Bone Lore	1 target	-	touch	I
2)	Minor Fracture Repair	1 target	P	touch	H
3)	Cartilage Repair	1 target	P	touch	H
4)	Major Fracture Repair	1 target	P	touch	H
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	H
6)	Skull Repair	1 target	P	touch	H
7)	Joint Repair	1 target	P	touch	H
8)	Minor Fract. Repair True	1 target	P	touch	H
9)	Joining ‡ *	1 target	P	touch	H
10)	Cartilage Repair True	1 target	P	touch	H
11)	Major Fract. Repair True	1 target	P	touch	H
12)	Skull Repair True	1 target	P	touch	H
13)	Bone Transplant	1 target	P	touch	H
14)	Shatter Repair	1 target	P	touch	H
15)	Joint Repair True	1 target	P	touch	H
16)					
17)					
18)					
19)					
20)	Joining True ‡ *	1 target	P	touch	H
25)	Cartilage Regeneration	1 target	P	touch	H
30)	Bone Regeneration	1 target	P	touch	H
50)	Skeletal Regeneration	1 target	P	touch	H

13. Bone Transplant - Allows caster to transplant a healthy bone; 1 hr operation; recovery time: 1-10 days; chance of rejection is 10% if same race, 50% if other humanoid.

14. Shatter Repair - Allows caster to repair any 1 broken or shattered bone (even in skull); 1 hr operation; recovery time: 1-10 days.

15. Joint Repair True - As *Joint Repair*; except that recovery is instantaneous.

20. Joining True - As *Joining*, except caster must throw the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.

25. Cartilage Regeneration - Allows caster to regenerate 1 section of cartilage in target's body; recovery time: 1-10 days.

30. Bone Regeneration - Allows caster to regenerate 1 lost bone; recovery time: 1-10 days.

50. Skeletal Regeneration - Allows caster to regenerate any part (or all) of a skeleton (including cartilage) in 1-10 days, depending on damage.

CONCUSSION MASTERY

LAY HEALER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Healing I	1 target	P	touch	H
2)	Stun Relief I *	1 target	-	touch	Hs
3)	Frost/Burn Relief I	1 target	-	touch	H
4)	Regeneration I *	1 target	C	touch	Hs
5)	Awakening	1 target	-	touch	Hs
6)	Frost/Burn Relief II	1 target	-	touch	H
7)	Healing V	1 target	P	touch	H
8)	Stun Relief III *	1 target	-	touch	Hs
9)	Frost/Burn Relief III	1 target	-	touch	H
10)	Regeneration II *	1 target	C	touch	Hs
11)	Healing X	1 target	P	touch	H
12)	Frost/Burn Relief IV	1 target	-	touch	H
13)	Stun Relief V *	1 target	-	touch	Hs
14)	Long Stun Relief *	1 target	-	100'	H
15)	Regeneration III *	1 target	C	touch	Hs
16)					
17)					
18)					
19)					
20)	Healing XX	1 target	P	touch	H
25)	True Healing	1 target	P	touch	H
30)	Frost/Burn Relief True	1 target	-	touch	H
50)	Stun Relief True	1 target	-	touch	H

CONCUSSION MASTERY

1. **Healing I** - Target is healed of 1-10 concussion hits.
2. **Stun Relief I** - Target is relieved of 1 round's worth of accumulated stun.
3. **Frost/Burn Relief I** - Will heal one area of mild frostbite or 1st degree burn.
4. **Regeneration I** - Reduces target's concussion hit damage by 1 hit every round as long as caster concentrates.
5. **Awakening** - Target is instantly awake.
6. **Frost/Burn Relief II** - As *Frost/Burn Relief I*, except heals 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).
7. **Healing V** - As *Healing I*, except heals 5-50 hits.

8. **Stun Relief III** - As *Stun Relief I*, except 3 rounds of stun effects are relieved.

9. **Frost/Burn Relief III** - As *Frost/Burn Relief I*, except heals 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or combination of 1 mild and 1 moderate area.

10. **Regeneration II** - As *Regeneration I*, except damage reduction is 2 hits/round.

11. **Heal X** - As *Healing I*, except heals 10-100 hits.

12. **Frost/Burn Relief IV** - As *Frost/Burn Relief I*, except heals 4 mild, 2 moderate, 1 mild and 1 severe or 2 mild and 1 moderate area(s) of damage.

13. **Stun Relief V** - As *Stun Relief I*, except target is relieved of 5 rounds of accumulated stun effects.

14. **Long Stun Relief** - As *Stun Relief I*, except any 1 target within 100' of caster is relieved of 1 round accumulated stun effects.

15. **Regeneration III** - As *Regeneration I*, except damage reduction is 3 hits/round.

20. **Healing XX** - As above, except heals 20-200 hits.

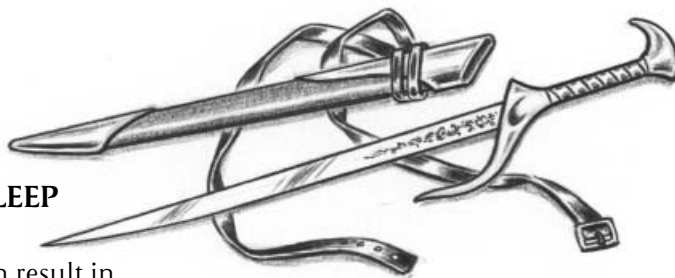
25. **True Healing** - As above, except target healed of all concussion hits.

30. **Frost/Burn Relief True** - As *Frost/Burn Relief I*, except target relieved of all burns or frostbite.

50. **Stun Relief True** - As above, except target healed of all stun effects.

FANG OF THE LONG SLEEP

- +20 magic broadsword.
- When this weapon delivers a Stun result in combat, target must make an RR or be put to Sleep for the duration of the Stun result. Of Mithril.



MUSCLE MASTERY

Lay Healer Base

MUSCLE MASTERY

1. Sprain Repair -

Allows caster to repair 1 sprain; 1 hr operation.

2. Muscle/Tendon Lore -

Caster acquires complete understanding of any muscle and/or tendon damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.

3. Muscle Repair I -

Allows caster to repair 1 damaged muscle; 1 minute operation; recovery time: 1 day/ muscle repaired.

4. Tendon Repair I -

Allows caster to repair 1 tendon; 1 min operation; recovery time: 1 day/ tendon repaired.

5. Limb Preservation - Allows caster to prevent the deterioration of 1 limb (even while severed); requires the use of Bone Mastery *Limb Preservation* spell as well.

6. Muscle Repair III - As *Muscle Repair I*, except that caster can repair 3 damaged muscles.

7. Tendon Repair III - As *Tendon Repair I*, except that caster can repair 3 damaged tendons.

8. Muscle Repair True - As *Muscle Repair I*, except recovery time is instantaneous.

9. Joining - Allows caster to reattach 1 severed limb; requires use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.

10. Tendon Repair True - As *Tendon Repair I*, except recovery time is instantaneous.

11. Soft Structure Repair - Allows caster to repair all tendon and muscle damage in target's body; 1 hr operation; recovery time: 1-10 days.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sprain Repair	1 target	P	touch	H
2)	Muscle/Tendon Lore	1 target	-	touch	I
3)	Muscle Repair I	1 target	P	touch	H
4)	Tendon Repair I	1 target	P	touch	H
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	H
6)	Muscle Repair III	1 target	P	touch	H
7)	Tendon Repair III	1 target	P	touch	H
8)	Muscle Repair True	1 target	P	touch	H
9)	Joining ‡ *	1 target	P	touch	H
10)	Tendon Repair True	1 target	P	touch	H
11)	Soft Structure Repair	1 target	P	touch	H
12)	Muscle Transplant	1 target	P	touch	H
13)					
14)	Muscle Regeneration	1 target	P	touch	H
15)	Tendon Regeneration	1 target	P	touch	H
16)					
17)					
18)					
19)					
20)	Joining True ‡ *	1 target	P	touch	H
25)	Muscle Regen. True	1 target	P	touch	H
30)	Tendon Regen. True	1 target	P	touch	H
50)	Soft Struct. Repair True	1 target	P	touch	H

12. Muscle Transplant - Allows caster to transplant a healthy muscle; 1 hr operation; recovery time: 1-10 days; chance of rejection is 10% if same race; 50% if other humanoid.

14. Muscle Regeneration - Allows caster to regenerate 1 muscle; regrowth takes 1-10 days, depending on extent of loss.

15. Tendon Regeneration - Allows caster to regenerate 1 tendon; regrowth takes 1-10 days, depending on extent of loss.

20. Joining True - As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.

25. Muscle Regeneration True - As *Muscle Regeneration*, except that regrowth takes 10 min

30. Tendon Regeneration True - As *Tendon Regeneration*, except that regrowth takes 10 min

50. Soft Structure Repair True - As *Soft Structure Repair*, except that all tendons and muscles in target's body are repaired (not replaced); 10 min operation. Recovery time is instantaneous.

NERVE/ORGAN MASTERY

LAY HEALER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Nerve/Organ Lore	1 target	-	touch	I
2)	Numbing	1 target	10 min/lvl	touch	H
3)	Minor Nerve Repair	1 target	P	touch	H
4)	Minor Ear/Nose Repair	1 target	P	touch	H
5)	Organ Preservation	1 target	1 day/lvl	touch	H
6)	Minor Eye Repair	1 target	P	touch	H
7)	Major Nerve Repair	1 target	P	touch	H
8)	Major Ear Repair	1 target	P	touch	H
9)	Joining ‡ *	1 target	P	touch	H
10)	Major Eye Repair	1 target	P	touch	H
11)	Suspend Life	1 target	1 day/lvl	touch	H
12)	Nerve Repair True	1 target	P	touch	H
13)	Organ Transplant	1 target	P	touch	H
14)	Organ Repair	1 target	P	touch	H
15)	Minor Brain Repair	1 target	P	touch	H
16)					
17)					
18)					
19)					
20)	Joining True ‡ *	1 target	P	touch	H
25)	Nerve Regeneration	1 target	P	touch	H
30)	Organ Regeneration	1 target	P	touch	H
50)	Brain Regeneration	1 target	P	touch	H

NERVE/ORGAN MASTERY

1. Nerve/Organ Lore - Caster acquires complete understanding of any nerve and/or organ damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.

2. Numbing - Allows caster to stop or reduce feeling in a specific area of the body (2 cu/level); works to reduce pain with minor side effects (e.g., -10 to given ability).

3. Minor Nerve Repair - Allows caster to repair minor nerve damage; target regains feeling in 1-10 days. Minor nerve damage is defined as any nerve damage that results in a penalty of up to -20.

4. Minor Ear/Nose Repair - Allows caster to repair any exterior ear damage short of complete ear loss or any nose damage short of complete nose loss; requires 1-60 min, depending on damage.

5. Organ Preservation - Allows caster to prevent the deterioration of any specific organ (e.g., eye, ear, liver), even if it is "outside" of its body).

6. Minor Eye Repair - Allows caster to repair any minor eye damage (e.g., corneal scratch or removal of foreign object).

7. Major Nerve Repair - As *Minor Nerve Repair*, except caster can repair any nerve damage. This spell will not repair/regenerate destroyed nerves. Recovery time is 1-10 days.

8. Major Ear Repair - As *Minor Ear Repair*, except that caster can repair any interior or

exterior damage; hearing is restored in 1-10 days; note that complete replacement of the ear is an exception.

9. Joining - Allows caster to reattach 1 severed limb; requires use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.

10. Major Eye Repair - As *Minor Eye Repair*, except caster can repair any eye damage short of total eye loss (e.g., eye's destruction precludes repair); recovery time: 1-10 days.

11. Suspend Life - Target is kept in a state of suspended animation, and prevented from dying for the duration of the spell (i.e., the body is "preserved" and the "soul" will not leave the body). Also requires the use of the other *Suspend Life* spell (on the Blood Mastery list).

12. Nerve Repair True - As *Major Nerve Repair*, except that recovery is instantaneous.

13. Organ Transplant - Allows caster to transplant a healthy organ; 1 hr operation; recovery time: 1-10 days; chance of rejection is 10% if same race, 50% of other humanoid.

14. Organ Repair - Allows caster to repair any organ that has not been completely destroyed; recovery time: 1-10 days.

15. Minor Brain Repair - Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not restored (% lost permanently dependent on severity of damage); 1 hr operation; recovery time: 1-10 days.

20. Joining True - As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.

25. Nerve Regeneration - Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.

30. Organ Regeneration - Allows caster to completely regenerate lost organ; process takes 1-10 hours; recovery time: 1-10 days; target remains in coma during recovery; brain regeneration is not permitted.

50. Brain Regeneration - Allows caster to regenerate brain tissue in 1-10 hours; recovery time: 1-10 days (target is in coma during recovery); note that lost experience is not restored (the % lost permanently depends on severity of damage).

PROSTHETICS

LAY HEALER BASE

PROSTHETICS

1. Measure -Allows Lay Healer to measure and memorize dimensions necessary to make false limb.

2. Mold Wood - Confers woodworking skills for making of artificial limb; skills last 1 day, i.e., the time necessary to mold a limb.

3. Fit Wood - Allows caster to attach an artificial wooden limb to a body. Process takes 1 hour. This spell must be cast before an Animation spell can be cast.

4. Animation I - Allows wearer to operate an artificial limb at will for 8 hours.

5. Mold Glass - Confers glassworking skills for 1 day; glassworking takes twice as long as equivalent woodworking.

6. Fit Glass - As *Fit Wood*; except allows caster to attach a glass limb.

7. Animation II - As *Animation I*, except duration is 24 hours.

8. Mold Normal Metal - As *Mold Wood*, except involves basic metal and molding time is 4 days.

9. Fit Normal Metal - As *Fit Wood*; allows caster to attach a normal metal limb.

10. Artificial Flesh - Gives the caster the skills to make and work semi-realistic synthetic skin to cover an artificial limb; skills last 1 day; takes 1-10 days, depending on amount required.

11. Animation III - As *Animation I*, except duration is 1 week.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Measure	caster	-	touch	I
2)	Mold Wood	caster	1 hr/lvl (C)	self	U
3)	Fit Wood	caster	P	self	U
4)	Animation I	1 target	8 hrs	touch	U
5)	Mold Glass	caster	1 hr/lvl (C)	self	U
6)	Fit Glass	caster	P	self	U
7)	Animation II	1 target	24 hrs	touch	U
8)	Mold Normal Metal	caster	1 hr/lvl (C)	self	U
9)	Fit Normal Metal	caster	P	self	U
10)	Artificial Flesh	caster	1 hr/lvl (C)	self	F
11)	Animation III	1 target	1 week	touch	U
12)					
13)	Fit Enchanted Materials	caster	P	self	U
14)					
15)	Animation IV	1 target	1 month	touch	U
16)					
17)					
18)					
19)					
20)	Artificial Flesh True	caster	1 hr/lvl (C)	self	F
25)	Animation V	1 target	1 year	touch	U
30)	Animation VI	1 target	1 year/lvl	touch	U
50)	Animation True	1 target	P	touch	U

13. Fit Enchanted Materials - As *Fit Wood*; allows caster to attach limbs of enchanted materials.

15. Animation VI - As *Animation I*, except duration is 1 month.

20. Artificial Flesh True - As *Artificial Flesh*, except perfectly realistic synthetic flesh can be made and worked; takes 10-100 days, depending on amount.

25. Animation V - As *Animation I*, except duration is 1 year.

30. Animation VI - As *Animation I*, except duration is 1 year per caster's level.

50. Animation True - As *Animation I*, except animation is permanent.

MIND ATTACK

MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Jolts I	1 target	1 rnd/10%	100'	Fm
2)	Hesitation	1 target	1 rnd/10%	100'	Fm
3)	Minor Pain	1 target	-	100'	Fm
4)	Shock A	1 target	-	100'	Fm
5)	Jolts III	1 target	3 rnd/10%	100'	Fm
6)					
7)	Paralyze I	1 target	5 rnd/10%	100'	Fm
8)	Shock B	1 target	-	100'	Fm
9)	Major Pain	1 target	-	100'	Fm
10)	Mind Shout I *	10'R	1 rnd/10%	self	Fm
11)	Jolts V	1 target	5 rnd/10%	100'	Fm
12)	Paralyze III	1 target	5 rnd/10%	100'	Fm
13)	Shock C	1 target	-	100'	Fm
14)					
15)	Mind Shout II *	50'R	1 rnd/10%	self	Fm
16)	Shock D	1 target	-	100'	Fm
17)	Paralyze V	1 target	5 rnd/10%	100'	Fm
18)	Jolts X	1 target	10 rnd/10%	100'	Fm
19)	Mind Shout III *	100'R	1 rnd/10%	self	Fm
20)	Shock E	1 target	-	100'	Fm
25)	Great Shout *	50'R	1 rnd/10%	self	Fm
30)	Mind Shout True *	300'R	1 rnd/10%	self	Fm
50)	Shout True *	50'R	varies	self	Fm

MIND ATTACK

1. **Jolts I** - Target is stunned.
2. **Hesitation** - Target hesitates in any non-defensive action; -50 to initiative; must parry with at least half OB.
3. **Minor Pain** - Target takes 25% of their remaining concussion hits (i.e., those not already taken).
4. **Shock A** - Target takes an 'A' Electricity critical strike.
5. **Jolts III** - As *Jolts I*, except lasts is 3 round.
7. **Paralyze I** - Target is paralyzed.
8. **Shock B** - As *Shock A*, except target takes a 'B' Electricity critical strike.
9. **Major Pain** - As *Minor Pain*, except 50% of remaining concussion hits are taken.
10. **Mind Shout I** - Everyone within the radius is a target, all failing to resist are stunned.
11. **Jolts V** - As *Jolts I*, except duration is 5 round.
12. **Paralyze III** - As *Paralyze I*, except duration is 3 rounds/10 failure.
13. **Shock C** - As *Shock A*, except target takes a 'C' Electricity critical strike.
15. **Mind Shout II** - As *Mind Shout I*, except the area of effect is circle with a radius of 50'.
16. **Shock D** - As *Shock A*, except target takes a 'D' Electricity critical strike.
17. **Paralyze V** - As *Paralyze I*, except duration is 5 rounds/10 failure.

18. **Jolts X** - As *Jolts I*, except duration is 10 rounds.

19. **Mind Shout III** - As *Mind Shout I*, except the area of effect is circle with a radius of 100'.

20. **Shock E** - As *Shock A*, except target takes an 'E' Electricity critical strike.

25. **Great Shout** - As *Mind Shout I*, except area of effect is a circle with a radius of 50' and any target failing by more than 50 is unconscious for eight hours.

30. **Mind Shout True** - As *Mind Shout I*, except the area of effect is circle with a radius of 300'.

50. **Shout True** - As *Mind Shout II*, except targets failing by 1-50 are unconscious, and targets failing by more

than 50 are dead; RRs for spell casters of Mentalism are modified by -20.



MIND CONTROL

1. Question - Target must answer a single-concept question truthfully.

2. Sleep - Target falls into natural sleep.

3. Charm Kind - Humanoid target believes caster is a good friend.

4. Calm - Target will take no offensive action, and will fight only in self-defense.

5. Confusion - Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.

6. Fear - Target fears caster and attempts to flee.

7. Suggestion - Target will follow a single suggested act that was not completely alien to them (e.g.,

no suicide suggestions, no blinding himself suggestions, etc.).

8. Hold Kind - Target is held to 25% of normal action.

9. Emotions - Causes any desired emotion.

10. Master of Kind - Target must obey the caster as specified in *Suggestion*.

11. Coma - [RR Mod: +20] - Causes coma.

12. True Charm - As Charm Kind, except works on any sentient creature.

MIND CONTROL

MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Question	1 target	-	10'	Fm
2)	Sleep	1 target	-	50'	Fm
3)	Charm Kind	1 target	10 min/lvl	50'	Fm
4)	Calm	1 target	1 min/lvl	100'	Fm
5)	Confusion	1 target	1 rnd/5%	100'	Fm
6)	Fear	1 target	1 min/10%	100'	Fm
7)	Suggestion	1 target	varies	10'	Fm
8)	Hold Kind	1 target	C	50'	Fm
9)	Emotions	1 target	1 min/lvl	100'	Fm
10)	Master of Kind	1 target	10 min/lvl	10'	Fm
11)	Coma	1 target	1 day/10%	100'	Fm
12)	True Charm	1 target	10 min/lvl	50'	Fm
13)					
14)					
15)	Geas	1 target	varies	10'	Fm
16)	True Hold	1 target	C	50'	Fm
17)					
18)	Mind Break	1 target	P	50'	Fm
19)					
20)	True Sleep	1 target	1 min/10%	100'	Fm
25)	True Geas	1 target	varies	10'	Fm
30)	Mind Control True	1 target	1 min/lvl (C)	300'	Fm
50)	Mind Master	1 target	P (C)	300'	Fm

15. Geas - Target is given 1 task, failure results in a penalty determined by GM (task must be within target's capabilities). If the target ignores the task, they will suffer the same effects as failure.

16. True Hold - [RR Mod: +20] - Target is paralyzed and can do nothing.

18. Mind Break - Target is a blithering idiot. They may be led around, but can take no action.

20. True Sleep - [RR Mod: +20] - Target is unconscious and unwakeable.

25. True Geas - As *Geas*, except failure is punished by the target suffering an 'E' critical from each of the critical tables.

30. Mind Control True - Caster has total control of target's mind. After the initial casting, the range for control is 1 mile/level.

50. Mind Master - As *Mind Control True*, except duration is permanent (until dispelled); caster need only concentrate to give commands. Only one target can be so controlled at a time.



MIND MERGE

MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Empathy	1 target/rnd	1 rnd/lvl (C)	10'	Im
2)					
3)	Emotions	1 target/rnd	1 rnd/lvl (C)	50'	Im
4)	Merge w. Mentalist	1 target + self	C	touch	U
5)	Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im
6)	Mind Merge I	1 target + self	C	touch	Um
7)					
8)	Mind Merge II	1 target + self	C	100'	Um
9)					
10)	Inner Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im
11)	Ready Merge *	1 target + self	C	100'/lvl	Um
12)					
13)	Mind Switch	1 target + self	1 day	touch	Fm
14)					
15)	Mind Scan	1 target	1 rnd/lvl (C)	100'	Im
16)					
17)					
18)	Mind Merge True	1 target + self	C	50'/lvl	Um
19)					
20)	Mind Probe	1 target/rnd	1 rnd/lvl (C)	100'	Im
25)	Mind Switch True	1 target + self	varies	touch	Fm
30)	Thought Steal	1 target	1 rnd/lvl (C)	100'	Fm
50)	Ready Merge True *	1 target + self	C	unlimited	Um

MIND MERGE

1. Empathy - Caster learns target's basic feelings; can concentrate on a new target each round.

3. Emotions - Caster learns target's emotions in detail; can concentrate on a new target each round.

4. Merge With Mentalist - Allows two Mentalism spell users to communicate mentally and exchange power points.

5. Thoughts - Caster receives surface thoughts from target; if target makes their RR by more than 25 they realizes what is happening; can concentrate on one target each round.

6. Mind Merge I - Allows caster and target to interchange thoughts; if both are Mentalism spell users they can interchange power points. Caster must touch the target.

8. Mind Merge II - As *Mind Merge I*, except range is 100'. They must be able to see each other or the caster must know the exact location of the target.

10. Inner Thoughts

- As in *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

11. Ready Merge - As in *Mind Merge II*, except for range. Caster and target must have Merged before.

13. Mind Switch - Target and caster switch minds and spell casting abilities; target (in caster's body) is in a coma if they are not also a Mentalist. If the target is unwilling, they may make a new RR every hour.

15. Mind Scan

- As in *Inner Thoughts*, except caster can also scan target's conscious memories; at a rate of 1 scene/round.

18. Mind Merge True - As *Mind Merge II*, except range is 50'/level and caster must know the exact location of the target mentally or through some other means.

20. Mind Probe - As in *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).

25. Mind Switch True - As in *Mind Switch*, except lasts until the caster decides to return to their own body.

30. Thought Steal - Caster can remove one thought or memory from the target's mind each round.

50. Ready Merge True - As in *Ready Merge*, except range is unlimited.

MIND SPEECH

MENTALIST BASE

MIND SPEECH

1. Mentalist Tongue -

Caster may mentally speak with another spell caster of the Mentalism realm.

3. Mind Tongue I -

Caster may mentally speak with any one thinking being. They must be able to see each other or the caster must know the exact location of the target.

6. Mind Tongue II -

As *Mind Tongue I*, except range is 500'.

9. Mind Speech I -

Caster can broadcast thoughts to minds of all within range. This is a one-way broadcast.

10. Mind Tongue III -

As *Mind Tongue I*, except range is 1,000'.

12. Mind Speech II - As *Mind Speech I*, except range is all minds within a radius of 100'.

14. Friend Speech I - As *Mind Speech I*, except caster can limit broadcast to desired beings.

15. Mind Speech III - As *Mind Speech I*, except range is all minds within a radius of 300'.

16. Waiting Tongue - A 25 word mental message can be delayed and then later triggered by: after a fixed time period up to 24 hours or by certain movements, certain sounds, touch, reading, etc. or by a specific *Mind Stored* person entering the area.

18. Mind Tongue IV - As *Mind Tongue I*, except range is 1 mile.

19. Friend Speech II - As *Friend Speech I*, except range is limited to any desired minds within a radius of 100'.

20. Mind Speech True - As *Mind Speech I*, except range is all minds within a radius of 2,000'.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Mentalist Tongue *	1 target + self	C	100'	Fm
2)					
3)	Mind Tongue I *	1 target + self	C	100'	Fm
4)					
5)					
6)	Mind Tongue II *	1 target + self	C	500'	Fm
7)					
8)					
9)	Mind Speech I *	10'R	C	self	Fm
10)	Mind Tongue III *	1 target + self	C	1,000'	Fm
11)					
12)	Mind Speech II *	100'R	C	self	Fm
13)					
14)	Friend Speech I *	10'R	C	self	Fm
15)	Mind Speech III *	300'R	C	self	Fm
16)	Waiting Tongue	10'R	varies	100'	Fm
17)					
18)	Mind Tongue IV *	1 target + self	C	1 mile	Fm
19)	Friend Speech II *	100'R	C	self	Fm
20)	Mind Speech True *	2,000'R	C	self	Fm
25)	Mind Tongue True *	1 target + self	C	1 mi/lvl	Fm
30)	Waiting Speech	varies	varies	self	Fm
50)	Far Mind Speech *	10'R	C	1 mi/lvl	Fm

25. Mind Tongue True - As *Mind Tongue I*, except range is 1 mile/level.

30. Waiting Speech - As *Waiting Tongue*, except it is broadcast to all within a 300'R.

50. Far Mind Speech - As *Mind Speech I*, except radius can be up to 1 mile/level from caster.

Note: Except where communication is noted as being "one-way", the spells above create a "two-way" communication between the target and the caster. The caster is not required to speak verbally. The target speaks verbally, but the caster is actually reading the surface thoughts of the target (some targets may learn to use mental communication - any caster who knows this list is presumed to have this ability).

PRESENCE

MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Presence • *	10'R/lvl	C	self	Im
2)	Feel *	1 target	-	10'/lvl	Im
3)					
4)					
5)	Mind Store *	1 target	-	10'/lvl	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Minor Finding	1 target	C	100'/lvl	Im
8)	Direction I	1 target	-	1,000'/lvl	Im
9)	Presence True *	50'R	C	100'/lvl	Im
10)	Awareness *	10'/lvl	C	self	Im
11)	Direction II	1 target	-	1 mile/lvl	Im
12)	Feel True *	1 target	-	100'/lvl	Im
13)					
14)	Mass Feel *	1 target/rnd	C	10'/lvl	Im
15)	Mind Typing True *	1 target	C	100'/lvl	Im
16)					
17)					
18)	Finding I	1 target	C	1 mile/lvl	Im
19)					
20)	Awareness True *	10'/lvl	C	self	Im
25)	Finding V	1 target	C	5 miles/lvl	Im
30)	Direction True	1 target	-	unlimited	Im
50)	Finding True	1 target	C	unlimited	Im

12. Feel True - As *Feel*, except that range is 100'/level.

14. Mass Feel - As *Feel*, except caster may "feel" one being per round.

15. Mind Typing True - As *Mind Typing*, except range is 100'/level.

18. Finding I - As *Minor Finding*, except range is 1 mile/level.

20. Awareness True - As *Awareness*, except that very detailed knowledge of actions is given.

25. Finding V - As *Finding I*, except range is 5 miles/level.

30. Direction True - As *Direction I*, except no range limitations.

50. Finding True - As *Finding I*, except no range limitations.

PRESENCE

1. Presence - Caster is aware of the presence of all sentient/thinking beings within their range.

2. Feel - Caster gets general idea of the race and level of one being; being must first be located by *Presence* or *Presence True*.

5. Mind Store - As *Feel*, except caster stores mental pattern of target; can be later used to locate specific person through *Feel* or *Finding*.

6. Mind Typing - As *Feel*, except caster learns race, profession, and level of target.

7. Minor Finding - Caster gets direction and distance to any unshielded mind that they have a mental pattern of from *Mind Store*.

8. Direction I - Caster gets direction to any unshielded mind which they have a mental pattern of from *Mind Store*.

9. Presence True - Can get presences in area with a 50' radius; caster can concentrate on one such area each round.

10. Awareness - As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).

11. Direction II - As *Direction I*, except range is 1 mile/level.



DARKSTONE PENDANT

Highly prized by those who like to skulk in the shadows.

- x2 Power Point Multiplier.
- +20 to casting of spells from Base Lists.
- +10 to all Resistance Rolls.
- 3x/day, the wearer may cast Shadow (page 172) upon himself.

A large oval stone of Onyx in a silver setting.

SENSE CONTROL

1. Distraction - Target is at -30 for all actions.

2. Numbing - Random limb of target's is numb and useless.

3. Blur Vision - Target has a -100 OB mod for missile attacks; -50 for all other actions.

4. Minor Sense Control - Causes false sensations in any one of: smell, taste, or touch.

5. Audio Attack - Loud sound stuns target.

6. Audio Control - Causes target to hear any sound(s) desired.

7. Fumble - Target fumbles weapon or item in hands; roll on the appropriate Fumble Table.

8. Vision Control - Causes target to see whatever the caster desires.

9. Vision Attack - Bright light blinds target.

10. Nerve Stun - Target is totally numbed; is at -75 for all actions and is stunned.

11. Hallucination - Target sees a nonexistent foe; must fight them until the foe is "defeated" (i.e., takes damage that would drop the target); foe has same capabilities as target but does no damage (i.e., always misses).

13. Sense Control II - Causes false sensations in the target's sight and hearing.

15. Sensory Overload - This spell overloads the target's senses: 01-50 failure = stun, more than 51 = unconsciousness.

16. Sense Control III - Same as *Sense Control II*, except affects any three senses.

18. Sense Control IV - Same as *Sense Control II*, except affects any four senses.

19. Sensory Deprivation - Total sensory deprivation, i.e., no sensory input. Every day of deprivation gives a 5% chance (cumulative) of a temporary psychosis (GM's choice).

SENSE CONTROL

MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Numbing	1 target	C	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Minor Sense Control	1 target	C	100'	Fm
5)	Audio Attack	1 target	1 rnd/10%	100'	Fm
6)	Audio Control	1 target	C	100'	Fm
7)	Fumble	1 target	-	100'	Fm
8)	Vision Control	1 target	C	100'	Fm
9)	Vision Attack	1 target	1 rnd/10%	100'	Fm
10)	Nerve Stun	1 target	1 rnd/10%	100'	Fm
11)	Hallucination	1 target	C	100'	Fm
12)					
13)	Sense Control II	1 target	C	100'	Fm
14)					
15)	Sensory Overload	1 target	1 rnd/10%	100'	Fm
16)	Sense Control III	1 target	C	100'	Fm
17)					
18)	Sense Control IV	1 target	C	100'	Fm
19)	Sensory Deprivation	1 target	1 day/10%	100'	Fm
20)	Sense Control V	1 target	C	100'	Fm
25)	Long Control	1 target	C	100'	Fm
30)	Sense Control True	1 target	10 min/lvl	100'	Fm
50)	Private World	1 target	P (C)	100'	Fm

20. Sense Control V - As *Sense Control II*, except affects all senses.

25. Long Control - As *Sense Control V*, except initial range is 300' and then the range for control is 1 mile/level.

30. Sense Control True - As *Long Control*, except caster can "program" memory input and concentration is only required to "program" memory input and the duration is 10 min/level and all senses are controlled.

50. Private World - Target lives in own fantasy world, totally controlled by caster when they concentrate; While in the fantasy, the target receives no activity or sensory input from the real world.

Note: All of the sensations created by spells on this list are strictly mental (i.e., not real). For example - the sounds created with "Audio Attack" are heard only in the target's head, and will work even on a deaf person.

FUTURE VISIONS

SEER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Intuitions I	caster	-	self	I
2)					
3)	Intuitions III	caster	-	self	I
4)	Dream I	caster	sleep	self	I
5)	Intuitions V	caster	-	self	I
6)	Anticipations I *	caster	-	100'	I
7)					
8)	Dream II	caster	-	self	I
9)	Spell Anticipations *	caster	-	self	I
10)	Intuitions X	caster	-	self	I
11)	Dreams III	caster	-	self	I
12)					
13)	Anticipations III *	caster	-	self	I
14)					
15)	Intuitions True	caster	-	self	I
16)					
17)					
18)					
19)					
20)	Anticipations V *	caster	-	self	I
25)	Lord Dream	caster	-	self	I
30)	Anticipations True *	caster	-	self	I
50)	Spell Anticipation True *	caster	-	self	I

FUTURE VISIONS

1. Intuitions I - Caster gets a vision of what will happen in the next minute if they take a specified action.

3. Intuitions III - As *Intuitions I*, except caster gets to gaze 3 minutes into the future.

4. Dream I - Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.

5. Intuitions V - As *Intuitions I*, except caster gets to gaze 5 minutes into the future.

6. Anticipations I - Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell).

8. Dream II - As *Dreams I*, except limit is 2 dreams/night on different topics.

9. Spell Anticipations - As *Anticipations I*, except if action is to cast a spell, the spell to be cast and target are learned.

10. Intuitions X - As *Intuitions I*, except caster gets to gaze 10 minutes into the future.

11. Dreams III - As *Dreams I*, except limit is 3 dreams/night on different topics.

13. Anticipations III - As *Anticipations I*, except caster can either predict the actions of three beings for the next round or the actions of one being for the next three rounds.

15. Intuitions True - As *Intuitions I*, except caster gets to gaze 1 min/level into the future.

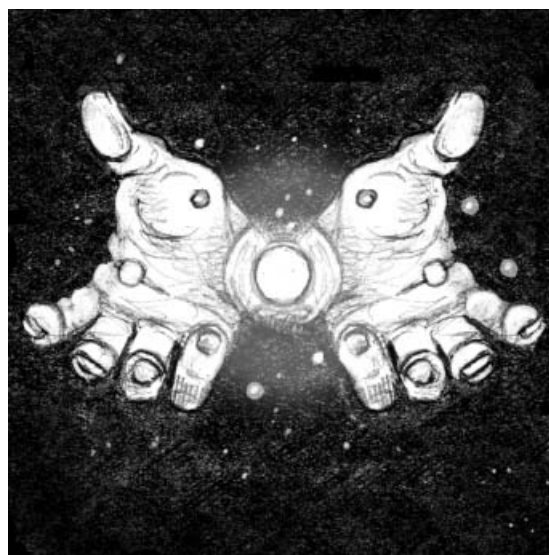
20. Anticipations V - As *Anticipations I*, except actions of 5 beings may be predicted or the actions of one being for the next five rounds.

25. Lord Dream - As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.

30. Anticipations True - As *Anticipations I*,

except caster can predict actions of all beings within 100' of them.

50. Spell Anticipation True - As *Anticipations True*, except spell type and target are known as well as the actions.



MIND VISIONS

SEER BASE

MIND VISIONS

1. Question I - Target must answer one single-concept question. Question is asked and answered mentally.

3. Question III - As *Question I*, except target must answer 3 questions (1/round).

5. Thoughts - Caster receives surface thoughts from target. Caster can concentrate on one target each round.

6. Mind Typing - Caster learns race, profession, and level of the target.

7. Truth I - Caster knows when anyone within the radius is lying.

8. Veracity - Caster knows if the target is lying.

10. Inner Thoughts - As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

11. Truth III - As *Truth I*, except duration is 3 minutes.

13. Truth V - As *Truth I*, except duration is 5 minutes.

14. Long Veracity - As *Veracity*, except range is 10'/level.

15. Mind Scan - As *Inner Thoughts*, except caster also gets target's conscious memories; at a rate of 1 scene/round.

20. Past Truth - As *Truth I*, except that it can be cast during a *Vision Behind* spell on

Level	Spell	Area of Effect	Duration	Range	Type
1)	Question I	1 target	-	10'	Fm
2)					
3)	Question III	1 target	3 rnds	10'	Fm
4)					
5)	Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Truth I	caster	1 min	10'R	Im
8)	Veracity	1 target	C	100'	Im
9)					
10)	Inner Thoughts	1 target	1 rnd/lvl	100'	Im
11)	Truth III	caster	3 min	10'R	Im
12)					
13)	Truth V	caster	5 min	10'R	Im
14)	Long Veracity	1 target	C	10'/lvl	Im
15)	Mind Scan	1 target	1 rnd/lvl (C)	100'	Im
16)					
17)					
18)					
19)					
20)	Past Truth	caster	1 min	10'R	Im
25)	Mind Probe	1 target	1 rnd/lvl	100'	Im
30)	Thought Steal	1 target	1 rnd/lvl (C)	100'	Fm
50)	Truth True	varies	varies	varies	Im

the Seer Base list, Past Visions; detects lying from anyone speaking in the vision.

25. Mind Probe - As *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).

30. Thought Steal - Caster can remove one thought or memory from the target's mind each round.

50. Truth True - As *Truth I* with a duration of 1 min/level or as *Veracity* with a range of 100'/level.



PAST VISIONS

SEER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Origins	caster	-	touch	I
2)	Detect Curse	caster	-	touch	I
3)	Vision Behind I	caster	C	touch	I
4)	Power Lore	caster	-	touch	I
5)	Vision Guide	caster	varies	touch	U
6)	Item Vision	caster	-	touch	I
7)	Vision Behind II	caster	C	touch	I
8)					
9)	Vision Behind III	caster	C	touch	I
10)	Delving	caster	-	touch	I
11)	Vision Behind IV	caster	C	touch	I
12)					
13)	Past Store	caster	-	touch	U
14)	Curse Analysis	caster	-	touch	I
15)	Vision Behind V	caster	C	touch	I
16)					
17)					
18)					
19)					
20)	Vision Location	caster	-	touch	U
25)	Vision Behind X	caster	C	touch	I
30)	Vision Behind XX	caster	C	touch	I
50)	Vision Behind True	caster	C	touch	I

PAST VISIONS

1. Origins - Gives a general idea of the place of origin of an item.

2. Detect Curse - Determines if there is a curse is on an item.

3. Vision Behind I - Caster gets a vision up to 1 min/level into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as they concentrate.

4. Power Lore - Gives the origin of an item's power.

5. Vision Guide - When cast just before a *Vision Behind* spell, it gives the caster the ability to scan the past by "feeling the temporal location of significant events."

6. Item Vision - Gives a vision of a significant event in an item's past.

7. Vision Behind II - As *Vision Behind I*, except time limit is 10 min/level.

9. Vision Behind III - As *Vision Behind I*, except time limit is 1 hour/level.

10. Delving - Gives significant details concerning an item's construction and purpose (not specific powers).

11. Vision Behind IV - As *Vision Behind I*, except time limit is 1 day/level.

13. Past Store - Caster may cast this spell while in a *Vision Behind*; it saves an image

of a person or place that can later be used by another *Vision Behind* to key in on the saved image in another place or time.

14. Curse Analysis -

Gives an analysis of the origin of a curse, the source of its power, and an idea of its effectiveness (i.e., level).

15. Vision Behind V -

As *Vision Behind I*, except time range is 1 year/level.

20. Vision Location - If caster has general information concerning an event or place, casting this spell before a *Vision Behind* will cause the *Vision Behind* to key in on the event most closely matching the description.

25. Vision Behind X - As *Vision Behind I*, except time limit is 10 year/level.

30. Vision Behind XX - As *Vision Behind I*, except time limit is 100 year/level.

50. Vision Behind True - As *Vision Behind I*, except there is no time limit.



SENSE THROUGH OTHERS

1. Animal Sight I - Caster can see through the eyes of any non-intelligent animal in range. The animal must be seen or located via *Presence* or located via *Mind Store & Finding* (for the initial contact only).

3. Animal Sense I - As *Animal Sight I*, except all of the animal's senses can be used.

5. Sight Merge I - As *Animal Sight I*, except any being may be used.

6. Animal Sight III - As *Animal Sight I*, except the range is 300'.

8. Animal Sense III - As *Animal Sense I*, except the range is 300'.

10. Sight Merge III - As *Sight Merge I*, except the range is 300'.

11. Animal Sight V - As *Animal Sight I*, except the range is 500'.

12. Sensory Merge I - As *Sight Merge I*, except all of the being's senses can be used.

13. Animal Sense V - As *Animal Sense I*, except the range is 500'.

15. Sight Merge V - As *Sight Merge I*, except the range is 500'.

20. Animal Sense True - As *Animal Sense I*, except the range is 1 mile/level.

25. Sight Merge True - As *Sight Merge I*, except the range is 1 mile/level.

30. Sensory Merge II - As *Sensory Merge I*, except the range is 1 mile/level.

50. Sensory Merge True - As *Sensory Merge I*, except the range is unlimited.

SENSE THROUGH OTHERS

SEER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Animal Sight I	caster	C	100'	Im
2)					
3)	Animal Sense I	caster	C	100'	Im
4)					
5)	Sight Merge I	caster	C	100'	Im
6)	Animal Sight III	caster	C	300'	Im
7)					
8)	Animal Sense III	caster	C	300'	Im
9)					
10)	Sight Merge III	caster	C	300'	Im
11)	Animal Sight V	caster	C	500'	Im
12)	Sensory Merge I	caster	C	100'	Im
13)	Animal Sense V	caster	C	500'	Im
14)					
15)	Sight Merge V	caster	C	500'	Im
16)					
17)					
18)					
19)					
20)	Animal Sense True	caster	C	1 mile/lvl	Im
25)	Sight Merge True	caster	C	1 mile/lvl	Im
30)	Sensory Merge II	caster	C	1 mile/lvl	Im
50)	Sensory Merge True	caster	C	unlimited	Im



TRUE PERCEPTION

SEER BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Presence • *	10'R/lvl	C	self	Im
2)	Detect Illusion	5'R	-	100'	I
3)	Mind Store *	1 target	-	10'/lvl	Um
4)	Seer's Analysis *	1 target	-	10'/lvl	Im
5)	Minor Finding	1 target	C	100'/lvl	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Awareness III	30'R	C	self	Im
8)	Long Ear	caster	-	10'/lvl	I
9)					
10)	Awareness True	10'/lvl	C	self	Im
11)	Long Mind Store *	1 target	-	100'/lvl	Um
12)					
13)	Long Mind Typing *	1 target	-	100'/lvl	Im
14)	Finding I	1 target	C	1 mile/lvl	Im
15)	Long Sense	caster	C	10'/lvl	I
16)					
17)					
18)					
19)					
20)	Finding V	1 target	C	5 miles/lvl	Im
25)	Greater Long Sense	caster	C	1 mile/lvl	I
30)	Finding True	1 target	C	unlimited	Im
50)	Long Sense True	caster	C	unlimited	I

TRUE PERCEPTION

1. Presence - Caster is aware of the presence of all sentient/thinking beings within their range.

2. Detect Illusion - Caster can check one object or place (up to a 5' radius) and tell if it is an illusion or has an illusion on it.

3. Mind Store - Caster stores the mental pattern of target; can be used later to locate specific person through Finding. Target must have previously been detected using *Presence* or *Feel* spells

4. Seer's Analysis - Caster can determine one of the following concerning a target: profession, race, or level.

5. Minor Finding - Caster gets direction & distance to an unshielded mind which they have a mental pattern of from *Mind Store*.

6. Mind Typing - As *Seer's Analysis*, except caster learns race, profession, and level.

7. Awareness III - As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).

8. Long Ear - Caster's point of hearing may be moved up to 10'/level away (moves at 10'/round); they must be physically able to go there (e.g., they could not send their

point of hearing through walls or closed doors). Note that this means that someone could sneak up on the caster undetected.

10. Awareness True - As *Awareness III*, except radius is 10'/level.

11. Long Mind Store - As *Mind Store*, except range is 100'/level if the target is sensed (mentally or by sight).

13. Long Mind Typing - As *Mind Typing*, except range is 100'/level if target is sensed (mentally or by sight).

14. Finding I - As *Minor Finding*, except range is 1 mile/level.

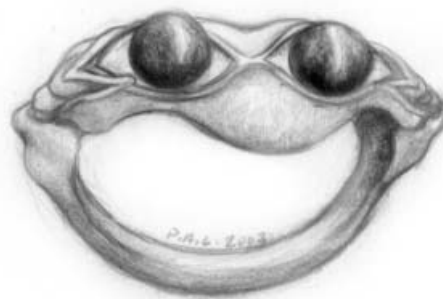
15. Long Sense - As *Long Ear*, except all senses are involved.

20. Finding V - As *Finding I*, except range is 5 miles/level.

25. Greater Long Sense - As *Long Sense*, except range is 1 mile/level.

30. Finding True - As *Finding I*, except no range limitations apply.

50. Long Sense True - As *Long Sense*, except range is unlimited.



RING OF TRUE SIGHT

- x2 Power Point Multiplier.
- Wearer may cast any spell from the True Sight spell list up to his own level while the ring is worn. The wearer must supply the Power Points for these spells.

The ring is made of two dark sapphires in a gold setting.

TRUE SIGHT

SEER BASE

TRUE SIGHT

1. Watersight - Caster can see through 10'/level of water (even murky water) as if it were day.

2. Nightsight - As *Watersight*, except caster can see in normal darkness.

3. Woodsight - As *Watersight*, except caster can see through 1'/level of wood.

4. Watch I - Caster can pick a point up to 10' away and they will have a field of vision from that point; they can rotate but not move (there can be intervening objects such as walls). Note that this means that someone could sneak up on the caster undetected.

5. Long Eye I - Caster's point of sight may be moved independently up to 10'/level away (moves at 10'/round); they must be physically able to go there (e.g., they could not send their point of sight through walls or closed doors). Note that this means that someone could sneak up on the caster undetected.

6. See Invisible - As *Watersight*, except caster can see invisible objects.

7. Stonesight - As *Woodsight*, except caster can see through 6"/level of stone.

8. Ironsight - As *Woodsight*, except caster can see through 1"/level of iron or steel.

9. Illusionsight - As *Watersight*, except caster can see through all illusions.

10. Watch II - As *Watch I*, except point of vision can be up to 10'/level away.

11. Metalsight - As *Ironsight*, except any "non-enchanted" metal can be seen through.

12. Utterdarksight - As *Nightsight*, except caster may also see through magically created darkness.

13. Mass Watch - As *Watch I*, except 2 points up to 100' away may be observed simultaneously.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Watersight	caster	C	self	U
2)	Nightsight	caster	C	self	U
3)	Woodsight	caster	C	self	U
4)	Watch I	caster	C	10'	I
5)	Long Eye I	caster	C	10'/lvl	I
6)	See Invisible	caster	C	self	U
7)	Stonesight	caster	C	self	U
8)	Ironsight	caster	C	self	U
9)	Illusionsight	caster	C	self	U
10)	Watch II	caster	C	10'/lvl	I
11)	Metalsight	caster	C	self	U
12)	Utterdarksight	caster	C	self	U
13)	Mass Watch	caster	C	self	I
14)	Watch III	caster	C	100'/lvl	I
15)	Waiting Watch	caster	1 day/lvl (C)	100'/lvl	I
16)					
17)					
18)					
19)					
20)	Wallsight	caster	C	self	U
25)	Long Eye II	caster	C	100'/lvl	I
30)	Watch True	caster	1 min/lvl	100'/lvl	I
50)	Sight True	10'R/lvl	1 min/lvl	self	U

14. Watch III - As *Watch I*, except range is 100'/level.

15. Waiting Watch - As *Watch III*, except caster doesn't have to concentrate until the spell is triggered by some movement that could be seen from the Watch point; caster must be within 100'/level when triggered.

20. Wallsight - As *Woodsight*, except caster can see through any "non-enchanted" wall.

25. Long Eye II - As *Long Eye I*, except range is 100'/level.

30. Watch True - As *Watch III*, except caster need not concentrate (i.e., they just glances once every couple of rounds), and the duration is 1 min/level.

50. Sight True - Caster can see through any and all inanimate material within 10'/level.

CONTROLLING SONGS

BARD BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Calm Song	1 target	C	50'	Fm
2)	Holding Song	1 target	C	50'	Fm
3)	Stun Song	1 target	C	50'	Fm
4)					
5)	Sleep Song	1 target	C	50'	Fm
6)	Charm Song	1 target	C	50'	Fm
7)	Fear's Song	1 target	C	50'	Fm
8)	Calm Song True	1 target	C x2	50'	Fm
9)	Stun Song True	1 target	C x2	50'	Fm
10)	Forgetting Song	1 target	P	50'	Fm
11)	Charm Song True	1 target	C x2	50'	Fm
12)	Panic's Song	1 target	C	50'	Fm
13)	Song of Mastery	1 target	C	50'	Fm
14)					
15)	Sleep Song True	1 target	C x2	50'	Fm
16)					
17)					
18)					
19)					
20)	Controlling Song True	1 target	C x3	50'	Fm
25)	Song of Mastery True	1 target	C x2	50'	Fm
30)	Song of Coma	1 target	varies	50'	Fm
50)	Slaying Song	1 target	varies	50'	Fm

CONTROLLING SONGS

- 1. Calm Song** - Target is calmed and can't take aggressive (offensive) action, while caster plays/sings (concentrates).
- 2. Holding Song** - As *Calm Song*, except target only has 25% of their normal activity each round.
- 3. Stun Song** - As *Calm Song*, except target is stunned.
- 5. Sleep Song** - As *Calm Song*, except target falls into a light sleep. Target gets another RR if someone attempts to wake them while this spell is still active. When the duration is up, the target can be wakened normally.
- 6. Charm Song** - As *Calm Song*, except target believes caster is a good friend.
- 7. Fear's Song** - As *Calm Song*, except target fears caster and tries to flee from them. Fleeing usually equates to moving at maximum pace away from caster.
- 8. Calm Song True** - As *Calm Song*, except after the caster stops playing/singing the effect will continue for the number of rounds the caster has already played/sung (e.g., if the caster sings for 3 rounds, then after they stops the target will remain calm for 3 more rounds).

9. Stun Song True - As *Calm Song True*, except target is stunned.

10. Forgetting Song - Target will forget what transpired in a certain period of time specified by the caster (within 1 day/level). The length of the "forgetting" time period is equal to the amount of time the caster plays/ sings (concentrates).

11. Charm Song True - As *Calm Song True*, except target believes caster is their good friend.

12. Panic's Song - As *Calm Song*, except target panics (routs) and flees, dropping or throwing away most of their equipment to speed their departure.

This usually equates to

moving at maximum pace without thought towards the direction moved so long as it's away from caster.

13. Song of Mastery - As *Calm Song*, except target must obey the caster. They will not do anything that is completely alien to them (e.g., no suicide orders, no self-mutilation, etc.).

15. Sleep Song True - As *Calm Song True*, except target falls asleep.

20. Controlling Song True - As any of the *Song True* spells above (caster's choice), except when the caster stops playing/ singing the duration of the spell is 2x the time the caster has already played/sung (concentrated).

25. Song of Mastery True - As *Calm Song True*, except target must obey caster.

30. Song of Coma - Target falls into a deep coma, from which they will awaken only if the caster cancels it or it is dispelled.

50. Slaying Song - As *Song of Coma*, except target dies instantly if their RR failure is more than 50; RR failure of 01-50 results in a coma as per *Song of Coma*.

ITEM LORE

BARD BASE

ITEM LORE

1. Jewel and Metal Assessment - Caster can assess the value of jewels and metals to within 10%; allows them to calculate different values for the different cultures they are familiar with.

2. Item Assessment - As *Jewel and Metal Assessment*, except crafted items may be assessed; magic capabilities are not included.

3. Detect Power - Detects power in an item, but not the realm or how much.

4. Item Analysis I - Caster has a 10% chance for each ability of determining what enchanted abilities the item has; once an *Item Analysis* spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.

5. Assessment True - As *Item Assessment*, except anything can be assessed, such as livestock, houses, boats, etc.

6. Significance - Determines if the item examined has any cultural or historical significance, but not specifically what significance.

8. Origins - Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).

10. Item Analysis II - As *Item Analysis I*, except there is a 20% chance for each ability.

11. Detect Curse - Determines if an item has a curse on it.

13. Significance True - As *Significance*, except it determines the exact cultural and historical significance.

15. Item Analysis III - As *Item Analysis I*, except there is a 30% chance for each ability.

20. Item Analysis V - As *Item Analysis I*, except there is a 50% chance for each ability.

25. Origins True - As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Jewel and Metal Assess.	1 object	-	touch	I
2)	Item Assessment	1 object	-	touch	I
3)	Detect Power	1 object	1 rnd/lvl (C)	touch	I
4)	Item Analysis I	1 object	-	touch	I
5)	Assessment True	1 object	-	touch	I
6)	Significance	1 object	-	touch	I
7)					
8)	Origins	1 object	-	touch	I
9)					
10)	Item Analysis II	1 object	-	touch	I
11)	Detect Curse	1 object	-	touch	I
12)					
13)	Significance True	1 object	-	touch	I
14)					
15)	Item Analysis III	1 object	-	touch	I
16)					
17)					
18)					
19)					
20)	Item Analysis V	1 object	-	touch	I
25)	Origins True	1 object	-	touch	I
30)	Item Analysis VII	1 object	-	touch	I
50)	Item Analysis True	1 object	-	touch	I

30. Item Analysis VII - As *Item Analysis I*, except there is a 70% chance for each ability.

50. Item Analysis True - As *Item Analysis I*, except all abilities are known automatically.



LORES

BARD BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Recall	caster	C	self	U
2)	Learn Language II	caster	C	self	U
3)	Language Lore	caster	-	self	I
4)	Mind's Lore I	caster	1 rnd/lvl (C)	50'	Im
5)	Study II	caster	C	self	U
6)					
7)	Learn Language III	caster	C	self	U
8)	Mind's Lore III	caster	1 rnd/lvl (C)	50'	Im
9)					
10)	Study III	caster	C	self	U
11)	Passage Origin	caster	C	self	I
12)	Learn Language IV	caster	C	self	U
13)	Mind's Lore V	caster	1 rnd/lvl (C)	50'	Im
14)					
15)	Study V	caster	C	self	U
16)					
17)					
18)					
19)					
20)	Study True	caster	C	self	U
25)	Learn Language V	caster	C	self	U
30)	Mind's Lore True	caster	1 rnd/lvl (C)	50'	Im
50)	Learn Language True	caster	C	self	U

LORES

1. Recall - Caster gets a 25% chance of recalling some key fact or occurrence from their subconscious; this information should relate to the current situation (could be from their background or something they have forgotten); increases the caster's Memory stat bonus by 50 for the duration of one maneuver involving Memory (e.g., the use of a "lore" skill, one hand of a card game, one "star-gazing" attempt, etc.).

2. Learn Language II - Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DPs spent) results in two ranks being learned. It is assumed that this spell is cast and is in effect while the language is being learned - that is, whenever the development points are allocated.

3. Language Lore - Caster learns what language a piece of text is written in, and the author's name if they were noteworthy or the caster has seen their work.

4. Mind's Lore I - Caster can scan the target's mind and receive some of the target's knowledge (conscious and unconscious) concerning one very specific topic. For each bit of knowledge on the topic, there is a 10% chance that the caster will learn it (roll for each bit once per round).

5. Study II - As *Recall*, except caster can also read at double the normal rate (resulting in 2 pages per minute while this spell is active).

7. Learn Language III - As *Learn Language II*, except rate is 3x (three ranks gained for every one developed).

8. Mind's Lore III - As *Mind's Lore I*, except chance is 30%.

10. Study III - As *Study II*, except caster can read at 3x normal rate.

11. Passage Origin - Caster can read a piece of text and tell if it has been translated; and if so, what the original language was and possibly the author if they were noteworthy or the caster had seen their work.

12. Learn Language IV - As *Learn Language II*, except rate is 4x (four ranks gained for every rank developed).

13. Mind's Lore V - As *Mind's Lore I*, except chance is 50%.

15. Study V - As *Study II*, except caster reads at 5x normal rate.

20. Study True - As *Study II*, except caster can read as fast as they can glance at a page.

25. Learn Language V - As *Learn Language II*, except rate is 5x (five ranks per rank developed).

30. Mind's Lore True - As *Mind's Lore I*, except all knowledge is obtained.

50. Learn Language True - If the caster has access to a being that knows a certain language, they can learn the language as well as the given being knows it. They must touch the being and concentrate for 8 consecutive hours.

SOUND CONTROL

1. Quiet I - Any sounds originating within 1' of the caster's body cannot be heard outside the radius; +25 to Stalking.

2. Sonic Law I - Caster may manipulate sound within 1' of their body. They can create any sound they wants; and if they desires, that sound can be heard outside the radius.

4. Silence I - As *Quiet I*, except radius is 10'.

5. Sonic Law II - As *Sonic Law I*, except radius is 10'.

7. Silence - As *Silence I*, except radius can be altered anywhere between 0' and 10'. (e.g., setting up an area of Silence at a tavern table, excluding everything but the table).

8. Cracks - Certain sound waves cause any cracks or flaws in solid, inanimate material (up to 1,000 cu') to expand to their limit.

10. Silence III - As *Silence I*, except radius is 50'.

11. Sonic Law - As *Sonic Law I*, except radius is 100'.

13. Shatter Blast - Causes a non-metal, inanimate object to shatter (up to 1 cu' in size); all within 5'R take an 'A' Impact critical, holder takes a 'C'.

14. Waiting Sound - A set series of sounds can be concentrated upon and then delayed up to 24 hr or until triggered by a specified sound.

15. Sonic Law IV - As *Sonic Law I*, except radius is 10'/lvl.

20. Crumble - As *Cracks*, except material with cracks will crumble to dust.

25. Silence True - As *Silence I*, except radius is 100'.

30. Mind's Song - Everyone within the radius is a target, all failing are stunned due to ultrasonics (this includes animals).

50. Sonic Law True - As *Sonic Law I*, except sounds can be programmed, delayed (up to 24 hr), more than one at a time, and are instantly changeable.

SOUND CONTROL

BARD BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Quiet I	1'R	1 min/lvl	self	F
2)	Sonic Law I	1'R	C	self	P
3)					
4)	Silence I	10'R	1 min/lvl	self	F
5)	Sonic Law II	10'R	C	self	P
6)					
7)	Silence	10'R	1 min/lvl	self	F
8)	Cracks	1,000 cu'	-	100'	F
9)					
10)	Silence III	50'R	1 min/lvl	self	F
11)	Sonic Law III	100'R	C	self	P
12)					
13)	Shatter Blast	1 object (1 cu')	-	10'	F
14)	Waiting Sound	varies	1 min/lvl	touch	F
15)	Sonic Law IV	10'R/lvl	C	self	P
16)					
17)					
18)					
19)					
20)	Crumble	1,000 cu'	-	100'	F
25)	Silence True	100'R	1 min/lvl	self	F
30)	Mind's Song	50'R	1 rnd/10%	self	F
50)	Sonic Law True	10'/lvl	1 min/lvl	self	P



BONE BRACELET

- Each of the 20 bones/teeth that make up the bracelet grants the wearer a +1 (+20 total) against Undead. This bonus applies to OB, DB, RRs and any spell casting rolls against Undead of any type.
- When activated, the bracelet acts like a Repel Undead spell (page 120), the amount of Undead affected based upon how many bones/teeth are activated. Each bone/tooth may be activated up to 3x per day.

Made of 20 small bones and teeth on a strand of mithril-laced sinew from a dragon.

SOUND PROJECTION

BARD BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Long Whisper I	1 point	C	100'	U
2)	Sounding II	caster	C	self	U
3)	Song Sounding II *	1 spell	varies	self	U
4)	Song II *	1 spell	varies	self	U
5)	Long Whisper III	1 point	C	300'	U
6)	Sounding V	caster	C	self	U
7)	Great Song I *	1 spell	varies	self	U
8)	Song Sounding III *	1 spell	varies	self	U
9)	Long Whisper V	1 point	C	500'	U
10)	Song III *	1 spell	varies	self	U
11)	Silent Song	1 spell	varies	self	U
12)	Song Sounding IV *	1 spell	varies	self	U
13)	Long Whisper True	1 point	C	1 mile	U
14)	Song V *	1 spell	varies	self	U
15)	Great Song V *	1 spell	varies	self	U
16)					
17)					
18)					
19)					
20)	Song Sounding V *	1 spell	varies	self	U
25)	Great Song True *	1 spell	varies	self	U
30)	Song Sounding X *	1 spell	varies	self	U
50)	Song True	1 spell	varies	self	U

SOUND PROJECTION

1. Long Whisper I - Caster can whisper and the whisper can be heard at any point they choose within the range.

2. Sounding II - Caster's voice is amplified 2x.

3. Song Sounding II - Doubles the range of a spell on the Bard Base list, Controlling Songs; must be cast just before that spell.

4. Song II - Allows the caster to affect 2 targets with a spell off the Bard Base list, Controlling Songs; this spell requires the same PPs as the controlling spell, and is cast simultaneously with that spell.

5. Long Whisper III - As *Long Whisper I*, except range is 300'.

6. Sounding V - As *Sounding II*, except amplification is 5x.

7. Great Song I - As *Song II*, except everyone within a 10'R of the caster is a target of the control song used.

8. Song Sounding III - As *Song Sounding II*, except range is 3x.

9. Long Whisper V - As *Long Whisper I*, except range is 500'.

10. Song III - As *Song II*, except 3 targets may be affected.

11. Silent Song - When this spell is cast with a spell off the Bard Base list, Controlling Songs, no one but the target(s) will hear the song; this spell requires the same PPs as the controlling spell, and is cast simultaneously with the controlling spell.

12. Song Sounding IV - As *Song Sounding II*, except range is 4x.

13. Long Whisper True - As *Long Whisper I*, except range is one mile.

14. Song V - As *Song II*, except 5 targets may be affected.

15. Great Song V - As *Great Song I*, except radius is 50'.

20. Song Sounding V - As *Song Sounding II*, except range is 5x.

25. Great Song True - As *Great Song I*, except radius is 5'/level.

30. Song Sounding X - As *Song Sounding II*, except range is 10x.

50. Song True - Any of the spells below can be cast at a rate of 1/rnd for the duration of the spell; any controlling songs must be cast separately and additional power points must be expended.



CONFUSING WAYS

1. Distraction - Target is at -30 for all actions.

2. Confusion - Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.

3. Blur Vision - Target has a -100 OB mod for missile attacks; -50 for all other actions.

4. Fear - Target fears caster and attempts to flee. Fleeing usually equates to moving at maximum pace away from caster.

5. Stumble - Target becomes unbalanced; if they are moving, they trip and fall (down for 1-5 rounds); if they are performing a maneuver, they fail.

6. Fumble - As *Stumble*, except target fumbles any weapon or item in their hands; roll on the appropriate AL Fumble Table.

7. Hallucination - Target sees a nonexistent foe; must fight foe until the foe is "defeated" (i.e., takes damage that would drop the target); foe has same capabilities as target but does them no damage (i.e., always misses).

8. Spin - Target is spun about 180°, taking 1 round/10 point failure to recover.

9. Weapon Alteration - Target's weapon is altered to appear to them that it is some other weapon, with which they must fight; treat as a similar weapon for OB purposes.

10. Mirages - Target sees all moving things clearly, but the caster can control the fixed scene that the target "sees".

11. Blinding - Target is blinded.

12. Shifting - Target sees moving things shifted between 6" and 18" from where they really are; any attack they makes against a moving foe has a 50% chance of having no effect.

CONFUSING WAYS

MYSTIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Confusion	1 target	1 rnd/5%	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Fear	1 target	1 min/10%	100'	Fm
5)	Stumble	1 target	-	100'	Fm
6)	Fumble	1 target	-	100'	Fm
7)	Hallucination	1 target	C	100'	Fm
8)	Spin	1 target	-	50'	Fm
9)	Weapon Alteration	1 target	1 rnd/lvl	100'	Fm
10)	Mirages	1 target	C	100'	Fm
11)	Blinding	1 target	1 rnd/10%	100'	Fm
12)	Shifting	1 target	1 rnd/10%	100'	Fm
13)	Mass Distraction	1 target/lvl	C	300'	Fm
14)	Word of Fear *	1 target	1 min/5%	100'	Fm
15)	Amnesia	1 target	1 day/5%	100'	Fm
16)					
17)					
18)					
19)					
20)	Shout of Confusion *	50'R	1 rnd/5%	self	Fm
25)	Amnesia True	1 target	P	100'	Fm
30)	Parallel Reality	1 target	1 day/5%	100'	Fm
50)	Lord Confusion	20 targets	varies	100'	Fm

13. Mass Distraction - A number of targets equal to the caster's level can be distracted as in *Distraction*; they must all be in the caster's field of vision.

14. Word of Fear - As *Fear*, except the spell is instantaneous and the duration is 1 min/5 point failure.

15. Amnesia - Target has amnesia, but loses none of their skills or abilities.

20. Shout of Confusion - As *Confusion*, except the spell is instantaneous and all beings within an area encompassed by a radius of 50' are targets.

25. Amnesia True - As *Amnesia*, except duration is permanent (unless dispelled).

30. Parallel Reality - Target sees and hears a world in which everything real has an image, but the image is changed or distorted (e.g., a Dwarf might seem to be an Orc, a house might seem to be a cave, etc.).

50. Lord Confusion - Each of up to 20 targets in the caster's field of vision can be attacked by a spell on this list of 10th level or lower; each target can be attacked by a different spell.

GAS ALTERATION

MYSTIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	F
2)	Airwall	10'x10'x3'	C	10'	E
3)	Fog II	20'R	1 min/lvl	100'	E
4)					
5)	Air Stop I	10'R	C	touch	F
6)	Fog X	100'R	1 min/lvl	10'	E
7)					
8)	Airwall True	10'x10'x3'	1 min/lvl	10'	E
9)	Fire Bolt I	1 target	-	100'	Ed
10)	Air Stop V	50'R	C	touch	F
11)	Fog XXX	300'R	1 min/lvl	10'	E
12)	Gas-Air	10'R	P	touch	F
13)	Vacuum C	5'R	-	100'	F
14)	Oxygenation	50'R	C	100'	E
15)	Whirling Winds	10'R	C	touch	F
16)					
17)					
18)					
19)					
20)	Fog True	100'R/lvl	1 hour/lvl	100'/lvl	E
25)	Vacuum E	5'R	-	100'	F
30)	Cloud Shaping	clouds	C	self	F
50)	Transmutation	1,000 cu' gas	P	20'	F

GAS ALTERATION

1. Condensation - Condenses 1 cu' of water from the surrounding air into the caster's hands. The caster can then funnel the water into any available container.

2. Airwall - Creates 10'x10'x3' wall of dense air; cuts movement and missile attacks through it by 50% (i.e., -50 to OBs).

3. Fog II - Creates dense fog in a 20' radius.

5. Air Stop I - Stops all generalized air movement (e.g., wind) up to 30 mph and cuts higher winds by 30 mph, both in a 10' radius.

6. Fog X - As *Fog II*, except radius is 100'.

8. Airwall True - As *Airwall*, except has a set duration of 1 min/level and does not require concentration.

9. Fire Bolt I - A bolt of fire is shot from the palm of the caster; results are determined from the Fire Bolt Table (a fire source must be within 10').

10. Air Stop V - As *Air Stop I*, except radius is 50'.

11. Fog XXX - As *Fog II*, except radius is 300'.

12. Gas-Air - All gas within a 10' radius of the caster is converted to breathable air.

13. Vacuum C - Creates a sphere with a 5' radius which possesses near vacuum, all in radius take a 'C' Impact critical, as air leaves and rushes back in.

14. Oxygenation - Creates a sphere with a 50' radius. Air in this sphere possesses a high oxygen content air; all within it fight at +20; fire attacks deal double damage.

15. Whirling Winds - Creates a whirlwind about caster; it moves with the caster and has a 10' radius. No missile attacks can

penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.

20. Fog True - As *Fog II*, except duration is 1 hour/level and radius is 100'/level.

25. Vacuum E - As *Vacuum C*, except causes an 'E' Impact critical.

30. Cloud Shaping - Caster has complete control of clouds within range (includes fog); they can control storm clouds and cause them to rain, but they can't create them.

50. Transmutation - May transmute 1,000 cu' of gas (no part can be more than 20' away) into another non-magical gas that the caster has a sample of; usable once/day.

HIDING

1. Blur - Causes caster to appear blurred to attackers, subtracting 10 from all attacks.

2. Unseen - A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).

3. Shadow - Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).

4. Quiet I - Any sounds originating within a radius of 1' of the caster's body are completely muffled; +25 to Stalking.

5. Invisibility I - As *Unseen*, except everything within 1' of the target is invisible as long as it remains within the radius (1') and none of the Unseen termination conditions occur. Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *Unseen*. See section 11.1 for more notes *Invisibility*.

6. Invisibility II - As *Invisibility I*, except the caster can vary the radius up to 1'.

7. Screens - Creates a 1,000 sq' screen on which the caster can place any static scene; seems 3-dimensional and normal.

8. Displacement I - Caster appears to be offset from where they really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses, the chance of "no effect" for that foe goes down by 5%.

9. No Sense - As *Invisibility I*, except caster is also undetectable by smell and sound.

10. Shadow Mystic - Creates a duplicate of the caster; if they concentrates, it will move as they wills; otherwise, it does exactly as they does. With a round of concentration, the caster can merge the shadow mystic with himself and then split apart again.

HIDING

MYSTIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Blur	caster	1 min/lvl	self	D
2)	Unseen	1 object	24 hrs	touch	P
3)	Shadow	caster	10 min/lvl	self	P
4)	Quiet I	1'R	1 min/lvl	self	F
5)	Invisibility I	1 target	24 hrs	touch	P
6)	Invisibility II	1 target	24 hrs	touch	P
7)	Screens	1,000 sq'	C	100'	P
8)	Displacement I	caster	1 min/lvl	self	P
9)	No Sense	1 target	24 hrs	touch	P
10)	Shadow Mystic	varies	1 min/lvl	100'	P
11)	Invisibility Sphere I	1 target	24 hrs	touch	P
12)	Displacement II	caster	1 min/lvl	self	P
13)	Flattening	caster	10 min/lvl	self	U
14)	Merging	caster	10 min/lvl	self	U
15)	Unpresence	caster	C	self	Pm
16)					
17)					
18)					
19)					
20)	Displacement III	caster	1 min/lvl	self	P
25)	Nondetect	caster	1 min/lvl	self	U
30)	Displacement V	caster	1 min/lvl	self	P
50)	Hiding True	caster	C	self	U

11. Invisibility Sphere I - As *Invisibility I*, except radius can be extended to 10'.

12. Displacement II - As *Displacement I*, except base chance of missing is 20%.

13. Flattening - Caster is flattened on their side until they has only two dimensions; thus they can slide through cracks and can't be seen from the side.

14. Merging - Caster can merge into any inanimate, solid material (up to 1' in depth); they is inactive and unaware of surrounding activity. When the caster emerges, they can emerge from any side or face of the material. This will not allow the caster to move 'through' any material greater in width than their own body size plus 2'.

15. Unpresence - Caster has no "presence" (for the purposes of presence detection spells).

20. Displacement III - As *Displacement I*, except base chance of missing is 30%.

25. Nondetect - Caster and objects on their person cannot be detected by any "Detect..." spells.

30. Displacement V - As *Displacement I*, except base chance of missing is 50%.

50. Hiding True - Caster can "Merge" into a material, use "Unpresence", use "Nondetect" and observe surrounding activity; all with this one spell.

LIQUID ALTERATION

MYSTIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Boil/Freeze Water	1 cu'/lvl	C	2'	F
2)	Clear/Desalinate Water	1 cu'/lvl	C	2'	F
3)	Evaporation	1,000 cu'/lvl	P (C)	2'	F
4)	Waterwall	10'x10'x1'	C	10'	E
5)	Water Bolt I	1 target	-	100'	Ed
6)	Water Corridor I	100'x3'x10'	C	10'	F
7)	Call Rain	100'R	C	self	F
8)	Calm Water	100'R	C	10'	F
9)	Wave	(1'x10')/lvl	-	100'	F
10)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E
11)	Water Corridor III	300'x3'x10'	C	10'	F
12)	Liquid-Water	1 cu'/lvl	P	touch	F
13)	Whirlpool	10'R (200'R)	C	300'	F
14)	Water Tunnel	5'Dx100'	C	10'	F
15)	Calm Water True	100'R/lvl	C	10'	F
16)					
17)					
18)					
19)					
20)	Water Corridor True	100'/lvlx6'x100'	C	10'	F
25)	Water Tunnel True	6'Dx100'/lvl	C	10'	F
30)	Stream Diversion	1 stream	C	100'/lvl	F
50)	Transmutation	1 cu'	P	touch	F

LIQUID ALTERATION

1. Boil/Freeze Water - The caster may vary the temperature of any inanimate body of liquid (1 cu'/level) by 125°F per round. Once the liquid begins to boil/freeze, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating. (Temp. cannot be lower than -20°F).

2. Clear/Desalinate Water - As *Boil/Freeze Water*, except removes all sediment and dissolved substances.

3. Evaporation - As *Boil/Freeze Water*, except 1,000 cu'/level of liquid is evaporated at a rate of 100 cu'/round.

4. Waterwall - Creates a 10'x10'x1' wall of churning water (a liquid source must be within 10'), cuts all movement and attacks through it by 80%.

5. Water Bolt I - A bolt of water is shot from the palm of the caster (a liquid source must be within 10'); results are determined on the Water Bolt Table.

6. Water Corridor I - Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).

7. Call Rain - Causes it to rain in 100'R about the caster, heaviness is determined by the humidity.

8. Calm Water - All water within a 100'R is calmed: waves are cut by 20' in the center and less towards the perimeter.

9. Wave - Creates a wave moving away from the caster; wave is 1' high/level in the center and 10'/level wide.

10. Waterwall True - As *Waterwall*, except has a set duration of 1 min/level and doesn't require concentration.

11. Water Corridor III - As *Water Corridor I*, except limit is 300'x4'x50' deep.

12. Liquid-Water - Changes any liquid into water.

13. Whirlpool - Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away. Powered objects may make a Very Hard maneuver to resist the pull of the whirlpool.

14. Water Tunnel - Creates a tunnel through liquid that is 5' in diameter and 100' long.

15. Calm Water True - As *Calm Water*, except radius is 100'/level.

20. Water Corridor True - As *Water Corridor I*, except limit is 100'/level long, 6' wide and 100' deep; does not require concentration.

25. Water Tunnel True - As *Water Tunnel*, except limit is 6' in diameter and 100'/level long; does not require concentration.

30. Stream Diversion - Caster can divert a water source or part of a water source into a stream which can be up to 15'x6' and as long as the range of this spell.

50. Transmutation - May transmute 1 cu' of liquid into another non-magical liquid that the caster has a sample of. This spell takes 8 hours of continuous, uninterrupted concentration.

MYSTICAL CHANGE

MYSTIC BASE

MYSTICAL CHANGE

1. Study - Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shift* or *Change* type spell.

2. Face Shifting True - Allows caster to alter the form of their face; if they *Studied* a being they can take on the exact form.

3. Change to Kind - Caster can alter their entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person.

4. Misfeel Kind - Caster appears to be of any race they chooses to magical or mental detections.

5. Enlarge - Caster can increase their mass (and usually height) by 10%/level; but there is no proportional increase in strength (other than for movement purposes).

6. Shrink - As *Enlarge*, except caster shrinks by 10%/level (to a maximum of 90%) and there is no proportional decrease in strength.

7. Misfeel Calling - As *Misfeel Kind*, except profession may be misrepresented.

8. Changing Lungs - Caster can breathe water, air, or gas at will.

9. Change - As *Change to Kind*, except caster can assume any organic form within 1/2 and 2x their mass; does not obtain any special abilities.

10. Mind Tongue [RR Mod: -50] - Caster can speak mentally with any sentient being; and to the being it will seem as if the caster was speaking in the being's own language.

11. Misfeel Power - As *Misfeel Kind*, except level can be misrepresented.

12. Impersonation - As *Change*, except a specific being can be duplicated if the being has been *Studied*.

Level	Spell	Area of Effect	Duration	Range	Type
1)	Study	self	-	300'	I
2)	Face Shifting True	self	1 hour/lvl	self	U
3)	Change to Kind	self	10 min/lvl	self	U
4)	Misfeel Kind •	self	C	self	Pm
5)	Enlarge	self	10 min/lvl	self	U
6)	Shrink	self	10 min/lvl	self	U
7)	Misfeel Calling •	self	C	self	Pm
8)	Changing Lungs	self	10 min/lvl	self	U
9)	Change	self	10 min/lvl	self	U
10)	Mind Tongue	1 target + self	C	20'	Um
11)	Misfeel Power •	self	C	self	Pm
12)	Impersonation	self	10 min/lvl	self	U
13)	Unpresence	self	C	self	Pm
14)	Misfeel •	self	C	self	Pm
15)	Changing	self	10 min/lvl	self	U
16)					
17)					
18)					
19)	Greater Impersonation	self	1 day/lvl	self	U
20)	Passing	self	1 min/lvl	self	U
25)	Misfeel True •	self	10 min/lvl	self	Pm
30)	Holy Presence	self	C	self	Pm
50)	Submerge self	self	set period	self	U

13. Unpresence - As *Misfeel Kind*, except caster appears to have no presence.

14. Misfeel - Allows caster to use all of the "Misfeel" spells at once.

15. Changing - As *Change*, except caster can alter forms at will, by concentrating for one round/change.

19. Greater Impersonation - As *Impersonation*, except for duration.

20. Passing - Caster can pass through any inanimate material at a rate of 5'/lvl.

25. Misfeel True - As *Misfeel*, except caster does not have to concentrate.

30. Holy Presence - As *Misfeel*, except caster can misrepresent their presence and power, so that they seems to be a minor deity.

50. Submerge Self - Caster develops an entire false persona and places their own persona deep in their subconscious. To all detection attempts (except, perhaps, *Mind Probe*), the caster seems to be the false persona. The caster has no control over their actions, until the set duration is over. The false persona can be a specific person if "Study" has been cast once/day (for 30 days) on that person.

SOLID ALTERATION

MYSTIC BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Warm Solid	1 cu'/lvl	24 hrs	touch	F
2)	Heat Solid I	1 cu'/lvl	1 min/lvl (C)	touch	F
3)	Cool Solid I	1 cu'/lvl	24 hrs	touch	F
4)	Cracks Call	10'x10'x10'	-	100'	F
5)	Door	1 door	-	touch	F
6)	Woodfires	1'R	-	touch	F
7)					
8)	Heat Solid II	1 cu'/lvl	1 min/lvl (C)	50'	F
9)	Cool Solid II	1 cu'/lvl	1 min/lvl (C)	50'	F
10)	Wall of Ice	10'x10'x2'	varies	10'	E
11)	Solid Door I	3'x6'x1'	P	touch	F
12)	Stone/Earth/Mud	100 cu'	P	touch	F
13)	Shatter	1 object	-	10'	F
14)	Solid Door II	4'x8'x5'	P	touch	F
15)	Mold Solid	1 cu'	P	touch	F
16)					
17)					
18)					
19)					
20)	Solid Tunnel	4'Dx5'/lvl	1 min/lvl	touch	F
25)	Solid Door True	6'x12'x10'	P	touch	F
30)	Solid Tunnel True	3'x6'x1'/lvl	P	touch	F
50)	Transmutation	1 oz.	P	touch	F

SOLID ALTERATION

1. Warm Solid - Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100°F at a rate of 1 cu'/rnd. The solid will not begin to cool for 1 min per level of the caster.

2. Heat Solid I - As *Warm Solid*, except material can be heated to 500°F at a rate of 100°F/rnd. The caster must concentrate to increase the temperature (without concentration, the material will retain it's current temperature for the duration of the spell). The caster need only touch the solid when initially casting the spell

3. Cool Solid I - Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/round.

4. Cracks Call - Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.

5. Door - Can cause a door to expand or contract due to subtle temperature changes; door can be jammed or loosened (a special modification of ± 50 to maneuvers to break down the door can be granted).

6. Woodfires - Causes wood and other burnable materials to instantly burst into flames.

8. Heat Solid II - As *Heat Solid I*, except the range is 50' but the heat only increases

50°F each round that the caster concentrates.

9. Cool Solid II - As *Cool Solid I*, except material can be cooled to -200°F, at a rate of (1 cu' and -100°F)/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain it's current temperature for the duration of the spell).

10. Wall of Ice - Creates a 10'x10'x(2' at base, 1' at top) transparent wall of ice, lasting until: melted (100 hits of fire) or chopped through (50 man rounds). Requires a source of water within 10'.

11. Solid Door I - Creates a doorway through any solid, inanimate material; it can be up to 3'x6'x1'.

12. Stone/Earth/Mud -

Will turn 100 cu' of stone to packed earth, 100 cu' of earth to mud, 100 cu' mud to earth, or 100 cu' of earth to stone.

13. Shatter - Causes a non-metal, inanimate object to shatter (up to 1 cu' in size); all within 5' radius take an 'A' Impact critical, holder takes a 'C'.

14. Solid Door II - As *Solid Door I*, except size is 4'x8'x5'.

15. Mold Solid - May shape by molding with hands 1 cu' of any solid, inanimate material.

20. Solid Tunnel - Recreates a tunnel through solid, inanimate material that is 4' in diameter and 5'/level long.

25. Solid Door True - As *Solid Door I*, except size is 6'x12'x10'.

30. Solid Tunnel True - As *Solid Tunnel*, except that it is permanent and size is 3'x6'x (1'/level).

50. Transmutation - May transmute 1 oz. of material into another non-magical material that the caster has a sample of. This spell takes 8 hours of continuous, uninterrupted concentration.

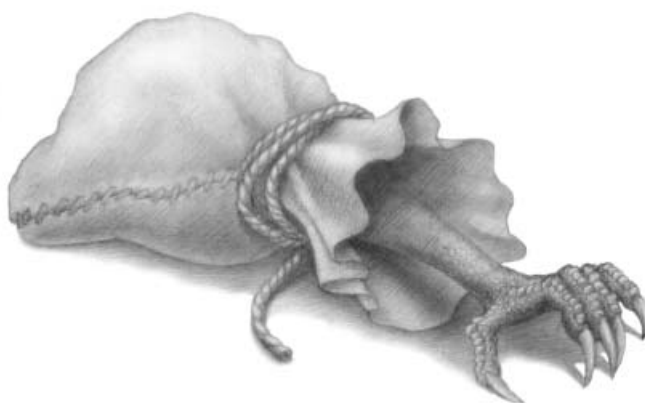
MIND DEATH

- 2. Forget I** - Target forgets 10 minutes totally, caster's choice.
- 3. Mind Blank I** - Target's mind is temporarily blank and they can do nothing.
- 5. Forget X** - As *Forget I*, except 100 minutes can be erased.
- 7. Mind Blank III** - As *Mind Blank I*, except duration is 3 rnds.
- 9. Lord Forget** - As *Forget I*, except 200 minutes can be erased.
- 10. Mind Death I** - Target's mind is blanked as in *Mind Blank I*, at random, for 10 contiguous minutes each and every day.
- 11. Lost Experience I** - Target loses 5% of their collected experience (usually experience points).
- 13. Mind Blank V** - As *Mind Blank I*, except duration is 5 rnds.
- 14. Forget True** - As *Forget I*, except 1 hr/lvl can be erased.
- 15. Mind Death II** - As *Mind Death I*, except the target blanks out 2x/day.
- 20. Mind Death III** - As *Mind Death I*, except target blanks out 3x/day.
- 25. Lost Experience True** - As *Lost Experience I*, except loss is 10%.
- 30. Mind Death V** - As *Mind Death I*, except target blanks out 5x/day.
- 50. Mind Death True** - As *Mind Death I*, except the target has a 5% chance of blanking out each rnd.

MIND DEATH

EVIL MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Forget I	1 target	P	100'	Fm
3)	Mind Blank I	1 target	1 rnd	100'	Fm
4)					
5)	Forget X	1 target	P	100'	Fm
6)					
7)	Mind Blank III	1 target	3 rnds	100'	Fm
8)					
9)	Lord Forget	1 target	P	100'	Fm
10)	Mind Death I	1 target	P	100'	Fm
11)	Lost Experience I	1 target	P	50'	Fm
12)					
13)	Mind Blank V	1 target	5 rnds	100'	Fm
14)	Forget True	1 target	P	100'	Fm
15)	Mind Death II	1 target	P	100'	Fm
16)					
17)					
18)					
19)					
20)	Mind Death III	1 target	P	100'	Fm
25)	Forget Experience II	1 target	P	100'	Fm
30)	Mind Death V	1 target	P	100'	Fm
50)	Mind Death True	1 target	P	100'	Fm



BAG OF EROSION

This cursed bag fashioned from Elf-skin, houses a small, non-corporeal demon which attacks the owner while he or she sleeps.

- The owner suffers a *Dull Mind I* attack during each night of sleep while the bag is on his or her person.
- 2x /day, at random intervals, the possessor is subject to a *Forget I* spell.
- The bag worsens ESF mods for overcast attempts by 30.

MIND DISEASE

EVIL MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Insomnia	1 target	P	100'	Fm
2)	Neurosis	1 target	P	100'	Fm
3)	Guilt	1 target	P	100'	Fm
4)	Paranoia	1 target	P	100'	Fm
5)	Panic	1 target	P	100'	Fm
6)	Phobia	1 target	P	100'	Fm
7)	Schizophrenia	1 target	P	100'	Fm
8)					
9)	Psychosis	1 target	P	100'	Fm
10)	Catatonia	1 target	P	100'	Fm
11)	Insomnia True	1 target	P	100'	Fm
12)					
13)	Guilt True	1 target	P	100'	Fm
14)					
15)	Paranoia True	1 target	P	100'	Fm
16)					
17)					
18)					
19)					
20)	Schizophrenia True	1 target	P	100'	Fm
25)	Psychosis True	1 target	P	100'	Fm
30)	Catatonia True	1 target	P	100'	Fm
50)	Mind Disease True	1 target	P	100'	Fm

MIND DISEASE

1. Insomnia - Target has trouble sleeping; they is at -25 to all activities after suffering this for 2 days (until cured).

2. Neurosis - Target has a dislike for a specific type of thing the caster chooses; target has a 50% chance (modified by their Self Discipline stat bonus) of avoiding the thing when given the choice (e.g., a neurosis concerning horses would mean that every time the target tried to get on or near a horse they would only have a 50% chance of being able to force himself to do it). Note that if the target fails to control himself around the subject, roll d100 (not open-ended). A result of 1 causes the target to blindly attack the subject of their fear (attempting to destroy it at all costs). A result of 2-11 causes the target to flee from the subject of their fear. A result of 12 or more will result in the target avoiding the subject.

3. Guilt - Target becomes guilty over some incident in their past; they will not perform such an action again, and must take steps to overcome the guilt whenever the opportunity arises (rectifying past wrongs).

4. Paranoia - Target believes everyone is out to get them.

5. Panic - Target will panic and flee in any personally dangerous situation.

6. Phobia - Target has a phobia about a specific subject. Target has a 25% chance (modified by their Self Discipline stat bonus) of being able to control himself concerning the thing. If the target fails to control himself around the object, roll d100 (not open-ended) to determine how the target must react to the object. A result

of 01-25 results in the target fleeing from the object, a result of 26 or greater results in the target avoiding the object at all costs.

7. Schizophrenia - Target develops a 2nd personality of another "alignment", which will be active 10% of the time (at random).

9. Psychosis - Target has a psychosis about a specific subject. Target has a 10% chance (modified by their Self Discipline stat bonus) of being able to control himself concerning the thing. If the target fails to control himself around the object, roll d100 (not open-ended) to determine how the target must react to the object. A result of 01-05 causes the target to blindly attack the subject of their psychosis (attempting to destroy it at all costs). A result of 06-55 causes the target to flee from the subject of their fear. A result of 56 or more will result in the target avoiding the subject at all costs.

10. Catatonia - Target drifts in and out of a catatonic state; every hour there is a 25% chance they will become catatonic for one hour.

11. Insomnia True - As *Insomnia*, except target can only sleep if they uses drugs or spells (e.g., a sleep spell); they adds +100 to their RRs against all sleep spells; if they gets no sleep, they will slowly go mad.

13. Guilt True - As *Guilt*, except every day that they fails a normal RR, the target will take actions to atone for their guilt incident (or sink into a deep depression).

15. Paranoia True - As *Paranoia*, except target will not trust or associate with anyone for more then 1 hr.

20. Schizophrenia True - As *Schizophrenia*, except a 2nd personality is active 50% of the time.

25. Psychosis True - Target has an extreme psychosis about a specific subject. The caster has a 0% chance (modified by their Self Discipline stat bonus) of maintaining control around the subject. If the target fails to control himself around the object, roll d100 (not open-ended) to determine how the target must react to the object. A result of 01-20 causes the target to blindly attack the subject of their psychosis (attempting to destroy it at all costs). A result of 21 or more causes the target to flee from the subject of their fear.

30. Catatonia True - As *Catatonia*, except every hour there is a 95% chance target will be catatonic.

50. Mind Disease True - Target may be given any mental disease that the caster chooses.

MIND DOMINATION

EVIL MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Mind Lock	1 target + self	varies	100'	Fm
3)	Mind Invasion	1 target + self	C	100'	Fm
4)					
5)	Demonic Possession I	1 target + self	varies	100'	Fm
6)	Transferral	1 target + self	varies	100'	Fm
7)					
8)	Domination	1 target + self	C	100'	Fm
9)					
10)	Demonic Possession II	1 target + self	varies	100'	Fm
11)	Mind Slave	1 target + self	varies (C)	100'	Fm
12)					
13)	Banishment	1 target + self	C	100'	Fm
14)					
15)	Demonic Possession III	1 target + self	varies	100'	Fm
16)					
17)					
18)					
19)					
20)	Mind Slave True	1 target + self	varies	100'	Fm
25)	Demonic Possession IV	1 target + self	varies	100'	Fm
30)	Transferral True	1 target + self	varies	100'	Fm
50)	Banishment True	1 target + self	varies	100'	Fm

MIND DOMINATION

2. Mind Lock - Caster and target are locked in a mental contact until; the caster ceases concentration or either the caster or the target has a RR failure of 30 or greater (RRs must be made against each other every rnd); the one failing by 30 becomes unconscious; neither can take any action.

3. Mind Invasion - As *Mind Lock*, except target is frozen in mental combat. The target can take no actions, but caster may perform 50% of their normal activity.

5. Demonic Possession I - Target is controlled by a Type I Demon (level 1-2); additional RRs can be made (once/day - attack level is Demon level) to regain self-control; demon is random, maniacal, and homicidal.

6. Transferral - Target's and Caster's "mind/essence/soul" are interchanged. While in control of the target's body, the caster may only function 50% of their normal activity. The target (in the caster's body) is entirely inactive. The caster can cancel this spell at any time. The target can cancel the spell if they makes a successful RR - they gets one every 10 minutes. If either body is killed,

round that the caster concentrates, the target will obey their will.

13. Banishment - As *Mind Slave*, except target's "mind/essence/soul" is in agony and any round that the caster doesn't concentrate, the body will obey anyone's verbal commands: conflicting commands means the target does nothing.

15. Demonic Possession III - As *Demonic Possession I*, except Demon is Type III (level 6-10).

20. Mind Slave True - As *Mind Slave*, except caster need not concentrate to command the target.

25. Demonic Possession IV - As *Demonic Possession I*, except Demon is Type IV (level 11-15).

30. Transferral True - As *Transferral*, except target gets their additional RR's once/month and every time they fails their chance to successfully resist decreases by 1 (and the caster's percentage activity in the target's body increases by 1%).

50. Banishment True - As *Banishment*, except target only gets their RRs once/month and every time they fails their chance to successfully resist decrease by 1.

both souls are treated as suffering an *Absolution Pure*.

8. Domination - Target must obey the will of the caster. If the caster gives an order to do something completely alien to the target, they may make another RR with a special +25 modification.

10. Demonic Possession II - As *Demonic Possession I*, except Demon is Type II (level 3-5)

11. Mind Slave - As *Domination*, except target is a zombie until they makes their once/day RR: on any

MIND EROSION

EVIL MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Dull Mind I	1 target	1 week/5%	100'	Fm
2)	Dazed	1 target	1 day/5%	100'	Fm
3)					
4)	Dull Mind II	1 target	1 week/5%	100'	Fm
5)	Mind Erosion I	1 target	1 mo/5%	100'	Fm
6)					
7)	Dull Mind III	1 target	1 week/5%	100'	Fm
8)					
9)	Dull Mind IV	1 target	1 week/5%	100'	Fm
10)	Mind Erosion II	1 target	1 mo/5%	100'	Fm
11)					
12)	Dull Mind V	1 target	1 week/5%	100'	Fm
13)					
14)	Dull Mind VI	1 target	1 week/5%	100'	Fm
15)	Mind Erosion III	1 target	1 mo/5%	100'	Fm
16)					
17)					
18)					
19)					
20)	Dull Mind VII	1 target	1 week/5%	100'	Fm
25)	Dull Mind X	1 target	1 week/5%	100'	Fm
30)	Mind Erosion V	1 target	1 mo/5%	100'	Fm
50)	Mind Erosion True	1 target	P	100'	Fm

MIND EROSION

1. Dull Mind I - One of the target's Mental Stats suffers a -5 modification to the stat bonus for one week per 5% failure. The mental stats are: Presence, Empathy, Intuition, Memory, Reasoning, and Self Discipline (also wisdom, intelligence, charisma, etc.).

2. Dazed - Target is mentally bewildered; each round, they has only a 50% chance of making a decision; they will always defend himself from direct attack.

4. Dull Mind II - As Dull Mind I, except two Mental Stats suffer a -5 modification to their stat bonus.

decrease is -15.

20. Dull Mind VII - As Dull Mind I, except one Mental Stat suffers a -20 modification to their stat bonus.

25. Dull Minx X - As Dull Mind I, except two Mental Stats suffer a -20 modification to their stat bonus.

30. Mind Erosion V - As Mind Erosion I, except decrease is -25.

50. Mind Erosion True - As Mind Erosion V, except the modification is permanent.

Note: In a D20 or 3D6 system, every 5 points modification translates into a 1 point reduction to the stat.

5. Mind Erosion I - As Dull Mind I, except the duration is one month per 5% failure.

7. Dull Mind III - As Dull Mind I, except one Mental Stat suffers a -10 modification to the stat bonus.

9. Dull Mind IV - As Dull Mind I, except two Mental Stats suffer a -10 modification to their stat bonus.

10. Mind Erosion II - As Mind Erosion I, except the modification is -10.

12. Dull Mind V - As Dull Mind I, except one Mental Stat suffers a -15 modification to their stat bonus.

14. Dull Mind VI - As Dull Mind I, except two Mental Stats suffer a -15 modification to their stat bonus.

15. Mind Erosion III - As Mind Erosion I, except



MIND SUBVERSION

1. Suspicion - Target suspects the actions of their associates (GM may give descriptions that arouse the player's own suspicions).

2. Trait Subversion I - As *Suspicion*, except one of the target's personal traits is perverted; such traits might include; kindness, loyalty, thrift, cheerfulness, reverence, etc...

3. Lying - As *Suspicion*, except on any statement there is a 20% chance the target lies.

4. Trait Subversion II - As *Trait Subversion I*, except 2 traits may be perverted.

5. Cheating - As *Suspicion*, except target will attempt to cheat on all matters (e.g., splitting loot, card games, etc...)

7. Stealing - As *Suspicion*, except target becomes a kleptomaniac and has a 10% chance of attempting to steal anything that catches their fancy (if it does not involve violence).

8. Trait Subversion III - As *Trait Subversion I*, except 3 traits may be perverted.

10. Aggravated Thief - As *Stealing*, except target will use violence to steal.

11. Trait Subversion V - As *Trait Subversion I*, except 5 traits may be perverted.

13. Assault - As *Suspicion*, except there is a 5% chance target will assault a person when they initially encounters them.

15. Trait Subversion X - As *Trait Subversion I*, except 10 traits may be perverted.

20. Homicide - As *Assault*, except target attempts to kill.

25. Assassination - As *Assault*, except target will mark a person and then plan to assassinate them later.

30. Trait Subversion True - As *Trait Subversion I*, except it is permanent.

50. Suicide - As *Suspicion*, except whenever the target is injured, suffers humiliation, or fails in something, they will attempt suicide in some imaginative way.

MIND SUBVERSION

EVIL MENTALIST BASE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Suspicion	1 target	1 day/5%	100'	Fm
2)	Trait Subversion I	1 target	1 day/5%	100'	Fm
3)	Lying	1 target	1 day/5%	100'	Fm
4)	Trait Subversion II	1 target	1 day/5%	100'	Fm
5)	Cheating	1 target	1 day/5%	100'	Fm
6)					
7)	Stealing	1 target	1 day/5%	100'	Fm
8)	Trait Subversion III	1 target	1 day/5%	100'	Fm
9)					
10)	Aggravated Thief	1 target	1 day/5%	100'	Fm
11)	Trait Subversion V	1 target	1 day/5%	100'	Fm
12)					
13)	Assault	1 target	1 day/5%	100'	Fm
14)					
15)	Trait Subversion X	1 target	1 day/5%	100'	Fm
16)					
17)					
18)					
19)					
20)	Homicide	1 target	1 day/5%	100'	Fm
25)	Assassination	1 target	varies	100'	Fm
30)	Trait Subversion True	1 target	P	100'	Fm
50)	Suicide	1 target	1 day/5%	100'	Fm



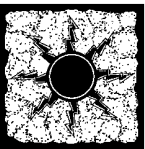
SHROUDING TALISMAN

- Wearer receives 20 PPs for use on the Shifting spell list to a level equal to caster's level plus 5.
 - Adds +25 to RRs against spells which attempt to reveal wearer's true form and/or powers.
 - Adds +10 to all luck-based rolls.
- The Talisman is a bronzed, shrunken monkey skeleton suspended from a steel-link chain. Clutched in the animal's maw is a flawless pearl.

SLT-01
**SHOCK
BOLT**
SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	2	1	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	2	2	1	-	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
46-50	3	2	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	1	-	46-50
51-55	3	3	3	3	3	3	2	1	-	-	-	-	1	1	-	-	-	-	2	-	51-55
56-60	4	3	4	5	3	3	3	2	-	-	-	-	1	1	-	-	-	-	2	-	56-60
61-65	4A	4	5	6	4	4	4	3	-	-	-	-	2	2	1	-	-	1	3	1	61-65
66-70	5A	4A	6	6	4A	4	5	4	1	-	-	-	2	3	2	-	1	2	4A	2	66-70
71-75	5A	5A	7A	7	5A	5A	6	5	1	1	1	-	3	3	3	1	2	3	5A	3A	71-75
76-80	6A	5A	7A	7A	5A	5A	7A	6	2	1	2	1	3	4	4	2	3	4	6A	4A	76-80
81-85	6A	6A	8A	8A	6A	6A	8A	7A	2	2	3	2	4	4	5	3A	4	5A	7A	5A	81-85
86-90	6A	6A	8A	8A	6A	6A	8A	8A	2	2	4	3A	4	5	5A	4A	5	6A	8A	6A	86-90
91-95	7A	7A	9A	9A	7A	7A	9A	9A	3	3	5A	4A	5A	5A	6A	5A	6A	7A	8A	7A	91-95
96-100	7A	7A	9A	9A	7A	7A	9A	10A	3A	3A	5A	5A	5A	6A	6A	6A	6A	7A	9A	8A	96-100
101-105	7A	7A	10A	10A	8A	8A	10A	10A	3A	4A	6A	6A	6A	7A	7A	7A	7A	8A	9A	9A	101-105
106-110	8A	8A	10A	10A	8A	8A	10A	11B	4A	4A	6A	7A	6A	7A	7A	8A	7A	8A	10A	9B	106-110
111-115	8A	8A	11A	11B	9A	9A	11B	11B	4A	5A	7A	8A	7A	7A	8A	8A	8A	9A	10B	10B	111-115
116-120	8A	8B	11B	11B	9B	9B	11B	12B	4A	5A	7A	8A	7A	8A	8A	9A	8A	9A	11B	10B	116-120
121-125	9B	9B	12B	12B	10B	10B	12B	12B	5A	6A	8A	9A	8A	8A	9A	10	9A	10A	11B	11B	121-125
126-130	9B	9B	12B	12B	10B	10B	12B	13B	5A	6A	8A	9B	8A	9A	9A	10	9A	10B	12B	11B	126-130
131-135	9B	9B	13B	13B	11B	11B	13B	13B	5A	7A	9B	10B	9A	9A	10A	11	10B	11B	12B	12B	131-135
136-140	10B	10B	13B	13B	11B	11B	13B	14B	5A	7A	9B	10B	9B	10A	10B	11	10B	11B	13B	12B	136-140
141-145	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12	11B	12B	14B	13B	141-145
146-150	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12	12B	12B	14B	14B	146-150
UM 100	16D	16D	18D	18D	17D	17D	18D	18D	12C	14C	16C	16C	14C	14C	16C	17	17C	17C	18C	18C	100 UM

(Use Electricity Criticals)



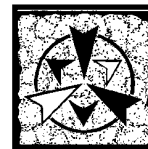
Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

UM = Unmodified Roll

SLT-02
**WATER
BOLT**
SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
46-50	1	1	-	-	1	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	46-50
51-55	1	1	1	-	2	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	51-55
56-60	2	2	2	1	2	2	1	-	-	-	-	-	2	2	1	-	-	-	1	-	56-60
61-65	2	2	3	2	3	2	2	1	1	-	-	-	3	3	2	-	-	-	2	1	61-65
66-70	2	3	4	3	3	3	3	2	1	1	1	-	3	4	3	1	-	-	4A	2	66-70
71-75	3	3	5	4	4	3	4	3	2	2	2	1	4	5	4	2	-	1	5A	4	71-75
76-80	3	4	6	5	4	4	5	4	2	3	4	3	5A	6	6	4	1	3	6A	6A	76-80
81-85	3A	4	7	6	5A	4A	6	5	3	4	6	5	6A	7A	8A	6	3	5	8B	8A	81-85
86-90	4A	5A	7A	7	5A	5A	7A	6	3A	4	8	7A	7A	8A	9A	8A	5	7A	10B	10A	86-90
91-95	4A	6A	8A	8A	6A	5A	8A	7A	4A	5A	10A	9A	8A	9A	10B	10A	7A	9A	12B	12B	91-95
96-100	4A	6A	8A	9A	6A	6A	9A	8A	4A	5A	10A	11A	9A	10B	11B	12B	9A	11A	14B	14B	96-100
101-105	5A	6A	9A	10A	7A	6A	10A	9A	5A	6A	11A	12B	10B	11B	12B	14B	11A	13A	15C	16B	101-105
106-110	5A	7A	9A	10A	7A	7A	11A	10B	5A	6A	11B	13B	11B	12B	13B	16B	12A	14B	16C	18C	106-110
111-115	5A	7A	10A	11B	8A	7A	12B	11B	6A	7B	12B	13B	12B	13B	14B	17C	13B	15B	17C	19C	111-115
116-120	6A	7A	10A	11B	8A	8A	12B	12B	6A	7B	12B	14B	13B	14B	15C	18C	14B	16B	18C	20C	116-120
121-125	6A	8A	11B	12B	9A	8A	13B	13B	7A	8B	13B	14C	14B	15C	16C	19C	15B	17C	19C	21C	121-125
126-130	6A	8A	11B	12B	9B	9B	13B	14B	7B	8B	13B	15C	15C	16C	17C	20C	16B	18C	20C	22C	126-130
131-135	7A	8B	12B	13C	10B	9B	14B	15C	7B	9B	14C	15C	16C	16C	17C	21C	17C	19C	21C	23C	131-135
136-140	7A	9B	12B	13C	10B	10B	14C	15C	8B	9B	14C	16C	16C	17C	18C	22C	18C	20C	22C	24C	136-140
141-145	7B	9B	13C	14C	11C	11C	15C	16C	8B	10C	15C	15C	17C	18C	19C	23C	19C	21C	23C	25C	141-145
146-150	7B	9C	13C	14C	11C	11C	15C	16C	8B	10C	15C	16C	18C	18C	20C	24C	20C	22C	24C	26C	146-150
UM 100	10E	12E	16E	17E	14E	14E	18E	20E	11E	13E	18E	20E	22E	22E	24E	28E	24E	26E	28E	30E	100 UM

(Use Impact Criticals)



UM = Unmodified Roll

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

																					01-02 UM
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	2	3	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	-	-	41-45
46-50	3	4	3	2	2	3	1	1	1	-	-	-	2	1	-	-	-	-	-	-	46-50
51-55	3A	4	4	3	2	4	2	2	1	1	1	-	3	2	1	-	-	-	-	-	51-55
56-60	4A	5A	5	4	3	5	2	3	2	2	2	1	4A	3	2	-	-	-	8A	-	56-60
61-65	4A	5A	6	5	4A	6A	3	4	2	3	4	3	5A	4A	3A	2	-	-	9B	-	61-65
66-70	5A	6A	7A	6	4A	7A	4	5	3A	4	5	5A	6A	5A	4B	3A	6	8A	10B	10A	66-70
71-75	5A	6A	7A	7A	5A	8A	5A	6	4A	5A	6A	7A	7A	6B	5B	4B	7A	9B	11C	11B	71-75
76-80	5A	7A	8A	8A	6A	9A	6A	7A	5A	6A	7A	8B	8B	7B	6B	6B	8A	10B	12C	12C	76-80
81-85	6A	7A	8A	9A	6A	9A	7A	8A	6A	7A	8B	9B	9B	8C	7C	7C	9B	11C	13D	13C	81-85
86-90	6A	8A	9A	10B	7A	10A	8B	9B	6B	8B	9B	10C	10C	9C	8C	8C	10B	12C	14D	14D	86-90
91-95	6A	8B	9B	11B	8A	10A	9B	10B	7B	9B	10C	11C	11C	10C	10C	12D	11C	13D	15D	15D	91-95
96-100	7B	9B	10B	12C	8B	11B	10B	11C	7B	10C	11C	12D	12C	11D	12D	14D	12C	14D	16D	16D	96-100
101-105	7B	9B	10B	13C	9B	11B	11C	12C	8C	11C	12C	13C	13D	12D	14D	16D	13D	15D	17E	18D	101-105
106-110	7B	10B	11C	14C	10C	12C	12C	13C	8C	12C	13D	14D	14D	13D	16D	18E	14D	16E	18E	20E	106-110
111-115	8B	10C	12C	14C	10C	12C	13C	14D	9C	13D	14D	15D	15D	14E	18E	20E	16D	18E	20E	22E	111-115
116-120	8C	11C	12C	15D	11C	13C	14C	15D	9C	13D	15D	16E	16E	16E	20E	22E	18E	20E	22E	24E	116-120
121-125	9C	12C	13C	16D	12C	13C	15D	16D	10D	14D	16E	17E	17E	18E	22E	24E	20E	22E	24E	26E	121-125
126-130	9C	12C	14D	16D	12D	14D	16D	18E	10D	14E	17E	18E	18E	20E	24E	26E	22E	24E	26E	28E	126-130
131-135	9C	13D	15D	17E	13D	14D	17E	19E	11E	15E	18E	19E	20E	22E	26E	28E	24E	26E	28E	30E	131-135
136-140	10D	13D	16E	17E	14D	15D	18E	20E	11E	15E	19E	20E	22E	24E	28E	30E	26E	28E	30E	32E	136-140
141-145	10D	14E	17E	18E	15E	16E	20E	21E	12E	16E	20E	21E	24E	26E	30E	32E	28E	30E	32F	34F	141-145
146-150	10E	14F	18F	18F	16F	16F	22F	22F	12F	16F	22F	22F	26F	28F	31F	34F	30F	32F	34F	36G	146-150
UM 100	14F	18F	22G	22G	20G	20G	26G	26G	16F	20F	26G	26G	30F	32F	35G	38G	36G	38G	40G	42G	100 UM
Range Mod 0' - 10' 11' - 50' 51' - 100' 101' - 200' 201' - 300' 301' - up 0 -35 -25 -40 -55 -75   Critical Result Use Impact Use Cold F E G E C (For A, B, C, D, and E results, use Impact Criticals)																					

SLT-03

ICE BOLT

SPELL LAW

SLT-03
ICE
BOLT
SPELL LAW

(For A, B, C, D, and E results, use Impact Criticals)

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75



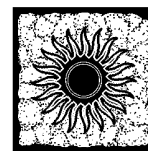
UM = Unmodified Roll

Critical Result	Use Impact	Use Cold
F	E	A
G	E	C

SLT-04
FIRE
BOLT
SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	31-35
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	36-40
41-45	2	3	2	1	2	2	1	-	1	-	-	-	1	1	-	-	1	1	4A	-	41-45
46-50	3	4	3	3A	2	3	3	1	1	1	1	-	2	2	1	-	2	3	6A	3A	46-50
51-55	3	4	4	4A	2	4	4	3A	2	2	3	1	3	3	2	1A	3	5A	7A	5A	51-55
56-60	4	5	5A	6A	3	5	6	5A	2	3	5	3A	4	4	3	3A	4A	6A	8A	7A	56-60
61-65	4	5	6A	7A	4	6	7A	7A	3	4	6	5A	5	5	4	5B	5A	7A	9A	9B	61-65
66-70	5	6	7A	9A	4	7	8A	9A	3	4	7A	7B	6	6	5A	7B	6A	8A	10B	10B	66-70
71-75	5	6A	8A	10B	5A	8	9A	10B	4	5	8A	9B	7A	7	6A	9C	7A	9A	11B	11C	71-75
76-80	5	7A	9A	11B	6A	9A	10B	11B	4	5A	9B	11C	8A	8A	7A	11C	8A	10B	12C	12C	76-80
81-85	6A	7A	10B	12B	6A	9A	11B	13C	5	6A	10B	13C	9A	9A	8B	13C	9B	11B	13C	13D	81-85
86-90	6A	8A	11B	14C	6A	10A	12B	14C	6A	7A	12C	15C	10A	10B	9B	15D	10B	12B	14D	14D	86-90
91-95	6A	8B	12B	15C	8A	10A	13C	16C	6A	8B	14C	17D	11B	11B	10C	16D	11B	13C	15D	16D	91-95
96-100	7A	9B	13C	16C	8B	11A	14C	17C	7B	9B	15C	18D	12B	12C	11C	17D	12C	14C	16D	18D	96-100
101-105	7A	9B	14C	17C	9B	11B	15C	18D	7B	10B	16D	19D	13C	13C	12D	18E	13C	15C	17D	20E	101-105
106-110	7B	10B	15C	18D	10B	12B	16C	19D	8B	11B	17D	20E	14C	14D	13D	19E	14C	16D	18E	22E	106-110
111-115	8B	10B	16C	19D	10B	12B	17D	20D	8B	11C	18D	21E	15D	15D	15D	20E	16D	18D	20E	24E	111-115
116-120	8B	11C	17D	20D	11C	13C	19D	22E	9C	12C	19E	22E	16D	16D	16E	22E	18D	20D	22E	26E	116-120
121-125	9C	12C	18D	21E	12C	14C	20E	23E	10C	13C	20E	23E	17D	17E	18E	24E	20D	22E	24E	28E	121-125
126-130	9C	12C	19D	22E	12C	14C	20E	23E	10C	13C	21E	24E	18E	18E	20E	26E	22E	24E	26E	30E	126-130
131-135	9C	13C	20E	23E	13D	14D	21E	24E	10C	14D	22E	25E	19E	19E	21E	28E	24E	26E	28E	32E	131-135
136-140	10C	13D	21E	24E	14D	15D	22E	25E	11D	14D	23E	26E	20E	20E	22E	30E	26E	28E	30E	34E	136-140
141-145	10D	14D	22E	25E	15D	16D	23E	26E	11D	15E	24E	27E	21E	21E	24E	32E	28E	30E	32E	36E	141-145
146-150	10D	14E	23E	26E	16E	16E	24E	27E	11D	15E	25E	28E	22E	22E	26E	34E	30E	32E	34E	38E	146-150
UM 100	14E	18E	28E	32E	20E	20E	28E	32E	15E	19E	29E	33E	25E	27E	30E	38E	36E	38E	40E	45E	100 UM

(Use Heat Criticals)



UM = Unmodified Roll

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

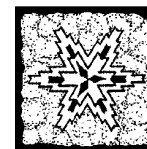
SLT-05 LIGHTNING BOLT SPELL LAW																						
		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM01-02		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	2	3	1	-	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	3	5	3	2	5	3	1	-	-	-	-	-	-	1	-	-	-	-	-	-	-	36-40
41-45	5A	6	5	3	6	5	3	1	-	-	-	-	-	2	1	-	-	-	3A	-	-	41-45
46-50	6A	7A	7	5	7A	7	5	3	1	-	-	-	-	3	3	1	-	1	1	5A	1	46-50
51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	1	-	4A	5A	3	1	2	3	7B	3	51-55
56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	1	5A	6A	5A	3	4	5	9B	5A	56-60
61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65	
66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70	
71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75	
76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80	
81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85	
86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90	
91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95	
96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100	
101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105	
106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16f	16F	22F	24E	25E	29G	25G	106-110	
111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115	
116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120	
121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125	
126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130	
131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	130-135	
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140	
141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	32H	33I	37I	39I	141-145	
146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150	
UM 100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43J	45J	100 UM	
Range		Mod		(For A, B, C, D, and E results, use Electricity Criticals)																		
0' - 10'		+35																				
11' - 50'		-																				
51' - 100'		-25																				
101' - 200'		-40																				
201' - 300'		-55																				
301' - up		-75																				
																						
																						
																						
				UM = Unmodified Roll																		
				Critical Use Use Use Use Result Electricity Impact Heat																		
				F E A - G E B - H E C A I E D B																		

SLT-06 COLD BALL SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	09-12
13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	13-16
17-20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	17-20
21-24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-24
25-28	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	25-28
29-32	1	2	3	4A	1	1	3	4A	1	2	3	5A	1	2	3	4A	3	4A	6A	7A	29-32
33-36	2	3	4A	5A	1	2	4A	5A	2	3	4A	6A	2	3	4	5A	4A	5A	7A	8A	33-36
37-40	3	4	5A	6A	2	3	5A	6A	3	4	5A	7A	3	4	5A	6A	5A	6A	8A	9A	37-40
41-44	4	5A	6A	7A	3	4A	6A	7A	4	5A	6A	8A	4A	5A	6A	7A	6A	7A	9A	10B	41-44
45-48	5	5A	7A	8A	4A	5A	7A	8A	5	6A	7A	9A	5A	6A	7A	8A	7A	8A	10B	11B	45-48
49-52	5A	6A	8A	9A	5A	6A	8A	9A	5A	7A	8A	10A	6A	7A	8A	9B	8A	9A	11B	12B	49-52
53-56	5A	6A	9A	10A	6A	7A	9A	10B	6A	7A	10A	11B	7A	8A	9A	10B	9A	10B	12B	13B	53-56
57-60	6A	7A	10A	11B	7A	8A	10B	11B	6A	8A	11B	12B	7A	9A	10A	11B	10B	11B	13B	14C	57-60
61-64	6A	7A	11B	12B	8A	8A	11B	12B	7A	8A	12B	13B	8A	9B	11B	12B	11B	12B	14C	15C	61-64
65-68	6A	8A	12B	13B	8A	9A	12B	13B	7A	9B	13B	14B	8B	10B	12B	13B	12B	13B	15C	16C	65-68
69-72	7A	8B	12B	13B	9A	9B	13B	14B	7A	9B	14B	15B	9B	10B	13B	14C	13B	14B	16C	17C	69-72
73-76	7A	9B	13B	14B	9B	10B	14B	14B	8B	10B	15B	15C	9B	11B	14B	15C	14B	15C	17C	18C	73-76
77-80	7B	9B	13B	14B	9B	10B	14B	15C	8B	10B	15C	16C	10B	11B	15B	16C	15C	16C	18C	19C	77-80
81-84	8B	10B	14B	15C	10B	11B	15C	15C	8B	11B	16C	16C	10B	12B	15C	17C	16C	17C	19C	20C	81-84
85-88	8B	10B	14C	15C	11B	11B	15C	16C	9B	11B	16C	17C	11B	12B	16C	18C	16C	18C	20C	21C	85-88
89-92	8B	11B	15C	16C	11B	12B	16C	16C	9B	12B	17C	17C	12B	13B	17C	19C	17C	19C	21C	22C	89-92
93-95	8B	11B	15C	16C	12B	12B	16C	17C	9B	12B	17C	18C	13B	13B	18C	19C	17C	19C	21C	22C	93-95
UM 96-99	9C	12C	16C	17D	13C	13C	17C	18D	10C	13C	18C	19D	14C	14C	19C	20D	18C	20D	22D	24D	96-99 UM
UM 100	13D	16E	20E	21E	17E	17E	21E	22E	14D	17E	22E	23E	18E	18E	23E	24E	22E	24E	26E	28E	100 UM

Castor's OB = caster's level + special
Subtraction due to Target and Situation = Range Mod
 + Cover Mod + Helmet Mod - target's Qu Bonus +
 Center Point Mod (+20)
Cover Mods — Full (-60); Partial (-30); Static (+30)
Helmet Mods — None (+5); Full (-5).

(Use Cold Criticals)



UM = Unmodified Roll

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

SLT-07 FIRE BALL SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	1	-	-	2	3	09-12
13-16	-	-	-	1	-	-	-	1	-	-	1	2	-	-	1	2	-	1	4A	5A	13-16
17-20	-	-	1	2	-	-	1	2	-	1	2	3A	-	1	2	4A	1	2	6A	7A	17-20
21-24	-	1	2	3A	-	1	2	3A	1	1	3A	4A	1	2	3A	6A	2	3A	7A	9A	21-24
25-28	1	2	3A	4A	1	2	3A	4A	1	2	4A	5A	2	3A	4A	7A	3A	4A	9A	11A	25-28
29-32	2	3	4A	5A	2	3	4A	5A	2	3A	5A	6A	3A	4A	5A	9A	4A	5A	11A	12A	29-32
33-36	3	4A	5A	6A	3A	4A	5A	6A	3A	3A	6A	7A	4A	5A	6A	11B	5A	6A	12A	13B	33-36
37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8B	5A	6A	7A	12B	6A	7A	13B	14B	37-40
41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	8B	9B	6A	7A	8B	13B	7A	8A	14B	15B	41-44
45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	9B	10B	7A	8B	9B	14B	8A	9B	15B	16B	45-48
49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	10B	11B	8B	9B	10B	15B	9B	10B	16B	17C	49-52
53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	11B	12B	9B	10B	11B	16C	10B	11B	17C	18C	53-56
57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	12B	13C	10B	11B	12B	17C	11B	12B	18C	19C	57-60
61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	13C	14C	11B	12B	13C	18C	12B	13B	19C	20C	61-64
65-68	7A	10B	13B	14B	11B	11B	13B	14C	8B	10B	14C	15C	12B	13C	14C	19C	13B	14C	20C	21C	65-68
69-72	7B	10B	14B	15C	11B	12B	14C	15C	8B	11C	15C	16C	13C	14C	15C	20C	14C	15C	20C	22C	69-72
73-76	8B	11B	15C	16C	12B	12B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	23D	73-76
77-80	8B	11B	15C	16C	12B	13B	16C	17C	10C	13C	17C	18C	15C	16C	17C	22D	16C	17C	22D	24D	77-80
81-84	9B	12C	16C	17C	13B	13C	17C	18C	11C	14C	18C	19D	16C	17C	19D	23D	17C	18C	23D	25D	81-84
85-88	9B	12C	16C	17C	13C	14C	17C	18C	12C	15C	19D	20D	17C	18D	21D	24D	18C	20C	24D	26D	85-88
89-92	10C	13C	17C	18C	14C	14C	18C	19C	13C	16C	20D	21D	18D	19D	23D	25D	20C	22D	25D	27D	89-92
93-95	10C	13C	17C	18C	14C	14C	18C	19C	14C	17C	22D	23D	20D	20D	25D	26D	22C	24D	26D	28D	93-95
UM 96-97	11C	14D	18D	19D	15C	15C	19D	20D	15D	18D	23D	24E	21D	21D	26D	27E	23D	25D	27E	29E	96-97 UM
UM 98-99	13D	16D	20D	21E	17D	17D	21D	22E	17D	20E	25E	26E	23E	23E	28E	29E	25E	27E	29E	31E	98-99 UM
UM 100	15E	18E	22E	23E	19E	19E	23E	24E	19E	22E	27E	28E	25E	25E	30E	31E	27E	29E	31E	33E	100 UM

(Use Heat Criticals)



Castor's OB = caster's level + special

Subtraction due to Target and Situation = Range Mod

+ Cover Mod + Helmet Mod - target's Qu Bonus +

Center Point Mod (+20)

Cover Mods — Full (-60); Partial (-30); Static (+30)

Helmet Mods — None (+5); Full (-5).

Range **Mod**

0' - 10' +35

11' - 50' 0

51' - 100' -25

101' - 200' -40

201' - 300' -55

301' - up -75

UM = Unmodified Roll

SCT-01 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cool breeze +0 hits	Cold breeze. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hit	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Cold wind. +2 hits.	Foe loses initiative for 1 rnd. Cold chills. +3 hits.	Foe is slightly unbalanced and loses 1 rnd of initiative. +4 hits.	Light blast. Foe loses initiative for 1 rnd. +5 hits.	Cold blast. If foe has a protective cloak or armor, he loses 1 rnd of initiative. If not, foe takes +6 hits and loses 2 rnds of initiative.
16-20	Foe loses initiative for 1 rnd. Freezing breeze. +3 hits.	Foe loses initiative for 2 rnds. Freezing wind. +4 hits.	Foe loses initiative for 2 rnds. Mild frosting. +5 hits.	Unbalancing blast. Foe must parry for 1 rnd. +6 hits.	Moderate blast. Foe must parry for 1 rnd. +7 hits.
21-35	Mild blast. Foe loses initiative for 2 rnds. +4 hits.	Frost laden blast forces foe to lose 2 rnds of initiative. +5 hits.	Moderate blast. Foe must parry for 1 rnd. +6 hits.	Chilling blast gives foe a frosty "burn". Foe must parry for 1 rnd at -20, takes +1 hit per rnd. +7 hits.	Parched, cold blast. Foe is unbalanced and must parry for 2 rnds at -15. +8 hits.
36-45	Frosty blast. Foe must parry for 1 rnd. +5 hits.	Freezing blast. Foe must parry for 1 round and loses 3 rnds of vital initiative. +6 hits.	Blisters give foe +1 hit per round. Foe must parry for 2 rounds. +7 hits.	Blast stuns foe for 1 rnd. Foe takes +2 hits per rnd and fights at -5 due to facial shock. +8 hits.	Strong, low blast stuns foe for 1 rnd; destroys foe's foot covering. If feet uncovered, foe is at -20 (frostbite).
46-50	Moderate blast. Foe must parry for 2 rnds. +6 hits.	Mild frostbite. +2 hits per rnd. Must parry for 2 rnds. +7 hits.	Blast stuns foe for 1 round. +8 hits.	Mild frostbite. Foe is at -10. +2 hits per rnd. Stunned 1 rnd. +9 hits.	Swirling blast spins foe about. +10 hits. Stunned 1 rnd. Drops weapon.
51-55	Unbalancing blast. Foe is stunned for 1 rnd. +7 hits.	Strong, but off-center blast stuns foe for 1 rnd. Foe takes +3 hits per rnd due to frostbite on shield wrist. +8 hits.	Blast is strong but low. Foe is stunned for 2 rnds. If foe has no leg armor, he takes +5 hits per rnd due to shock and pain. Frostbite.	Blistering blast to foe's side knocks foe back 5 feet. Foe takes +3 hits per rnd and is stunned for 2 rnds. +10 hits.	Strong side strike. Foe is stunned and unable to parry for 1 rnd, and takes +4 hits per rnd numbing pain. +11 hits. Frostbite.
56-60	Strong, but diffused, blast. Foe is stunned for 2 rnds. +8 hits.	Foe is stunned for 2 rounds, all wood exposed on foe's back is useless and brittle. Foe takes +2 hits per rnd. +9 hits.	Back blast freeze dries all organic material on foe's back. Foe is stunned and unable to parry for 1 rnd. +9 hits.	Blast to foe's shield arm. Foe is stunned and unable to parry for 1 rnd, takes +3 hits per rnd, and fights at -15. Frostbite.	Blast to foe's weapon arm. Foe is stunned and unable to parry 1 rnd, takes +4 hits per rnd, and fights -20.
61 -65	Foe is stunned and unable to parry for 1 round. +9 hits.	Leg strike. Frostbite. Foe is stunned and unable to parry for 1 round, fights at -5, and takes +3 hits per round. +10 hits.	Leg strike. Frostbite. If foe has leather boots or greaves, they are destroyed. Foe is stunned for 4 rounds. +11 hits.	Strike to foe's shield arm. If foe has a shield, +20 hits. If not, arm is useless due to nerve and skin damage and foe is stunned 5 rnds.	Blast to foe's weapon arm. Foe drops whatever is in that hand. Foe is stunned and 3 rnds and fights at -30. +13 hits. Frostbite.
66	Chest strike. Blast causes foe to drop whatever he is holding. +10 hits. Foe is stunned and unable to parry for 3 rnds.	Foe is stunned and unable to parry for 4 rnds. If foe wears no armor or protective cloak, he takes +5 hits per rnd.	Foe is knocked down and stunned for 6 rnds. If foe has wrist armor, he takes +3 hits per rnd. If not, foe fights at -25 and takes +6 hits per rnd.	Neck blast. If foe has neck armor, he takes +4 hits per rnd and is stunned for 6 rnds. If not, foe fights at -50, takes +5 hits per rnd, is stunned 3 rnds.	Shoulder strike. Foe loses use of shoulder due to nerve and cartilage damage. If foe has not helm he is knocked out for 1 day and takes +6 hits per rnd. +15 hits. Frostbite.
67-70	Back blast. Foe is stunned and unable to parry for 1 rnd. Frostbite. Foe fights at -5. +10 hits.	Back blast. Frostbite. Foe is stunned for 2 rnds and cannot parry for 1 rnd. Foe fights at -10. +11 hits.	Back blast. Foe is stunned for 2 rnds and cannot parry for 1 rnd. Foe fights at -15. Frostbite. +12 hits.	Back blast. Foe is stunned for 3 rnds and cannot parry for 1 rnd. Foe fights at -20. Frostbite. +13 hits.	Blast to foe's shield arm. If shield, he is knocked down & takes +2 hits per rnd. If not, massive frostbite, foe loses use of arm and is stunned 6 rnds. Frostbite.
71-75	Unbalancing blast. Foe is stunned for 2 rnds. Pain and shock cause foe to fight at -10. +11 hits.	Strike to foe's shield side. Pain and shock give foe +3 hits per rnd. Foe is stunned, no parry for 2 rnds. +12 hits.	Strike to foe's side. Shock and frostbite. Foe fights at -20, takes +3 hits per rnd, and is stunned and unable to parry for 2 rnds.	Blast freezes foe's shield shoulder. Arm is useless and foe is stunned for 2 rnds. +14 rnds.	Blast to foe's weapon arm. Frostbite and numbing pain make arm useless and stun foe for 3 rnds. +15 hits.
76-80	Chest strike. Foe is stunned for 2 rnds and cannot parry for 1 rnd. +12 hits.	Chest strike. Foe takes +3 hits per rnd, fights at -15, and is stunned for 4 rnds. +13 hits.	Chest strike. Foe takes +4 hits per rnd. If foe has chest armor, he is stunned for 3 rnds. If not, he is knocked down, fights at -25. Frostbite.	Chest strike. Foe fights at -25 due to frostbite. Foe is stunned and unable to parry for 3 rnds. +15 hits.	Chest strike. Foe is knocked down and drops all he holds. Foe is stunned for 12 rnds. Shock and nerve damage. Foe fights at -30.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +13 hits.	Back strike. Foe is stunned and unable to parry for 3 rnds and takes +4 hits per rnd. +14 hits.	Thigh strike. Foe has broken bone and frostbite. Foe fights at -40, takes +5 hits per rnd, and is stunned for 6 rnds.	Blast freezes both of foe's hands and foe loses use of both arms. Foe is stunned 9 rnds and takes +6 hits per rnd.	Blast freezes foe's throat and lungs. Foe drops and dies in 12 rounds. +17 hits.
86-90	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 2 rnds. If not, foe loses use of left foot, fights at -70 (frostbite).	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 3 rnds. If not, foe loses use of foot, and fights at -75 (frostbite).	Lower leg blast destroys foe's foot covering, freezes both foe's feet, and stuns foe for 9 rnds. Foe takes +6 hits per rnd, fights -80.	Upper chest blast knocks foe down. If foe has chest armor, he is knocked out. If not, foe dies in 12 rnds due to a cold, cold heart.	Back blast freezes and shatters foe's backbone. Foe drops and dies in 9 inactive rnds. Broken neck. Massive shock.
91-95	Head strike. Foe is knocked down. If foe has helm, he is stunned 3 rnds. If not, foe is stunned 6 rnds, fights at -50, and loses both ears.	Hip strike. Foe's hip is shattered. Foe is stunned and unable to parry for 3 rnds and fights at -75. +17 hits.	Abdomen strike. If foe has abdominal armor, he is knocked out and takes +17 hits. If not, foe dies of organ damage in 9 rnds.	Foe's blood is entirely frozen solid. Foe dies in 9 inactive rounds. +18 hits.	Foe's lower body is fully frozen. Foe dies in 6 inactive rounds. +19 hits.
96-99	Neck strike. If foe has neck armor, he is stunned for 9 rnds. If not, foe loses lips, cannot speak for 2 weeks, and is knocked out.	Neck & collar strike. If foe has neck armor, he is knocked out. If not, foe's neck is frozen and shattered, and foe dies in 9 inactive rnds.	Side strike freezes and shatters foe's pelvis. Foe dies in 6 rnds due to shock and nerve damage. +18 hits.	Foe's heart and lungs are suddenly frozen. Foe dies in 6 inactive rnds of shock and suffocation. +19 hits.	Foe is a lifeless, frozen statue - well preserved, but quite dead. Add+10 to your next roll. +20 hits.
100	Foe is sent into a month long coma and loses nose as a result of severe frostbite and shock. +21 hits.	Blast freeze-dries foe's head. Foe dies in 1 rnd. Foe's skull and brain are brittle and lifeless. Add 5 to next roll.	Head strike. Foe's eyes are destroyed; foe is in a coma for 2 weeks and is permanently paralyzed from the neck down.	Massive strike shatters foe's chest and freezes foe's body fluids. Foe dies in 2 rnds. +20 hits.	Foe freezes solid and then shatters into thousands of pieces after falling down 20 feet behind impact point.

SCT-02 ELECTRICITY CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	A lot of static. +0 hits	Foe's hair stands up. +0 hits	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. +2 hits.	Foe loses initiative for 1 rnd; the metal he bears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 rnd of precious initiative. +3 hits.	Foe loses initiative for 1 rnd. The smell of danger is in the air. +4 hits.	If foe has metal armor, he loses 2 rnds of initiative. If not, foe is stunned but 1 rnd. +5 hits.
16-20	Foe is spun about and loses 1 rnd of initiative. +3 hits.	Explosion of light causes foe to lose 1 rnd of initiative. +4 hits.	Eruption of smoke forces foe to lose 2 rnds of initiative. +3 hits.	Foe is unbalanced, but the strike is weak. Must parry next rnd. +4 hits.	Glancing strike stuns foe for 1 rnd. +6 hits.
21-35	Blast unbalances foe. He loses 2 rnds of initiative. +4 hits.	Crackling blast forces foe to lose 2 rnds of initiative. +5 hits.	Strong but glancing blast forces foe to parry next rnd. +6 hits.	Light bums. Foe must parry for 2 rnds; takes 1 hit per rnd. +5 hits.	Foe gets a minor scorching and is stunned for 2 rnds. +10 hits.
36-45	Light distracts foe, and he must parry for 1 rnd. +5 hits.	Minor burns. Must parry for 1 rnd; takes 1 hit per rnd. +2 hits.	Foe feels the heat and must parry for 2 rnds. +7 hits.	Blast stuns for 1 rnd. Foe fights at -10 for 2 rnds. +7 hits.	Smoke and light stun foe for 2 rnds. Foe fights at -10 for 2 rnds. +12 hits.
46-50	Minor burns. Foe must parry for 1 rnd and takes 1 hit per rnd. +2 hits.	Blast forces foe to parry for 2 rnds. +6 hits.	If foe has metal armor, he is stunned 2 rnds. If not, foe is stunned for 1 rnd. +7 hits.	Explosion of light and fire stuns foe for 2 rnds. Foe fights at -10 for 2 rnds. +7 hits.	If foe has metal armor, he is stunned and unable to parry for 2 rnds. If not, foe is stunned 2 mds.+13 hits.
51-55	Sizzling but weak blast stuns foe for 1 rnd. +6 hits.	Foe is spun about and is stunned for 1 rnd. A minor burn on foe's leg causes 2 hits per rnd. +7 hits.	Strike to foe's leg. If foe has leg armor, he is stunned 1 rnd. If not, foe is stunned and unable to parry 1 rnd, takes +3 hits per rnd.	Blast stuns foe for 2 rnds and foe is unable to parry for 1 rnd. +10 hits.	Hot smoke and light stuns foe for 4 rnds. Foe loses initiative for 6 rnds. +13 hits.
56-60	Foe is unbalanced and is forced to parry next 3 rnds. +7 hits.	Foe is stunned 2 rnds. If foe has metal armor, he cannot parry for 1 rnd. +8 hits.	Blast stuns foe for 2 rnds. Foe cannot parry for 1 rnd, leg hit. +9 hits.	Strike to foe's shield arm. If foe has metal armor but no shield, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops all that is in his weapon hand. Stunned for 2 rnds. 2 hits per rnd.
61 -65	Chest strike. If foe has metal armor, he is stunned for 2 rnds. If foe has no armor, he is stunned 3 rnds.	Upper leg strike. Foe is stunned and unable to parry for 1 rnd. +9 hits.	Foe is stunned and unable to parry for 2 rnds. +10 hits.	If foe has abdomen armor, he takes 2 hits/rnd and is stunned 2 rnds due to minor bums. If not, bums stun foe 6 rnds and give him 3 hits/rnd.	Leg strike. Foe is knocked down and stunned for 2 rnds. Foe cannot parry for 1 rnd. +14 hits.
66	Blast of light and smoke stun all within 5 feet of foe for 1 rnd. Foe is knocked down and stunned for 3 rnds.	Chest strike. Foe is stunned and unable to parry for 3 rnds, takes 3 hits per rnd, and fights at -20. +15 hits.	Chest strike. If foe has metal armor on arms and over chest, it becomes fused and he cannot use arms. If not, foe is knocked out for 6 hours and takes +9 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes +4 hits per rnd. +20 hits.	Head strike. If foe has a leather helm, it is destroyed and foe is in a coma for 2 months. If not, foe's brain is fried and he dies instantly. Add +10 to your next roll.
67-70	Back strike. Foe is stunned and unable to parry for 1 rnd. +7 hits.	Back strike. Foe is stunned for 2 rnds and cannot parry for 1 rnd. +10 hits.	Back strike. Foe is stunned and unable to parry for 2 rnds. Bums force foe to fight at -10. +11 hits.	Back strike. Foe is knocked down and out of action for 1 rnd. Minor shock. Foe fights at -20. +12 hits.	Back strike. Foe is stunned and unable to parry for 4 rnds. Minor shock. Foe fights at -25. +15 hits.
71-75	Blast stuns foe for 3 rnds, foe fights -5 for 6 rnds. +8 hits.	Strike to foe's shield arm. If shield, he is stunned for 4 rnds. If not, foe's arm is useless and foe is stunned and unable to parry for 2 rnds.	Strike to foe's shield arm. If metal shield; he is stunned 6 rnds and takes +12 hits. If not, foe is knocked down, the arm is useless, and +13 hits.	Strike to foe's weapon arm. Arm is useless and foe is stunned for 3 rnds. +13 hits.	Shoulder strike shatters bone in foe's weapon arm. Muscle & cartilage damage. Arm is useless, foe stunned for 6 rnds, and takes +3 hits per rnd.
76-80	Strike to foe's upper chest stuns foe 2 rnds. Foe cannot parry for 1 rnd. +9 hits.	Chest strike. Foe is knocked down and takes 2 hits per rnd due to bleeding. + 11 hits.	Chest strike. If foe has chest armor, he is stunned for 6 rnds, takes 2 hits per rnd, and fights -5. If not, foe is knocked out for 3 days due to shock.	Chest strike. If foe has metal chest armor, he is knocked out and takes +25 hits. If not, foe is stunned and unable to parry for 6 rnds and takes +15 hits.	Chest strike. Foe is knocked out due to shock. Blood loss and nerve damage cost foe +3 hits per rnd. +18 hits.
81-85	Back blast. Foe is stunned and unable to parry for 2 rnds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rnds. Muscle is tom and foe fights at -10. +13 hits.	Thigh strike. Foe takes 2 hits per rnd. Bones breaks and torn cartilage. Foe is stunned for 4 rnds and fights -40.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rnds and takes +3 hits per rnd. +15 hits.	Foe is a conductor as strike rearranges his nervous system. Foe drops and lies in shock for 12 rnds before dying.
86-90	Blast knocks foe down. If foe has metal leg armor, he loses use of leg due to nerve damage. If not,+15 hits and foe is stunned and unable to parry or 2 rnds.	Leg strike. If leg armor, he is stunned and unable to parry for 6 rnds. If not, leg is broken, it has damaged nerves, and foe is stunned for 6 rnds and fights at -50.	Blast shatters foe's knee and destroys a variety of nerves. Foe fights at -60 and is stunned and unable to parry for 2 rnds.	Abdomen strike. If foe has armor over abdomen, he is stunned for 9 rnds and takes +6 hits per rnd. If not, foe dies of shock and bleeding in 12 rnds.	Blast crushes pelvis and shatters lower backbone. Foe's spine is burned into many of small parts. Foe is knocked out and dies in 12 rnds.
91-95	Hip strike. If foe has hip armor, foe is stunned 6 rnds; +10 hits. If not, foe is stunned 3 rnds and acts at -50 due to shock and nerve damage.	Head strike. Foe loses nose, he is temporarily blinded for 2 weeks, and is stunned 9 rnds. Foe is at -95 while blind. If no helm, he is knocked down.	Strike through foe's lower abdomen. Massive shock and bleeding. If armored, foe is at -75; takes 5 hits per rnd. If not, foe dies in 6 inactive rnds.	Side strike devastates foe's nervous system. Foe falls into a coma and goes into severe shock. Foe is a living vegetable. +30 hits.	Side strike melts foe's lower skeleton and destroys a variety of organs. Foe dies in 9 inactive rnds. +25 hits.
96-99	Neck & shoulder strike. If foe has neck armor, he is stunned and unable to parry for 6 rnds. If not, he is knocked out; loses ability to speak.+10 hits.	Head strike. Blast cracks skull and causes massive shock and brain damage. Foe drops and dies in 9 rnds. +15 hits.	Chest strike destroys foe's heart and lungs. If foe has metal chest armor, it is a fused lump and foe dies in 6 rnds. If not, foe dies instantly.	Chest strike knocks foe back 10 feet. Massive nerve damage. Foe dies of fatal shock in 3 rnds. +20 hits.	Chest strike destroys both of foe's lungs and cuts foe in half. Blast continues to a point 10 feet beyond foe (subtract 20 if it strikes second target).
100	Head strike. Foe's brain falls victim to massive shock and Surface burns. Foe drops into unconsciousness, and dies in 6 rnds. +20 hits.	Blast through foe's neck severs head and kills foe instantly. Add +10 to your next spell attack roll.	Foe's head is no longer available. Smoke and ozone surrnd the lifeless body. Add 10 to friendly witnesses' rolls for 3 rnds.	Foe's nervous system acts as a superconductor. Foe's sad instant death provides all with a fine light show. Add +15 to your next roll.	Foe returns to the dust from which he came. Add +20 to your next roll.

SCT-03 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Hot air. +0 hits.	Hot draft. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Hard, hot breeze. +2 hits.	Foe loses 1 rnd of initiative. +2 hits. Strong heat; little effect.	Foe loses 1 rnd of initiative while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. Not quite singeing. +4 hits.	Foe feels heat, loses 1 rnd initiative; if he has no armor, 2 rnds. +5 hits.
16-20	Foe loses initiative for 1 rnd. The nearby fire gives 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rnds.	Foe loses initiative for 2 rnds. +5 hits.	Foe is unbalanced and must parry for 1 rnd. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 rnd. +7 hits.
21-35	Blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Bothersome smoke. +6 hits.	Light burns. Foe must parry for 1 rnd. 1 hit per rnd. +7 hits.	Minor burns. Foe must parry for 2 rnds. 1 hit per rnd. +8 hits.	Minor burns. Foe must parry for 2 rnds. 2 hits per rnd. +9 hits.
36-45	Foe must parry for 1 rnd. +6 hits.	Light burns. Foe must parry for 1 rnd. +7 hits. Foe takes 1 hit per rnd.	Minor burns force foe to parry for 2 rnds. +8 hits and 1 hit per rnd.	Blast stuns foe for 1 rnd. +9 hits. Foe takes 2 hits per rnd due to pain and suffering.	Blast stuns foe 1 rnd. +10 hits. Foe takes 3 more hits per rnd. If wearing, a cloak it is destroyed.
46-50	Light burns. Foe must parry for 1 rnd. +7 hits, and foe takes 1 hit per rnd.	Minor burns. Foe must parry for 2 rnds. +8 hits. Foe takes 1 hit per rnd.	Fire stuns foe for one rnd. +9 hits. Foe takes 2 hits per rnd. Minor burns.	Fire stuns foe for 1 rnd. +10 hits. 3 hits per rnd. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rnds. +12 hits and 3 hits per rnd. If foe is using a wooden weapon, it is destroyed.
51-55	Blast unbalances foe. +8 hits. Foe must parry for two rnds and takes 1 hit per rnd.	Wide shot, strong fire. Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per rnd.	Blast stuns foe 2 rnds. +9 hits. If leg armor, he takes 1 hit/rnd. If not, 3 hits/rnd	Blast stuns foe 2 rnds. If helm, 8 hits and 2 per rnd. If not, 11 hits and 4 per rnd.	Foe reels back 3'. 1 rnd stun, no parry. Takes 3 hits per rnd from hot blast. +13 hits.
56-60	Foe is stunned 1 rnd. +9 hits. Loses initiative for 2 rnds and takes 2 hits per rnd.	Foe stunned 2 rnds. If metal leg armor, +8 hits. If not, +9 hits and 3 hits per rnd.	Blast stuns foe 2 rnds. +10 hits; +2 hits per rnd. All cloth on foe's back is destroyed.	Foe's clothing ignites. 1 rnd stun, no parry, takes +9 hits/rnd while aflame (2 rnds to extinguish fire). +12 hits.	Fire stuns foe 2 rnds; +15 hits, and cannot parry for 1 rnd. He is at -10 and burns deliver 3 hits per rnd.
61 -65	Foe is stunned 2 rnds. If leg armor, he takes +7 hits and 1 hit per rnd. If not, he takes +10 hits and 3 per rnd.	Foe is stunned and unable to parry for 1 rnd. +9 hits, and 2 hits per rnd. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 rnd. +10 hits, foe takes 3 hits per rnd and is at -10. Upper leg burns.	Foe is stunned 2 rnds, unable to parry for 1. If leg armor, he takes +10 hits and 4 hits/rnd. If not, +13 hits and 6 hits per rnd.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rnds. He takes 4 hits per rnd and fights at -10. +15 hits.
66	Blast causes foe to drop what he is holding. Stunned, no parry 2 rnds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rnds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per rnd from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/rnd. If not, his weapon arm is useless and he takes 4 hits/rnd. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/rnd and fights at -10. If not, foe is unconscious and takes 10 hits per rnd.	Head strike. If foe has helm, he is knocked out and takes 5 hits per rnd. If not, foe is killed instantly, his head fully vaporized. Fine aim.
67-70	Back blast. Foe is stunned for 2 rnds. Foe takes 2 hits per rnd and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe takes 2 hits per rnd and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe takes 2 hits per rnd and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 rnd. Foe takes 3 hits/rnd. Organic material on his back is destroyed.	Blast to foe's shield arm. If foe has arm armor, he takes 4 hits/rnd and fights at -15. If no armor, foe takes 5 hits/rnd and loses use of arm.
71-75	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 rnd. +12 hits.	Chest blast. Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe fights at -15. Add +10 to your next attack. +9 hits.	Chest blast. Foe is stunned for 3 rnds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per rnd and fights at -25.	Blast to foe's shield arm. If he has a shield, he drops it. If organic, it is destroyed. If he has no shield, he is stunned 6 rnds, loses use of arm, and fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 rnds. Otherwise, foe is knocked down, takes 6 hits per rnd and fights at -60.
76-80	Blast stuns foe for 2 rnds. Foe cannot parry for 1 rnd. +10 hits. Side wound. Foe takes 2 hits per rnd.	Arm strike. Burns stuns foe for 2 rnds. foe takes 2 hits per rnd. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's shield arm. If he has a shield, he drops it. If not, stunned 6 rnds, loses use of arm, and fights at -50. If shield is organic, it is destroyed.	Foes loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry 3 rnds, and takes 5 hits per rnd.	Blast to foe's shield arm. If foe has a shield, it is destroyed, foe loses his hand and is stunned for 6 rnds. If not, foe loses arm and is knocked out. +20 hits.
81-85	Back blast. Foe is stunned for 2 rnds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rnd, and takes 2 hits/rnd. All organic material on back is destroyed.	Leg blast. If leg armor, he takes +2 hits/rnd and is at -20. If not, massive tissue damage: his leg is useless: he is at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms and is stunned 9 rnds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rnds. +20 hits.
86-90	Blast knocks foe down. Fire destroys any of Foe's organic foot and calf covering. +10 hits.	Leg strike. Any organic leg covering catches fire and delivers 6 hits per rnd until extinguished (takes 1 rnd). Foe is stunned for 3 rnds. +10 hits.	Lower leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rnds, takes +3 hits per rnd; and is at -85. +15 hits.	Abdomen strike. If foe has armor, it is destroyed, foe is out, and takes 2 hits/rnd. If not, foe dies in 12 inactive rnds from organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rnds as a result of organ and tissue loss. +20 hits.
91-95	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rnds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rnds. If foe has no helm, he takes 8 hits/rnd and loses 50% of head hair. Any organic helm is destroyed.	Upper leg burns. Foe loses use of leg due to tissue loss, is stunned and unable to parry for 6 rnds, takes +4 hits per rnd and fights at -90. +18 hits.	Head strike. If foe has a full helmet, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rounds due to massive shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rnds. +25 hits.
96-99	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rnds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per rnd and is inactive for 9 rnds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is destroyed and foe dies of burns in 9 rnds. If not, foe's chest cavity is a hollow cinder and he dies instantly.	Foe's side is engulfed in flames. Foe dies in 6 rnds due to many compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
100	Searing blast to foe's head. If he has helm, he is knocked out and takes 7 hits/rnd. If not, he is in a 1 mo. coma and loses 50% of his Presence. +15 hits.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Very unpleasant. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Sadly, foe cannot handle the loss and he dies instantly. Add +10 to your next roll.	Heat vaporizes foe's mid-section, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.
Damage that deals hits per round that is not marked as bleeding should be treated as burns.					

SCT-04 IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Nary a whisper. +0 hits.	Great luck escapes you. No additional damage. +0.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Blast stuns foe for 1 rnd. +3 hits.
11-15	Foe loses initiative for 1 rnd. +2 hits.	Foe is spun about. +4 hits. Foe loses initiative 1 rnd.	Foe is unbalanced. +3 hits and foe must parry 1 rnd.	Foe is unbalanced. +4 hits and foe must parry 1 rnd.	Blast stuns foe for 1 rnd. +4 hits.
16-20	Foe is spun about. +3 hits. Foe loses initiative 1 rnd.	Blast unbalances foe. +2 hits and foe must parry 1 rnd.	Foe is unbalanced. +4 hits and foe must parry 1 rnd.	Foe is unbalanced. +6 hits and foe must parry 1 rnd.	Blast stuns foe for 1 rnd. +9 hits.
21-35	Foe is unbalanced. +5 hits. Foe loses 2 rnds of initiative.	Blow unbalances foe. +5 hits and foe must parry 1 rnd.	Foe is unbalanced. +8 hits and foe must parry 1 rnd.	Foe is unbalanced. +10 hits and foe must parry 1 rnd.	Foe reels from blast. +15 hits and foe is stunned for 1 rnd.
36-45	Foe is unbalanced. +8 hits. Foe loses 2 rnds of initiative.	Blow unbalances foe. +9 hits and foe must parry next rnd.	Foe is unbalanced. +10 hits and foe is stunned for 1 rnd	Foe is unbalanced and must parry for 2 rnds. +12 hits.	Foe is spun about and reels backwards 10 feet. +20 hits. Foe is stunned 2 rnds.
46-50	Blow unbalances foe. +10 hits. Foe loses 3 rnds of initiative. Getting better.	Blow unbalances foe. +10 hits and foe is stunned next rnd.	Foe is unbalanced and must parry for 2 rnds. +12 hits. Add +5 to your next action.	Foe is spun about. +20 hits. Foe is stunned 2 rnds.	Foe is staggered. +20 hits and foe is stunned and unable to parry 1 rnd.
51-55	Foe is unbalanced. +10 hits. Foe is stunned for 1 rnd. Grazing blast.	Blow unbalances foe. +12 hits and foe is stunned next rnd.	Foe is knocked back 5 feet and must parry for the next 2 rnds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rnds. Add +5 to your next action.	Foe is staggered. +20 hits. Foe is stunned 2 rnds and unable to parry next rnd.
56-60	Foe is unbalanced. +10 hits. Foe is stunned next rnd.	Foe is spun about. +10 hits and foe is stunned for 2 rnds.	Foe is spun about +12 hits and foe is stunned for 2 rnds.	Foe is staggered. +10 hits. Foe is stunned and unable to parry for 1 rnd.	Foe is knocked down. +20 hits. Foe is out of action for 2 rnds.
61 -65	Foe is unbalanced. +12 hits. Foe is stunned during next rnd.	Foe is staggered. Poor fool is stunned and unable to parry next rnd. +10 hits.	Foe is stunned and unable to parry next rnd. +10 hits. Add 5 to your next action.	Foe is staggered. +10 hits. Foe is stunned 2 rnds and unable to parry for next rnd.	Foe is knocked down. +20 hits. Foe is out of action for 3 rnds.
66	Blast break's foe's shield shoulder. Arm is useless. +20 hits. Foe must parry for 1 rnd. +7 hits.	Blow shatters foe's weapon shoulder. +15 hits. Arm is useless. Foe is stunned 1 rnd.	Blow breaks both of foe's arms. He is knocked down, is at -90, and stunned for 3 rnds.	Blow to foe's head. If foe has no helm you kill him. If foe has a helm he is out for 3 hours.	Blast shatters skull into thousands of lost particles. Foe dies instantly. Direct hit. Nice shot.
67-70	Blow to foe's back. Foe is stunned and unable to parry for 1 rnd. +7 hits.	Blow to foe's back. Foe is stunned and unable to parry next rnd. +12 hits.	Blow to foe's back. Foe is stunned for 2 rnds and unable to parry next rnd.	Foe is knocked down. +15 hits. Foe is out of action for 2 rnds. Add +5 to your next act.	Blast to foe's shield arm. Foe is stunned 1 rnd. If foe has a shield, it is broken. Otherwise foe has a shattered shoulder.
71-75	Blow unbalances foe. +10 hits and foe is stunned for 2 rnds. Strong grazing blast.	Blow stuns foe for 2 rnds. +20 hits. Foe is unable to parry next rnd.	Foe is knocked down. +10 hits. Foe is out of action for 2 rnds. Add 5 to your next act.	Foe now has a broken shield arm. +10 hits. Foe loses use of arm, is stunned 1 rnd.	Blast to foe's chest breaks ribs and stuns foe for 6 rnds. +20 hits. Foe at -25.
76-80	Blow stuns foe for 2 rnds. +15 hits. Foe is unable to parry for 1 rnd.	Foe is knocked down. +10 hits. Foe is out of action for 2 rnds. Add +5 to your next act.	Blow breaks foe's collar bone. Foe is at -25. Break is minor. +15 hits. Foe is stunned 1 rnd.	Blow breaks foe's weapon arm. +10 hits. Arm is useless. Foe is stunned for 1 rnd.	Blistering blast to foe's shoulder area breaks collar bone and both shoulders. Arms are useless. +25 hits.
81-85	Blow to foe's back +10 hits. Foe has broken ribs and torn cartilage, fights -25.	Blow to foe's back tears cartilage, breaks ribs. +10 hits. Foe is stunned for 2 rnds and fights at-25.	Foe has broken thigh. +15 hits. Foe fights at -40 and is stunned for 3 rnds.	Blow breaks both of foe's arms and knocks foe down. +20 hits. Foe is down for 3 rnds, has 2 useless arms.	Blast to side crushes a variety of organs. Foe dies of internal bleeding after 6 rnds of inactivity. +30 hits.
86-90	Blow knocks foe down. +10 hits. Foe is down for 3 rnds an is unable to parry.	Strike to foe's calf. +20 hits. Foe fights at -50 due to broken bone and torn tendons. Foe is stunned 3 rnds.	Blow breaks foe's hip. +20 hits. Foe fights at -60 and is stunned and unable to parry for 2 rnds.	Strike to foe's abdomen. +20 hits. If not armored, foe dies in 6 rnds due to organ loss. If armored, foe stunned 12 rnds.	Blast crushes bone in foe's lower body. Foe finds life hard and dies in 3 rnds. +50 hits.
91-95	Blow breaks foe's hip. Foe fights at -50. +20 hits. Foe is stunned and unable to parry . for 3 rnds.	Blow to upper head area. If foe has no helm, he is dead. Otherwise, foe is in a coma for 2 weeks. +25 hits.	Blow shatters foe's knee. Foe is hobbled and is at -75. +20 hits. Foe is stunned and unable to parry for 9 rnds.	Blow shatters foe's jaw. Foe's brain is destroyed. +50 hits. Foe dies after 3 rnds of inactivity.	Blast drives bone through foe's lungs. Foe drops and dies after 6 rnds of intense agony. Sad. +30 hits.
96-99	Blast to foe's head. +20 hits. If foe has no helm, he is knocked out and in a coma for 1 month. If foe has helm he is knocked out for 1 day.	Blast to foe's collar area severs windpipe. Foe cannot breath or fight. +25 hits. Foe dies in 12 long rnds.	Blast to foe's chest. Foe dies immediately after sudden brain shock. +50 hits.	Blow to foe's side. +25 hits. Bone is driven into foe's kidneys and foe dies of shock in 1 rnd.	Blast crushes skull. Foe dies immediately. Add +20 to your next action.
100	Head strike. +25 hits. If foe has helm, it is broken and foe is knocked down an out for 1 day. If no helm, foe dies due to the skull fracture in 3 rnds.	Blow to back of neck paralyzes foe from the shoulders down. +30 hits. Foe is unhappy.	Blast to foe's head crushes skull. Foe dies immediately. Add +10 to your next action.	Chest disruption. Foe's lungs and heart explode. Foe dies instantly. Add +25 to your next action.	Blast annihilates foe's entire skeleton. Foe is reduced to a gelatinous pulp. Try a spatula.

SPELL FAILURE TABLE

Non-Attack Spells		Attack Spells	
01-20	Momentary lapse in concentration delays casting of spell one rnd.	01-20	The strain causes caster to lose concentration. The spell is lost (but not points.)
21-30	Subconscious second thoughts cause caster to lose spell (but not the spell points).	21-30	Mild mental lapse causes caster to lose spell (but not spell pts). Caster operates at -50 for 1 rnd.
31-40	Strain causes caster to lose spell (but not the spell points).	31-40	Moderate, but serious, strain causes caster to lose spell (but not spell pts). Stunned for 1 rnd.
41-60	Moderate mental lapse causes caster to cast an ineffectual spell (but not lose spell points).	41-60	Serious mental lapse causes caster to throw an ineffectual spell. Stunned for 1 rnd.
61-80	Apparently inconvenient distraction causes caster to cast a useless spell (but not lose the spell pts). Stunned for 1 rnd.	61-75	Subconscious fear causes caster to cast an ineffectual spell. Stunned for 1 rnd.
81-95	Serious strain causes caster to misfire. Caster does not lose the spell pts. Stunned 2 rnds.	76-90	Severe strain causes caster to misfire. Caster takes 5 hits, and is stunned for 3 rnds.
96-100	Caster internalizes spell, takes 10 hits. Stunned for 12 long rnds.	91-95	Extreme mental pressure causes caster to misfire and collapse to the ground. Caster takes 10 hits, and is stunned for 6 rnds.
101-125	Spell strays and travels to points unknown. It proves useless. Caster is stunned for 3 rnds.	96-100	Caster internalizes spell, takes 20 hits. Knocked out for 12 hrs.
126-150	Spell has no effect. Caster is confused & stunned for 4 rnds.	101-125	Spell strays and travels to a point 20 feet right of target. Roll on appropriate table for effect. Caster is stunned 1 rnd and takes 10 hits.
151- 175	Severe strain takes toll on caster. Spell misfires: caster takes 5 hits, and is stunned for 6 rnds.	126-150	Spell strays and travels to a point 20 feet left of target. Roll on appropriate table for effect. Caster is stunned 2 rnds and takes 5 hits.
176-185	Caster internalizes spell, takes 8 hits, is knocked down, and is unable to function for 1 hour.	151-175	Spell is cast in direction opposite to the intended line. Caster suffers mental collapse, takes 25 hits, and is unable to function for 6 hours.
186-191	Caster internalizes spell, takes 10 hits, is knocked down, and is unable to function for 6 hours.	176-185	Caster internalizes spell, takes 30 hits, and suffers nerve damage in brain. Unfortunate fool loses all spell casting ability for 1 wk. must operate at 50% of normal for 3 months (or until nerves are repaired, whichever period is shorter).
192-195	Caster suffers from nervous disorder, takes 25 hits, and is knocked out for 12 hours. Caster loses all spell casting ability for 4 weeks.	186-191	Caster internalizes spell, loses all spell casting ability for 2 weeks, takes 35 hits, and falls into a coma for 1 week.
196-200	Mild stroke. Caster loses spell casting ability for 2 wks, takes 20 hits, must operate at 50% normal for 3 days.	192-195	Caster suffers a massive stroke, takes 50 hits, and lapses into a month long coma. Caster will regain consciousness, but will die 3 hours later.
201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 20 hits, and is knocked out for 9 hours.	196-200	Caster suffers severe stroke, is paralyzed from the waist down.
251-300	Nervous disorder. Caster is stunned for 12 rounds, and loses all ability to throw the attempted spell (it may be relearned after 1 yr).	201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 40 hits, and falls into a coma for 3 weeks.
301+	Caster suffers a severe stroke, and falls into a 3 month coma.	251-300	Severe nervous disorder causes caster to misfire spell, and lose all spell casting ability for 3 months.
		301+	Massive internalization of power. Brain death. Caster dies instantly.

CREATURE CRITICAL STRIKES

	Large Creatures		Super Large Creatures	
	Normal	Slaying	Normal	Slaying
01-05	+0 hits	+5 hits	+0 hits	+3 hits
06-10	+1 hit	+9 hits	+1 hit	+5 hits
11-20	+3 hits	+12 hits	+2 hits	+9 hits
21-30	+5 hits	+15 hits	+3 hits	+12 hits
31-40	+7 hits	+18 hits	+5 hits	+15 hits
41-50	+10 hits	+20 hits	+7 hits	+18 hits
51-65	+13 hits	+25 hits	+10 hits	+20 hits
66	Blast drives through foe's mouth, knocks foe down, and sends foe into a month long coma. +30 hits.	Well placed strike to head. Blast destroys foe's brain cavity. Foe dies instantly. Add 10 to your next roll.	Blast knocks foe out. Upon recovery, foe fights at -75 due to shattered shoulder. +25 hits.	Blast destroys foe's lungs. Foe drops and dies after 6 long rounds. +30 hits.
67-70	+15 hits	+30 hits.	+12 hits	+25 hits
71-80	+20 hits	Light wound. Foe is stunned for 3 rnds and loses 6 rnds of initiative. +12 hits.	+15 hits	+25 hits
81-90	Strong blast staggers foe. Foe is stunned 3 rnds and loses 6 rnds of initiative. +15 hits.	Hard blow stuns foe 3 rnds. Foe cannot parry for 1 rnd. +25 hits.	+20 hits	+30 hits
91-95	Leg strike. Foe is stunned and unable to parry for 2 rnds. +20 hits.	Leg strike breaks bone. Foe stunned, not able to parry for 2 rnds, fights at -30	+30 hits	Leg strike. Foe is stunned and unable to parry for 2 rnds. +25 hits.
96-98	Vicious blast crushes foe's neck & shatters spine. Foe drops and dies in 3 rnds.	Awesome blast slays foe by driving jaw through brain. Add 15 to your next roll.	Blast crushes foe's skull. Foe drops and dies of brain damage in 6 rnds.	Strike crushes foe's chest cavity and destroys foe's heart. Foe dies instantly.
99-100	Superb strike drives rib into foe's heart. He drops & dies in 6 agonizing rnds.	Perfect aim. Sever foe's carotid artery & jugular vein. He drops, dies in 3 rnds.	Blast destroys foe's eyes. Foe is forever blind & fights at -95. Stunned 12 rnds.	Massive brain damage from strike through foe's ear. Foe dies after 6 inactive rnds.
101-150	Massive strike. Foe is stunned and unable to parry for 3 rnds. +30 hits.	Awe inspiring blast. Foe is stunned and not able to parry for 5 rnds. +35 hits.	Strong blast. Foe is stunned and unable to parry for 2 rnds. +30 hits.	Side strike. Foe is stunned and unable to parry for 3 rnds. +35 hits.
151-175	Side strike. Foe is stunned and unable to parry for 5 rnds. Foe fights at -20 due to broken ribs.	Side strike shatters bone. Foe is stunned and unable to parry 6 rnds. Foe fights at -25 due to pain. +40 hits.	Side strike. Foe is stunned and unable to parry for 4 rnds and fights at -20 due to broken bone.	Chest strike. Broken bone causes foe to fight at -20. Wound yields +5 hits per rnd.
176-200	Foe is knocked down. Severe thigh wound. Foe takes +10 hits per rnd and fights at -35. +35 hits.	Foe is knocked out. Bone break & wound give foe +10 hits/rnd. Upon recovery, foe fights -50.	Chest blast. Wound gives foe +5 hits/rnd. Creature fights at -30. +30 hits.	Foe is knocked down. Severe wound. Foe takes +10 hits/rnd and fights at -50. +40 hits.
201-250	Blast sends foe into 3 month long coma. Causes permanent paralysis. +50 hits.	Blast sends foe back 10 feet and crushes its neck. Creature dies in 3 rounds. +50 hits.	Foe is paralyzed from the neck down on a permanent basis. +40 hits.	Blast destroys foe's nervous system. Foe collapses and dies in 9 rounds. +50 hits.
251+	Strike causes foe's bladder to explode, and creature dies without delay.	Strike to foe's head crushes skull and proves instantly fatal.	Strike shatters foe's chest and sends bone through the heart. Foe dies instantly.	Strike to foe's head. Poor creature dies instantly. Add 20 to your next roll.

ELEMENTAL ATTACK ROLL MODIFICATIONS			
A/D	Category	Effect	Notes
A	Level of Spell Caster	+1 per level	
A	Caster's Agility (NA)	-25 to + 35	May be higher.
A	Caster's Directed Spell Expertise	variable	Based on Directed Spell Skill
A,D	Spells	+ (variable)	Depends on specific spell.
A,D	Items	+5 per bonus	+1 if a 3-18 system is used.
D	Defender's Quickness	-25 to +35	Detected, but not sighted; Quickness bonus not used.
D	Full Cover	-60	Less than half of target sighted; QU bonus not used.
D	Partial Cover	-30	Applies only to prone and/or surprised targets without cover being used; Quickness bonus not used.
D	Static Target	+30	
D	Wall Shield (NA)	-30	Must be facing caster.
D	Full Shield (NA)	-20	Must be facing caster.
D	Normal Shield (NA)	-15	Must be facing caster.
D	Target Shield (NA)	-5	Must be facing caster.
D	No Helmet	+5	
D	Full Helmet (covers face)	-5	
D	Center Point of Area Spell	+20	Only applies to area spells like Fireball.
D	Fringe of Area Spell	-20	Only applies to area spells like Fireball
D	Range	-75 to +35	See specific attack table.
(NA) = Not applicable to area spells. A = Based on Attacker. D = Based on Defender.			

BASE SPELL ATTACK TABLE									
	BAR ROLL	General	Essence Metal Armor	Leather Armor	Channeling Metal Armor	Metal Shield	Mentalism Metal Helmet	Leather Helmet	BAR ROLL
UM	01-02	F	F	F	F	F	F	F	01-02 UM
	03-04	F	F	F	F	F	F	F	03-04
	05-08	+70	F	F	F	F	F	F	05-08
	09-12	+65	F	F	F	F	F	F	09-12
	13-16	+60	F	+45	F	F	F	+45	13-16
	17-20	+50	+45	+40	F	+45	F	+40	17-20
	21-24	+45	+40	+35	F	+40	F	+35	21-24
	25-28	+35	+35	+30	+45	+35	+45	+30	25-28
	29-32	+30	+30	+25	+40	+30	+35	+25	29-32
	33-36	+20	+25	+20	+35	+25	+30	+20	33-36
	37-40	+15	+20	+15	+30	+20	+25	+15	37-40
	41-44	+5	+15	+10	+25	+15	+20	+10	41-44
	45-48	0	+10	+5	+20	+10	+15	+5	45-48
	49-52	0	+5	0	+15	+5	+10	0	49-52
	53-56	-5	0	0	+10	0	+5	0	53-56
	57-60	-10	0	-5	+5	0	0	-5	57-60
	61-64	-15	-5	-5	0	-5	0	-5	61-64
	65-68	-20	-5	-10	0	-5	-5	-10	65-68
	69-72	-25	-10	-15	-5	-10	-5	-15	69-72
	73-76	-30	-25	-20	-10	-15	-10	-20	73-76
	77-80	-35	-30	-25	-15	-20	-15	-25	77-80
	81-84	-40	-35	-30	-20	-25	-20	-30	81-84
	85-88	-45	-40	-35	-25	-30	-25	-35	85-88
	89-92	-50	-45	-40	-30	-35	-30	-40	89-92
	93-95	-55	-50	-45	-35	-40	-35	-45	93-95
UM	96-97	-75	-60	-65	-55	-60	-55	-65	96-97 UM
UM	98-99	-100	-85	-90	-80	-85	-80	-90	98-99 UM
UM	100	-125	-110	-115	-105	-110	-105	-115	100 UM
Range Mod UM = Unmodified Roll Touching +30 0' - 10' +10 11' - 50' 0 51' - 100' -10 101' - 300' -20 301' - up -30									

BASE ATTACK ROLL MODIFICATIONS

A/D	Category	Effect	Notes
A	Level of Spell Caster	+1 per level	Pure and hybrid spell users only.
A, D	Spells	± (variable)	Depends on specific spell.
A, D	Items	± 5 per bonus	±1 if a 3-18 system is used.
D	Race	± (variable)	E.g., Demons, Dwarves, Dragons, etc.
D	Full Cover	-20	Detected, but not sighted.
D	Partial Cover	-10	Less than half of target sighted.
D	Static Target	+10	Applies only if no cover.
A,D	Range	-30 to +30	See Base Attack Table.

RESISTANCE ROLL MODIFICATIONS

A/D	Category	Effect	Notes
A	Base Attack Roll Modification	-125 to +70	Apply result from SL Base Attack Table.
A, D	Spells	± (variable)	Depends on specific spell.
D	Items	±5 per bonus	±1 if a 3-18 system is used.
D	Race	± (variable)	E.g., Demons, Dwarves, Dragons, etc.
D	Willing Target	-50	Target wants the spell cast at/on him.
D	Same realm	+15	Target's spell realm is the same as the spell's realm.
D	Target's Stat Bonus	-25 to +35	For Essence use Empathy (intelligence); for Channeling use Intuition (wisdom); for Mentalism use Presence (charisma).

RESISTANCE ROLL TABLE

Target Level	Attack Level *																Target Level
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	> 15 *	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	*	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	*	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	*	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	*	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	*	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	*	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	*	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	*	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	*	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	*	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	*	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	*	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	*	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	*	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	*	15
> 15 **	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	> 15

* The Attack Level is the level of the spell/psion caster.

** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.

RULES INDEX

- Adding Flavor
 to Magic 69-70
 Casting 70
 Compare Descriptions ... 69
 Criticals for Non-
 Attack Situations 70
 Feel 70
 Form 70
 Sound 70
 Arcane Magic 11
 Attack Tables 254-260
 Cold Ball Attack
 Table 259
 Fire Ball Attack Table ... 260
 Fire Bolt Attack Table 257
 Ice Bolt Attack Table 256
 Lightning Bolt
 Attack Table 258
 Shock Bolt
 Attack Table 254
 Water Bolt
 Attack Table 255
 Ball Spells 49
 Base Attack Spells 37-38
 Base Attack Roll 38
 Base Attack Table 38
 Cover and Situation 38
 Effects of the Base
 Attack Roll 38
 Items and Spells 38
 Modifications to the
 Base Attack Roll 38
 Race or
 Unusual Material 38
 Resistance Roll
 Modification 39
 Spell Failure 39
 Unmodified Rolls 38
 Base Casting Roll 37
 Spell Failure 37
 Base Items 54-55
 Objects 55
 Potions 55
 Rune Paper 55
 Casting Spells 30-32
 Channeling 30
 Essence 30
 Hybrid 31
 Mentalism 31
 Spell Visibility 32
 Channeling Skill 64-67
 Burnout Due
 to Channeling 66
 Transmitting Power
 Points 65
 Transmitting Spells 65
 Channeling Spells ... 89-143
 Critical & Fumble
 Result Key 44-45
 Critical Result Key ... 44-45
 Critical Tables .. 261-265, 266
 Cold Critical Table 261
 Creature Critical
 Strikes 266
 Electricity Critical
 Table 262
 Heat Critical Table 263
 Impact Critical Table ... 264
 Defensive Spells 45
 Definitions 9
 Definitions of
 Spell Terms 49-50
 Developing Skill Ranks
 for Spell Lists 19
 Die Rolling Conventions ... 7
 Directed Spells 49
 Dreams: Symbols, Sources
 and Locales 81-82
 Location and Dreams .. 82
 Realm Sources
 and Dreams 81
 Elemental Attack Rolls ... 40
 Elemental Attack
 Spells 40-44
 Area Spells 42
 Caster Modifications ... 41
 Critical Strike Results ... 43
 Critical Strikes 42
 Elemental Attack Rolls .. 40
 Large and Super-Large
 Creatures 43
 Large Creature
 Critical Strikes 43
 Result Determination ... 42
 Slaying Criticals 43
 Spell Failure 42
 Super-Large Creature
 Critical Strikes 43
 Target Modifications ... 41
 Entities (Demons, Elementals,
 Spirits, etc.) 82-83
 Contacts 83
 Summoning 82
 Essence Spells 144-198
 Evil Spell Casters 17
 Extra Base Lists 22
 Force Spells 45
 Fumble Result Key 44-45
 GM Notes 64-71
 Adding Flavor
 to Magic 69
 Healing 70
 Magic and Skills ... 64-69
 Spells and
 Personal Aura 64
 Healing 70
 Healing Spells 45
 Hybrid Spell Casters 16
 Astrologer 16
 Mystic 16
 Sorcerer 16
 Informational Spells ... 46-47
 Dispelling Residual
 Essence 47
 Traces in the Essence ... 47
 Item Creation 54-63
 Base Items 54
 Bonuses 57
 Charged Items: Wands,
 Rods, Staves 58
 Constant Items 59
 Creating the Base Item .. 54
 Daily Items 59
 Enchanting an Item 55
 Imbedding Spells 58
 Intelligence and Will .. 55
 Lord Research 62
 Making Artifacts 62
 Normal Imbedding 58
 Researching Imbed
 Spells 59
 Special Enchantment .. 58
 Special Item Creation ... 63
 The Cost of Making
 Magic Items 60
 Learning a Portion
 of a List 21
 Lord Research 62
 Magic Items 32-34
 Imbedded Spell Items ... 34
 Power Point
 Multipliers 32
 Restrictions 33
 Spell Adders 32
 Mentalism Spells ... 199-253
 Mind/Mental Spells 49
 Non Spell Casters
 Fighter 18
 Rogue 18

Thief	18	Expanded Spell		Illusionist	15
Warrior Monk	18	List Availability	23	Lay Healer	16
Non-Attack Spells	37	Faster Casting from Items	34	Magician	15
Base Casting Roll	37	Faster Instantaneous		Mentalist	16
Spell Failure	37	Spells	30	Seer	16
Options		Flamboyant Gestures ...	31	Realm Magic	12-14
All Spells have Visible		Flamboyant Incantations ..	31	Arms	14
Casting Effects	32	Illusion as an Art Form ..	48	Channeling	12
Base Power Points	29	Imbedded Spell		Essence	12
Base Spell Casting		Casting Time	60	Future Magic	14
Level Based on		Instant Casting		Hybrid Magic	13
Power Points Used ...	26	from Items	34	Mentalism	13
Channeling Burnout		Known Spells Give		Resistance Rolls	39-40
When Using		ESF Bonus	34	Critical Hit Tables	40
Spell Law	66	Limiting Alchemy	63	Items and Spells	39
Charge Depletion Roll ..	58	Limiting Spell		Minimum Result Spells ...	40
Complete Lists		Combinations by		Modifications from	
Availability	24	Spell Class	84	the BAR	39
Controlled		Limits on Magical Rings ..	59	Race or	
Subconscious	49	Limits on Spell List		Unusual Material	39
Creation of Items by		Availability	22	Result/# failure	40
Non-Spell Users	63	Non Random Spell		Special Attack Spells ...	39
Elemental Spell Casting		Acquisition by		Stat Bonus	39
Level Based on Power		Individual Spells	22	The Resistance	
Point Used	26	Non Random Spell		Roll Table	40
ESF F Casting		Acquisition by		Willing Targets	39
in a Helm	36	List Portions	22	Ritual Magic	11
ESF For Casting		Power Point Development		Semi-Spell Users	
in Armor	36	(ChL Option 16)	67	Bard	16
ESF For Casting with		Quick Instantaneous		Monk	17
No Free Hand	36	Spells	30	Ranger	16
ESF for Exceeding		Spell Mastery and Lists ..	68	Skills and Magic	64-69
Weight Limits on		Spell Mastery and		Attunement	68
Transport Spells	36	Similar Spells	68	Channeling	64
ESF for		Spell Mastery Ranks		Lore, Magical	67
Overcasting Spells	35	Give ESF Bonus	35	Meditation	67
ESF for Rushed		Taking Extra Time	30	Runes	67
Spell Casting	35	Percentile Rolls		Spell List Acquisition ...	68
ESF or Casting While		1-100 Roll	8	Spell Mastery	68
Carrying Prohibited		High Open-ended Roll ...	8	Staves and Wands	68
Amounts of Equipment .	36	Low Open-ended Roll ...	8	Spell Casting	25-27
ESF Penalty for		Non-"1-100" Rolls	8	Casting Level	25
Casting Spells Not		Open-ended Roll	8	Casting Requirements ...	25
Normally Learned	35	Unmodified Rolls	8	Spell Description Key ...	50-51
Evil Spell Users		Phantasms & Illusions ...	47-48	Spell Gain Roll	20
as Hybrid Spell		Discovering an Illusion ...	47	Spell List Classifications .	14
Caster Professions	17	Tactile Illusions	48	Base Spell Lists	14
Evil Spell users as Non-Spell		Power Points	27-29	Closed Spell Lists	14
Caster Professions	18	Hybrid Power Points ..	28	Evil Spell Lists	14
Evil Spell Users as		Miscellaneous	29	Open Spell Lists	14
Non-Archetype Pure		Proto-magic	11	Spell Notes	72-88
Caster Professions	17	Pure Spell Casters		"Changing" Spells	84
Evil Spell Users as Semi-Spell		Alchemist	15	"Path" Spells	86
Caster Professions	18	Animist	16	"Sticky" Elemental	
Evil Spell Users as		Cleric	15	and Phantasm/	
Unique Pure		Healer	16	Illusion Spells	87
Caster Professions	17				

Alchemist Base Lists	83	Spell Research	52-54	ESF Mods Due to	
Attacks Against Items and		Definition of List	53	Equipment Carried ...	36
Material Integrity ...	76-77	Definition of Realm	52	ESF Mods Due to	
Bard Spells	83	Determination of		Helmet Worn	36
Canceling a Spell	84	Spell Level	53	ESF Mods Due to	
Cold	74	Eligibility to Research ...	52	Spell Level	35
Cold Criticals	72	Limitations	52	Expanded Spell List	
Combining Spell Effects ..	84	Requirements of		Availability	23
Conflicting Spell Effects ..	84	Spell Research	53	Healing Recovery	
Curses and Diseases	84	Researching Spells Not		Chart	71
Death and Lifegiving ..	84	on Known Lists	53	Heating & Cooling	
Dreams: Symbols,		Researching Spells on		Critical Table	78
Sources, and		Known Lists	53	Helm & Shield	
Locales	81-82	Successful Research	53	Modifications	41
Electricity Criticals	73	Spell Types	45-49	Item Characteristics	
Elemental Spells	72	Ball Spells	49	Chart	60
Encumbrance Limits for		Defensive Spells	45	Master Stat Table	28
Movement Spells	85	Directed Spells	49	PP Stat Realm	27
Entities (Demons,		Force Spells	45	Resistance	
Elementals, etc.) ...	82-83	Healing Spells	45	Modifications	39
Fatal Channeling		Informational Spells ...	46	Resistance Roll	
Projections	85	Mind/Mental Spells ...	49	Modifications	269
Fire	74	Phantasms & Illusions ...	47	Resistance Roll Table	269
Good, Evil,		Subconscious Spells ...	49	Results from	
Dark & Light	83	Utility Spells	48	Will Contest	56
Haste and Speed Spells ...	86	Spell User		Sample Herbs	70
Heat Criticals	74	Classifications	15-18	Spell Failure Table	265
Heating and		Evil Spell Casters	17	Spell Lists Restrictions ...	21
Cooling Items	78-79	Hybrid Spell Casters	16	Structural Critical	
Herb & Plant Spells ...	86	Non Spell Casters	18	Damage	76
Ice	75	Pure Spell Casters	15	Temperature Points	
Impact Criticals	74	Semi-Spell Users	16	Table	79
Invisibility	80	Subconscious Spells ...	49	Time To Research	53
Lightning	75	Tables		The Cost of Making	
Multiple Targets	86	BAR Cover & Situation ..	38	Magic Items	60-62
Permanent Spells	87	BAR Range		Distributing Time	
Repeated Spell Attempts ..	87	Modifications	38	Costs	62
Shock	75	Base Attack Roll		Material And Money ...	62
Slaying Criticals		Modifications	269	Required Spell	
for Spells	87	Base Spell		Casting Costs	62
Special Spell Effects ...	78	Attack Table	268	Time Cost	60
Stun Relief and		Black Channels	85	Time Required to	
Awakening Spells	87	Critical Strikes Table ...	43	Cast a Spell	29-30
Variability of		EAR Cover & Position ..	42	Class I Spells	30
Spell Duration	87	EAR Range		Class II Spells	30
Variability of Spells		Modifications	41	Class III Spells	29
of the Same Name ...	88	Elemental Attack Roll		Types of Magic	11-12
Wall and		Modifications	267	Arcane Magic	11
Similar Spells	88	Entities Table	82	Proto-magic	11
Water	75	ESF Mods Due		Ritual Magic	11
		to Armor Type	36	Utility Spells	48

SPELL INDEX

Absolution ... 110, 116, 140, 193	Anticipations I, III, V 232	Blur Vision 231, 243, 245
Absolution Pure .. 116, 140, 193	Anticipations True ... 200, 232	Body Reins 183
Ache 198	Armor I, II, III, IV 165	Body Renewal 184
Afterthoughts 105, 141	Arterial Repair 220	Body Shifting 183
Aggravated Thief 253	Artificial Flesh 225	Boil Liquid 178
Agony 198	Artificial Flesh True 225	Boil Water 211
Aim True 148	Assassination 253	Boil/Freeze Water 246
Aim Untrue I 161, 201	Assault 253	Bone Death 188
Aim Untrue II, III 161	Assessment True 239	Bone Law 101
Aim Untrue Organic 114	Asthma 142	Bone Lore 101, 221
Aiming 148	Attack Avoidance 201	Bone Mastery 221
Air Stop I 182, 190, 210, 244	Audio Attack 231	Bone Regeneration ... 124, 221
Air Stop II, X 182, 190	Audio Control 231	Bone Regeneration True ... 124
Air Stop V 210, 244	Aura 93	Bone Transplant 221
Airwall 90, 182, 210, 244	Aura Blaze 135	Bone Ways 124
Airwall True 90, 210, 244	Awake 183, 204	Bowbreak 217
Alkar 93	Awake True 204	Brain Regeneration 107, 224
Amnesia 243	Awakening 91, 127, 222	Brain Repair 126
Amnesia True 243	Awareness 136, 206, 230	Break Limb 188
Analysis 145	Awareness III 236	Breeze Call 99
Analyze Symbol 109	Awareness True 230, 236	Breezes 182
Analyze Symbol True ... 109	Balance 151, 183, 216	Call Cold I, II, V 179
Animal Call 110	Banishment 193, 251	Call Flame I, II, V 178
Animal Empathy 95, 110	Banishment True 251	Call Rain 181, 246
Animal Facade 114, 130	Barrier Law 90	Calm 227
Animal Form 114, 130	Barrier Pit 90	Calm I, III, IV, V, X 102
Animal Form True .. 114, 130	Beacon 135, 174, 202	Calm Song 238
Animal Location 110	Beacon V 180	Calm Song True 238
Animal Mastery 110	Beacon X 180	Calm Spirits 102
Animal Mastery I, III, V ... 95, 110	Beauty of Arraer 139	Calm True 102
Animal Mastery True 95	Befriending 110	Calm Water 181, 189, 211, 246
Animal Sense I, III, V 235	Bending 207	Calm Water
Animal Sense True 235	Black Channel I, II 140, 188	True 181, 189, 211, 246
Animal Sight I, III, V 235	Black Channel III 140	Camouflage 203
Animal Sleep I, III 110	Black Lore 105, 141	Camouflage True 203
Animal Summons I, III,	Black Lore Mastery 141	Cancel Channeling 155
V, X 110	Bladebreak 217	Cancel Essence 155
Animal Summons True . 110	Bladeturn I, II, III ... 161, 201	Cancel Mentalism 155
Animal Thoughts 130	Bladeturning Organic ... 114	Cancel True 155
Animal Tongues 95, 110, 132	Blank Thoughts 130	Cartilage Regeneration .. 124, 221
Animate Dead I, II,	Bless I, III 119, 128	Cartilage
III, IV, V, VI 143	Bless II 128	Regeneration True ... 124
Animation I, II, III,	Bless Tales 141	Cartilage Repair ... 101, 124, 221
IV, V, VI 225	Bless V 119	Cartilage Repair
Animation True 225	Blessing Analysis 141	True 101, 124, 221
Animist's Eye 112	Blind 174	Catatonia 250
Anti-Channels I, III,	Blinding 116, 135, 243	Catatonia True 250
V, VIII, X 120	Blood Disease Cures 123	Cause Cracks 197
Anti-Channels True 120	Blood Law 100	Ceiling Running 186
Anticipation 137	Blood Mastery 220	Ceiling Walking 186
Anticipation III 137	Blood Repair True 220	Chameleon 130
Anticipation True 137	Blood Repairs True 123	Change 158, 216, 247
Anticipations 200	Blood Ways 123	Change Lore 158
Anticipations 200	Blur 161, 172, 202, 203	Change Master 216

- Change to Kind 158, 216, 247
 Changing 158, 216, 247
 Changing Facade 172
 Changing Lungs ... 151, 216, 247
 Channel Opening I, II ... 117
 Channel Opening True .. 117
 Channeling
 Resistance .. 98, 153, 209
 Channeling
 Shield 98, 153, 209
Channels 116
 Channels I, III, V 116, 140
 Channels VIII, X 116
 Charge Rod 166, 169
 Charge Staff 166, 169
 Charge Wand 166, 169
 Charm Kind 164, 227
 Charm Song 238
 Charm Song True 238
 Cheating 253
 Chill Metal 179
 Chill Solid 179, 217
 Chills 142
 Circle Aflame 178
 Circle of Cold 179
 Clear Skies 99
 Clear Water 211
 Clear/Desalinate Water ... 246
Cloaking 203
 Clot I, III 208
 Clotting Curse 139
 Clotting I ... 100, 123, 184, 220
 Clotting III 100, 184, 220
 Clotting True ... 100, 184, 220
 Clotting V 123
 Cloud Mastery 210
 Cloud Shaping 244
 Clouds of Darkness 196
 Clouds of
 Darkness True 196
 Cold Ball I, II 179
 Cold Mastery 179
 Cold Resistance .. 119, 128, 204
 Cold Resistance True ... 204
 Cold True 179
 Coldarmor 147
 Coldarmor Sphere 147
 Collapse Lung 188
 Come 227
Communal Ways 117
 Commune I 117, 134
 Commune III 134
 Commune True 117, 134
 Concentration I, II, III, V ... 183
Concussion Mastery 222
Concussion's Way 91
 Condensation ... 181, 210, 244
Confusing Ways 243
 Confusion 164, 227, 243
 Constant 166, 169
 Contraction 216
 Contractions 183
 Control Demon I, II,
 III, IV, V 156, 195
 Control Demon VI 195
 Control Undead I, II,
 III, IV, V 143
 Controlling Song True 238
Controlling Songs 238
 Conveyance 145
 Conveyance True 145
 Cool Solid 179, 217
 Cool Solid I, II 248
 Corner Fires 178
 Corner Lightning Bolt ... 180
 Cornering I, III 186
 Correlation 212
 Correlation True 212
 Corridor 192
 Cracks 241
 Cracks Call
 ... 177, 192, 197, 217, 248
 Create Undead I, II,
 III, IV, V 143
 Create Undead True 143
Creations 103
 Crumble 217, 241
 Curse Analysis 92, 234
 Curse of Dake 139
 Curse of Shar Bu 139
 Curse Tales 105
Curses 139
 Curved Airwall 210
 Curved Wall 90, 177
 Curved Waterwall 211
 Cut Repair I
 ... 100, 123, 184, 208, 220
 Cut Repair III
 100, 123, 184, 220
 Cut Repair True 100, 220
 Daily I, III, V 166, 169
 Daily True 166
 Daily X 169
Damage Resistance 204
 Dark Absolution 140
 Dark Blinding 140
Dark Channels 140
Dark Contacts 194
 Dark Control II, V, X 196
Dark Lore 141
 Dark Lore I, II, III ... 105, 141
 Dark Sleep 140
 Dark Stunning 140
Dark Summons 195
 Dark Thoughts 139
Darkness 196
 Darkness I 130, 180, 202
 Darkness II, X 196
 Darkness True 196
 Darkness V 180, 202
 Darkvision ... 151, 187, 196, 215
 Darkvision True 187, 196
 Dazed 252
 Deafen 176
 Deafen Sphere 176
 Death Analysis 145
 Death Cloud I, II 182
 Death's Delving 145
 Death's Memory 205
 Death's Tale 117
 Death's Tale True 117
 Deflect I, II, III 201
 Deflect True 201
 Deflections I, II, III 161
 Deflections Organic 114
 Dehumidify 189
 Dehumidify True 189
 Dehydrate 189
 Dehydrate True 189
Delving 205
 Delving 145, 205, 234
Delving Ways 145
 Demon Mastery I,
 III, IV, V, VI 195
 Demon Mastery II ... 156, 195
 Demonic Gate I, II, III 121
 Demonic Possession
 I, II, III, IV 193, 251
 Deoxygenation I, II, V 190
 Deoxygenation True 190
 Desalination 211
 Detect Ambush I, II 132
 Detect Ambush True 132
 Detect Blessing 141
 Detect Channeling
 92, 146, 206
 Detect Curse
 ... 92, 105, 139, 205, 234, 239
 Detect Death 146
 Detect Detections 146
 Detect Essence ... 92, 146, 206
 Detect Evil 105, 146, 206
 Detect Good 141
 Detect Hate 105, 141, 206
 Detect Illusion
 175, 187, 215, 236
 Detect Illusion True ... 175, 215
 Detect Invisible
 92, 146, 175, 187, 206

Detect Life	92	Dull Mind I, II, III, IV, V, VI, VII, X	252	Feel True	230
Detect Mentalism	92, 146, 206	Ear Disruption	188	Feel-Taste-Smell	171
Detect Power	205, 239	Earth Empathy	95	Finding	136
Detect Spell	92, 146, 206	Earth Law	177	Finding I	104, 230, 236
Detect Traps	92, 146, 206	Earth Mastery	177	Finding III	104
Detect True	92, 146, 206	Earth to Dust I, X	197	Finding True ...	104, 136, 230, 236
Detect Undead	92	Earth/Mud	177, 192	Finding V	230, 236
Detecting Ways	146	Earth/Stone	177	Fire Armor	147
Detection Mastery	92	Earthwall	90, 177	Fire Ball	178
Detections	206	Earthwall True	90, 177	Fire Bolt I, III, V	178
Detections Holy	141	Edgerunning	186	Fire Law	178
Direction	136	Elemental Shields	147	Fire Mastery	178
Direction I, II	230	Elephantiasis	142	Fire Nerves	198
Direction True	136, 230	Emotions	228	Fire Starting	131
Disarm I, II	154	Empathy	165, 228	Firebolt I	244
Disease	142	Enchanted Rope	177	Firestorm	178
Disease Purification	96	Enchanting Ways	165	Fit Enchanted Materials ...	225
Disease Resistance I, II, III	96	Enlarge	158, 247	Fit Glass	225
Disillusion	175, 187, 215	Enlarge Self	158	Fit Normal Metal	225
Disillusion True	175, 215	Epilepsy	142	Fit Wood	225
Disintegration	197	Erosions	192	Flare	93, 135
Disintegration True	197	Essence Hand	148	Flattening	245
Disorientation	191	Essence Imbedding	166	Flesh Destruction	188
Dispel Channeling Sphere I, V, X	155	Essence Resistance	98, 153, 209	Flip I, III	185
Dispel Essence	155	Essence Shield ...	98, 153, 209	Flow Stoppage I, III	184
Dispel Essence Sphere I, V, X	155	Essence's Perceptions	149	Flow Stoppage True	100, 220
Dispel Mentalism Sphere I, V, X	155	Evaporation	211	Flowstop I, III, V	100
Dispelling Ways	155	Evaporation	246	Fluid Destruction	189
Displacement I, II, III	172, 203, 245	Evaporation I, II, III	189	Fly I, II, III	159, 214
Displacement IV	172	Evaporation True	189	Fly IV	214
Displacement V	245	Evasions	185	Fly True	159
Disruption I	197	Excommunication	139	Fog	181
Disruption II, V	188	Excommunication True	139	Fog Call	99
Disruption True	188	Extension II, III, IV	162	Fog I	210
Disruption X	188, 197	Extension True	162	Fog II	244
Distortions	191	Eye & Ear Regeneration	108	Fog True	210, 214
Distraction	231, 243	Eye Disruption	188	Fog V	210
Dodging I, III, V	185	Eye/Ear Repair	208	Fog X	210, 214
Dodging True	185	Facade I, II, III, V	172	Fog XXX	244
Domination	251	Facades I, II	203	Fogvision	187, 215
Door	248	Face Shifting	183, 216	Fogvision True	215
Dream I	117, 134, 200, 232	Face Shifting True	247	Following Fires	178
Dream II	232	False Image	172	Following Lightning Bolt	180
Dream III	117	Familiar	156, 195	Food Finding I, II	131
Dream Mastery	134	Far Mind Speech	229	Food Production I, II, V ...	103
Dreams I	141	Far Voice	133	Food Production True ...	103
Dreams II	134, 141, 200	Far Voice	133	Force Analysis III, IV, V, VI	194
Dreams III ...	134, 141, 200, 232	Fast Deoxygenation I, II ...	190	Force Information III, IV, V, VI	194
Dreams True	141	Fast Sprint	160, 218	Force Search III, IV, V	194
Dreams V	200	Fast Swim	218	Forget	191
		Fear	227, 243	Forget Experience II	249
		Fear's Song	238	Forget I, X	249
		Feel	230		
		Feel Mirage I, II, III, V ...	171		
		Feel Mirage True	171		

Forget True	249	Greater Extension	162	Herb Mastery	III
Forgetting Song	238	Greater Face Shifting	216	Herb Mastery	103
Form Master	216	Greater Hurling III	219	Herb Mastery II, III, V, X ...	111
Fracture Repair	184, 208	Greater Impersonation .	247	Herb Mastery True	111
Fracture Repair True	184	Greater Light Control	174	Herb Production	95
Freeze	130	Greater Location	146	Hesitation	226
Freeze Liquid	179	Greater Long Sense	236	Hide Tracks I, II,	
Freeze Water	189, 211	Greater Merging		V, X, XX	129
Friend Speech I, II	229	Organic	113	Hide Tracks True	129
Friendslayer	139	Greater Mind Voice	133	Hiding	245
Frost/Burn Relief I,		Greater Plant		Hiding True	245
II, III	91, 127, 222	Production	103	High Intelligence	165
Frost/Burn Relief IV ...	91, 222	Greater Poison		High Prayer	117, 134
Frost/Burn		Purification	96	Hold Kind	102, 164, 227
Relief True	127, 222	Greater Sound Control .	176	Hold True	164
Frost/Burn Relief V	127	Greater Staying II, III ...	219	Holding Song	238
Fumble	231, 243	Greater Telekinesis		Holy Bridge	116
Future Visions	232	II, III	219	Holy Presence	247
Gas Alteration	244	Greater Tree Door	113	Holy Shout	116
Gas Analysis	145	Green Tongue	139	Holy Vision	134
Gas Destruction	190	Grey Vision	142	Homicide	253
Gas Manipulation	210	Guess	104, 117, 137, 200	Hues	114, 130
Gas to Air	190	Guilt	193, 250	Hurling I	148, 219
Gas-Air	210, 244	Guilt True	250	Hurling II, III, IV	219
Gaslungs	151, 216	Guises	172	Ice Armor	147
Gate	121	Hallucination	231, 243	Ice Bolt I, III, V	179
Gate Cleaver	154	Hand of Fire	202	Ice Law	179
Gate Mastery	156	Hand of Fire True	202	Icewall I, II	90
Geas	227	Hard Wind	182	Illusion II, III,	
General I, II, III, IV	165	Haste I, III, V, X ...	160, 185, 218	V, VII, X	173, 207
Glow	202	Haste II	160, 218	Illusion IV	207
Golden Slumbers	116	Haste True	218	Illusion Mastery	173
Great Control	138	Hate Analysis	105, 141	Illusion True	173
Great Crack	192	Heal I, V, X	127	Illusions	207
Great Leap	186	Heal True	127	Illusions II, III, V,	
Great Merge	214	Healing I, V, X	91, 222	VII, X	150
Great Merging		Healing III, VII, XV	91	Illusionsight	237
Organic	94, 129	Healing XX	222	Imbed I, II, III,	
Great Shout	226	Hearing Loss	142	IV, V, X	166, 169
Great Song I	242	Heart Regeneration	108	Imbed True	166
Great Song True	242	Heart Repair	108	Imbed VI, VII	166
Great Song V	242	Heat Metal	217	Impair I, II, III, IV, V	198
Great Telekinesis	148	Heat Resistance ...	119, 128, 204	Impersonation	247
Great Vacuum	182	Heat Resistance True	204	Impersonation Facade ..	172
Great Vacuum I, II	190	Heat Solid	178, 217	Impersonation Voice	172
Greater Animal		Heat Solid I, II	248	Implosion	190
Production	103	Heat Stone	217	Inner Thoughts	228, 233
Greater Calm Water	189	Heatarmor	147	Inner Wall	128
Greater Darkness ...	196, 202	Heatarmor Sphere	147	Inner Wall I, II, III, V	212
Greater Demonic		Hemophilia	142	Inner Wall True	212
Contact	194	Herb Cleansing	111	Inner Walls	128
Greater Demonic		Herb Enhancement ...	103, 111	Inorganic Skills	167
Gate	156, 195	Herb Enhancement True	111	Insomnia	250
Greater Disease		Herb Finding I, III, V, X ...	111	Insomnia True	250
Purification	96	Herb Finding True	111	Instant Herbal Cures	111
Greater Dispel True	155	Herb Lore	95, 111	Intuition I, III, V, X	137

Intuition True	137	Lesser Traps	131	Location I, III, V	104, 146
Intuitions I	117, 200, 232	Lesser Utterdark	196	Location True ...	92, 104, 146
Intuitions II	200	Lesser Waiting Gate	156	Location X	104
Intuitions III, V, X	117, 232	Leukemia	142	Lock	154
Intuitions True	117, 200, 232	Levitation	159, 186	Lock Joint	188
Invisibility I, II ...	157, 203, 245	Levitation I, V, X	214	Lock Lore	154
Invisibility Sphere I ...	157, 245	Life Analysis	92	Lock Mastery	154
Invisibility Sphere II, III ...	157	Life Lore	105	Lockbreak	217
Invisible Ways	157	Life Lore True	105	Lofty Bridge	159
Ironsight	187, 237	Life Mastery	118	Lofty Movements	94
Item Analysis	205, 239	Life Typing	92	Long Calm	102
Item Analysis II,		Lifegiving I, II, III, IV, V ..	118	Long Control	231
III, V, VII	239	Lifegiving True	118	Long Dive	214
Item Analysis True	239	Lifekeeping	118	Long Door I, III, V ...	159, 213
Item Assessment	239	Lifekeeping III, IV	118	Long Ear	236
Item Feel	205	Light Control I, V, X	174	Long Ear I, II	149
Item Lore	239	Light Control True	174	Long Eye I, II	149, 237
Item Lore	205	Light Eruption	135, 202	Long Eye III	149
Item Vision	134, 205, 234	Light I	93, 130, 180, 202	Long Mind Store	236
Jamming	154	Light II	93, 135	Long Mind Typing	236
Jewel and Metal		Light III	93	Long Sense	236
Assessment	239	Light Law	180	Long Sense True	236
Joining	100, 101, 106, 107,	Light Lore I, II, III	105	Long Stun Relief	91, 222
	123, 124, 125, 126,	Light Mastery	180	Long Veracity	233
	220, 221, 223, 224	Light Mirage	174	Long Whisper	242
Joining True	100, 101, 106,	Light Molding	174	Long Whisper III, V	242
	107, 123, 124, 125, 126,	Light V	93, 180, 202	Long Whisper True	242
	220, 221, 223, 224	Light VI	135	Loosen Earth	177, 192
Joint Repair	101, 124, 221	Light X	93	Lord Aim	148
Joint Repair True ..	101, 124, 221	Light/Sound Mirage	207	Lord Aura	135
Jolts I, III, V	191, 226	Lightarmor	147	Lord Calm	102
Jolts X	226	Lightarmor Sphere	147	Lord Channels	116
Landing	159, 186	Lightning Armor	147	Lord Confusion	243
Landing True	186, 214	Lightning Bolt	174	Lord Dream	232
Language Lore	240	Lightning Bolt I, V	180	Lord Dreams	134
Leaping	159, 214	Lightning Bolt III ..	174, 180	Lord Forget	249
Leaping I, III	186	Lightning Call	93	Lord Heal	127
Learn Language II, III, V ..	240	Light's Way	93	Lord Herb Finding	111
Learn Language True	240	Limb Death	188	Lord Leaving	213
Learning of Mins	139	Limb Pain	188	Lord Location	104, 136
Leaving I	159, 186, 213	Limb Preservation	100, 101,	Lord Potion	168
Leaving III	159, 213		106, 107, 221, 223	Lord Research	109, 152
Leaving True	213	Limb Regeneration	208	Lord Rune	152
Leaving V	213	Limbrunning	94, 113, 129	Lord Rune Paper	170
Leprosy	142	Limbwalking	94, 113, 129	Lord Sleep	164
Lesser Animal		Liquid Alteration	246	Lord Spell Hold	163
Production	103	Liquid Analysis	145	Lord Summons	121, 156
Lesser Cloaking	110	Liquid Manipulation ...	211	Lord Symbol	109
Lesser Darkness	196	Liquid-Gas Skills	168	Lord Teleport	159
Lesser Demonic Contact ...	194	Liquid-Water	246	Lord Unpresence	175
Lesser Demonic		Listen I, II, III, IV	149	Lord Unsymbol	109
Gate	156, 195	Listen True	149	Lord Voice	133
Lesser Dispel True	155	Living Change	158	Lore	105
Lesser Illusions	150	Living Gauge	99	Lores	240
Lesser Plant Production ...	103	Locating Ways	104	Lost Experience	191
Lesser Ranging	162	Location	92, 136, 206	Lost Experience I	249
				Low Intelligence	165

- Lung Repair 108
 Lying 253
 Magic Lock 154
 Major Allergy 142
 Major Ear
 Repair 108, 126, 224
 Major Eye
 Repair 108, 126, 224
 Major Fracture
 Repair 101, 124, 221
 Major Fracture
 Repair True 101, 124, 221
 Major Nerve
 Repair 107, 126, 224
 Major Nerve
 Repair True 107
 Major Pain 191, 226
 Major Poison 168
 Major Traps 131
 Major Ultrasonics 176
 Major Vacuum 190
 Major Vessel Repair 100
 Major Vessel
 Repair I, III 123
 Make Alloys 167
 Make Eog 167
 Make Rod 170
 Make Staff 170
 Make Steel 167
 Make Wand 170
 Make/Work 167
 Malaria 142
 Mannish Scale 151
 Mass Aim Untrue 161
 Mass Analysis 145
 Mass Animal
 Calming I, III 102
 Mass Aura 93
 Mass Balance 151
 Mass Bladeturn 161
 Mass Blood Repair 100
 Mass Blur 172
 Mass Calm 102
 Mass Cartilage Repair ... 101
 Mass Change 158
 Mass Clotting 100, 123
 Mass Coldarmor 147
 Mass Confusion 191
 Mass Cut Repair 123
 Mass Deafening 176
 Mass Deflections 161
 Mass Disruption 197
 Mass Distraction 243
 Mass Earth to Dust 197
 Mass Enlarge 158
 Mass Facade I 172
 Mass Feel 230
 Mass Fire Nerves 198
 Mass Flow Stoppage 100
 Mass Gaslungs 151
 Mass Haste 160
 Mass Heatarmor 147
 Mass Invisibility 157
 Mass Leaving 159
 Mass Light 93
 Mass Lightarmor 147
 Mass Long Door 159
 Mass Major
 Fracture Repair 101
 Mass Merging 158
 Mass Mind Shock 191
 Mass Minor
 Fracture Repair 101
 Mass Misfeel 175
 Mass Muscle
 Repair 106, 125
 Mass Nerve
 Regeneration 126
 Mass Nerve
 Repair True 107
 Mass Nightvision 151
 Mass Pain 191, 198
 Mass Powder Stone 197
 Mass Quiet 97
 Mass Repair True 106
 Mass Repairs True 125
 Mass Run 160
 Mass Shatter Repair 101
 Mass Sign 152
 Mass Silence 176
 Mass Smell/Taste 171
 Mass Soundwalls 97
 Mass Speed 160
 Mass Summons 121, 156
 Mass Teleport 159
 Mass Tendon
 Repair 106, 125
 Mass True Healing 91
 Mass Undisease 96
 Mass Unminding 191
 Mass Unpoison 96
 Mass Unseen 157
 Mass Utterlight 93
 Mass Vibrations I, III ... 148
 Mass Vision 151
 Mass Watch 237
 Mass Water Production ... 103
 Mass Waterlungs 151
 Mass Watervision 151
 Mass Word 164
 Master of Kind 164, 227
 Master of Movement ... 214
 Mastery 95, 110
 Mastery True 110
Matter Disruption 197
 Measure 225
 Medium Intelligence ... 165
 Meld Wall 177
 Meld Walls 90
 Melt Ice 192
 Melt Solid 217
 Memory's Path 104
 Mentalism
 Resistance 98, 153
Mentalism/Channeling
 Imbedding 169
 Mentalist Ear 215
 Mentalist Ear True 215
 Mentalist Eye 215
 Mentalist Eye True 215
 Mentalist Tongue 229
 Merge True 214
 Merge with Mentalist ... 228
 Merging 158, 214, 245
 Merging Organic .. 94, 113, 129
 Merging True
 Organic 94, 113, 129
 Metal Analysis 145
 Metal Door 217
 Metal Fires 178
 Metalsight 237
Mind Attack 226
 Mind Blank I, III, V 249
 Mind Break 191, 227
Mind Control 227
 Mind Control True 227
Mind Death 249
 Mind Death 191
 Mind Death I, II, III, V ... 249
 Mind Death True 249
Mind Destruction 191
Mind Disease 250
 Mind Disease Cures 96
 Mind Disease
 Cures True 96
 Mind Disease True 250
Mind Domination 251
Mind Erosion 252
 Mind Erosion I, II, III, V ... 252
 Mind Erosion True 252
 Mind Invasion 251
 Mind Lock 251
 Mind Master 227
Mind Mastery 212
Mind Merge 228
 Mind Merge I, II 228
 Mind Merge True 228
 Mind Probe 228, 233
 Mind Resistance 209
 Mind Scan 228, 233
Mind Sense Molding 175

Mind Shield 98, 153, 209
 Mind Shock 191
 Mind Shout 138
 Mind Shout I, II, III 226
 Mind Shout True 226
 Mind Slave 251
 Mind Slave True 251
Mind Speech 229
 Mind Speech I, II ... 138, 229
 Mind Speech III 229
 Mind Speech True ... 138, 229
 Mind Store 136, 230, 236
Mind Subversion 253
 Mind Switch 228
 Mind Switch True 228
 Mind Tongue 247
 Mind Tongue I, II,
 III, IV 229
 Mind Tongue True 229
 Mind Typing
 136, 230, 233, 236
 Mind Typing True 230
Mind Visions 233
 Mind Voice I, V, X 133
 Mind Voice True 133
Mind's Door 213
 Mind's Door I, II 213
 Mind's Door True 213
 Mind's Lore I, V 240
 Mind's Lore True 240
 Mind's Song 241
 Minor Allergy 142
 Minor Brain Repair .. 107, 224
 Minor Darkness 196
 Minor Ear Repair ... 108, 126
 Minor Ear/Nose Repair .. 224
 Minor Eye
 Repair 108, 126, 224
 Minor Finding 230, 236
 Minor Fracture
 Repair 101, 124, 221
 Minor Fracture
 Repair True 101, 124, 221
 Minor Irritation Relief ... 91
 Minor Long Door 213
 Minor Mind Speech 138
 Minor Nerve
 Repair 107, 126, 224
 Minor Nerve
 Repair True 107
 Minor Pain 191, 226
 Minor Poison 168
 Minor Sense Control 231
 Minor Ultrasonics 176
 Minor Vessel
 Repair 100, 123, 220
 Mirages 243
 Mirrormind 212
 Misfeel 175, 212, 247
 Misfeel Calling ... 175, 212, 247
 Misfeel Kind ... 175, 212, 247
 Misfeel Power 212, 247
 Misfeel Power I, III, V, X .. 175
 Misfeel True 175, 247
 Mistform 216
 Mold Glass 225
 Mold Metal 217
 Mold Normal Metal 225
 Mold Solid 217, 248
 Mold Stone 217
 Mold Wood 225
Monk's Bridge 186
 Monk's Bridge 186
 Monk's Move True 185
Monk's Sense 187
 Monksense 187
 Monksight 187
Movement 214
Moving Ways 129
 Mud/Earth 177
 Multiple Doses 168
 Muscle Death 188
Muscle Law 106
 Muscle Lore 106
Muscle Mastery 223
 Muscle Regeneration
 106, 125, 223
 Muscle Regeneration
 True 223
 Muscle Repair 125
 Muscle Repair I 106, 223
 Muscle
 Repair III .. 106, 125, 223
 Muscle Repair
 True 106, 125, 223
 Muscle Transplant 223
Muscle Ways 125
 Muscle/Tendon Lore 223
 Muscle/Tendon
 Repair 184, 208
 Muscle/Tendon
 Repair True 184
Mystical Change 247
 Nasal Repair 108
 Nasal Repair 126
 Nature's
 Awareness I ... 95, 112, 131
 Nature's Awareness III ... 112
 Nature's Awareness True ... 131
 Nature's Awareness
 V 95, 112, 131
 Nature's Eye I, II, III 112
 Nature's Form True 114
Nature's Guises 130
Nature's Law 95
Nature's Lore 112
Nature's Movement 113
Nature's Protection 114
Nature's Way 131
Necromancy 143
Nerve Law 107
 Nerve Lore 107
 Nerve Regeneration ... 107, 224
 Nerve Repair 208
 Nerve Repair True ... 126, 224
 Nerve Stun 231
 Nerve/Organ Lore 224
Nerve/Organ Mastery ... 224
 Neurosis 193, 250
 Neutralize Curse
 I, II, III 120
 Neutralize Poison ... 184, 204
 Neutralize Poison
 True 184, 204
 New Blood 123, 220
 New Gate 154
 Nightsight 237
 Nightvision 132, 151, 187,
 196, 215
 Nightvision Curse 139
 Nightvision True 215
 No Sense 245
 Nondetect 245
 Nose Regeneration 108
 Numbing 224, 231
 Nutrient Conjures I, III ... 103
 Nutrient Conjures True .. 103
 Observation 212
 Observation True 212
 Opening I, II 154
Organ Law 108
 Organ Lore 108
 Organ Preservation 224
 Organ Regeneration 108,
 126, 208, 224
 Organ Repair ... 108, 126, 224
 Organ Repair True 108
 Organ Transplant ... 108, 224
Organ Ways 126
Organic Skills 170
 Origins ... 134, 205, 234, 239
 Origins True 134, 239
 Outdoor Trap
 Detection 112, 131
 Oxygenation 210, 244
 Pain 198
 Pain Relief I 184, 208
 Pain Relief II 184, 208
 Pain Relief True 208

- Pang 198
 Panic 193
 Panic's Song 238, 250
 Parallel Reality 243
 Paralysis Cures 107, 126
 Paralysis Cures True 126
 Paralyze I, III, V 226
 Paranoia 193, 250
 Paranoia True 250
 Part Water 181
 Passing 158, 214, 247
 Passing Lore 132
 Passing Organic 113
 Passing True 214
 Past Hold 205
 Past Store 234
 Past Truth 233
 Past Vision I, II, III, IV ... 205
 Past Vision True 205
Past Visions 234
Path Mastery 132
 Path Tale 132
 Path True 132
 Pathfinding I, V 104, 132
 Pathfinding III 104
 Pathfinding True 104
 Pathfinding X 104
 Pathfinding XX 132
 Pathlore 132
 Paths True 104
 Perceive Power I .. 92, 146, 206
 Perceive Power II 92, 206
 Perceive Power III ... 146, 206
 Perceive Power True 206
 Permanent 162
 Petrification 188
 Phantasm I, II,
 III, V 150, 173, 207
 Phantasm IV 150, 173
 Phantasm True 173
 Phantasm X 150, 173
 Phobia 250
 Phrase 164
Physical Enhancement... 151
Physical Erosion 198
 Plague 142
 Plant Animation 115
 Plant Control I, III 95, 115
 Plant Control True 115
 Plant Control V 115
 Plant Facade 114, 130
 Plant Form 114, 130
 Plant Form True 114, 130
 Plant Growth II,
 III, V, X 115
 Plant Growth True 115
 Plant Location 115
 Plant Lore 95, 115
Plant Mastery 115
 Plant Tongues 95, 115, 132
 Pneumonia 142
 Poison Analysis 92
 Poison Lore 105
 Poison Purification 96
 Poison Resistance I,
 II, III 96
 Poisons True 168
 Portal 159
 Portal True 159
 Potion I, II, III, IV,
 V, VII, IX, X 168
 Powder Stone I, X 197
 Powder Stone true 197
 Power Analysis 145
 Power Analysis True 145
 Power Lore 205, 234
 Power Typing 92, 206
 Prayer I, III 119, 128
 Prayer II 128
 Prayer V 119
 Precipitation Call 99
Presence 230
 Presence .. 136, 149, 212, 230,
 236
 Presence Mirage 175
 Presence True 230
 Preservation I, II, III, IV 118
 Private World 231
 Projected Light . 93, 135, 174,
 180, 202
Prosthetics 225
 Protection from
 Elements 114, 128
 Protection I, II, III 98, 153, 209
 Protection IV 98, 153
 Protection Sphere I, II 98, 153
 Protection V 98, 153, 209
Protections 119
 Protections Sphere I,
 III, V 119
 Protections True 119
 Psychosis 250
 Psychosis True 250
 Purification True 96
Purifications 96
 Quake 192
 Quest 164
 Question 5138, 193, 227
 Question I, III 2533
 Quiet I 97, 241, 245
 Quiet III, V 97
 Rabies 142
 Rain Call 99
 Rain Prediction 99, 112
 Rain/Snow 179
 Ranging I, II, III, IV, V ... 162
Rapid Ways 160
 Ready Merge 133, 228
 Ready Merge True 228
 Re-aiming 161
 Re-aiming True 161
 Recall 212, 240
 Rechanneling 120
 Reduce Power
 Emanations 175
 Regeneration I,
 II, III 91, 127, 222
 Regeneration True 125, 208
 Regeneration V 91
 Regulations 123, 220
 Remove Curse 120
 Renewal True 184
 Repel Undead True 120
 Repel Undead V, IX,
 XII, XV 120
Repulsions 120
 Rereturning 94, 116
 Research 165, 166, 169
 Resist Cold 147
 Resist Cold Sphere 147
 Resist Elements 114
 Resist Heat 147
 Resist Heat Sphere 147
 Resist Light 147
 Resist Light Sphere 147
 Resist Poison .. 151, 184, 204
 Resistance I, III 119, 128
 Resistance II 128
 Resistance True .. 98, 153, 209
 Resistance V 119
 Resolve 212
 Resolve True 212
 Restoration 118
 Restoration True 118
 Returning 116
 Reuniting 126
 Reversal True 163
 Reverse Spells 163
 Reverse Winds 182
 Room Feel I, II, III, IV ... 200
 Run 218
 Run I, III, V 160
 Run True 186
 Rune I, II, III, V, VI,
 VII, VIII, IX, X 152
Rune Mastery 152
 Rune Paper I, II, III,
 V, VII, X, XIII, XVI ... 170
 Rune Paper True 170

Running Death	139	Sign of Paralysis	152	Sound Mirage	176
Running True	129	Sign of Shock	152	Sound Molding	176
Sandrunning	113, 129	Sign of Sleep	152	Sound Projection	242
Scent	187, 215	Significance	239	Sound/Light Mirage	150
Scent True	187	Significance True	239	Sounding	97, 151
Schizophrenia	250	Signs	172	Sounding II, V	242
Schizophrenia True	250	Silence	241	Sound's Way	97
Screens	245	Silence I	97, 176, 241	Soundwall I, V	97
Sea Curse	139	Silence II	176	Spasm	198
Sea Storm	181	Silence III	241	Speech I, II, III	97, 138
See Invisible	206, 237	Silence True	241	Speech True	97, 138
Seer's Analysis	236	Silence V, X	97, 176	Speed	218
Self Aura	135, 202	Silent Moves	130	Speed Growth	95
Self Healing	208	Silent Song	242	Speed Growth I, II,	
Self Joining	208	Skeletal Regeneration ...	221	III, IV	115
Self Keeping	183, 208	Skeletal Regeneration		Speed I, III,	
Sense Control	231	True	124	V, X	160, 185, 218
Sense Control II,		Skin Death	188	Speed II	160, 218
III, IV, V	231	Skull Repair	101, 124, 221	Speed True	218
Sense Control True	231	Skull Repair		Spell Analysis	145
Sense Mastery	215	True	101, 124, 221	Spell Anticipation	137, 200
Sense Through Others ...	235	Sky Call	99	Spell Anticipation True ...	200
Sensory Deprivation	231	Slaying Song	238	Spell Anticipations	232
Sensory Merge	215, 235	Sleep	227	Spell Anticipations True ...	232
Sensory Merge II	235	Sleep Song	238	Spell Bending I, III	163
Sensory Merge True	235	Sleep Song True	238	Spell Bending True	163
Sensory Overload	231	Sleep V, VII, X	164	Spell Defense	98
Shade	130, 180	Sly Ears	151, 187, 215	Spell Deflect I, II, III	201
Shadow	114, 130, 172, 203, 245	Smell Mirage	171	Spell Enhancement	162
Shadow Forms	196	Smell Mirage True	171	Spell Hold I, III, V, X	162
Shadow Mentalist I, II ...	203	Smelling Loss	142	Spell Hold True	163
Shadow Mystic	245	Soft Structure Repair ...	223	Spell Reins	163
Shatter	192, 197, 248	Soft Structure		Spell Resistance	209
Shatter Blast	241	Repair True	223	Spell Shield II ..	98, 153, 209
Shatter Repair	101, 124, 221	Solid Alteration	248	Spell Shield True	98, 153, 209
Shatter Repair True	124	Solid Destruction	192	Spell Store	152, 162
Shelter Finding I, II	131	Solid Destruction True ...	192	Spell Typing	206
Shield	161, 201	Solid Door	217	Spell Wall	153
Shield Mastery	161	Solid Door I, II	248	Spin	243
Shifting	216	Solid Door True	248	Spirit Mastery	164
Shifting	243	Solid Form	216	Spirit Mastery	164
Shock A, B, C, D, E	226	Solid Manipulation	217	Split Invisibility	157
Shock Bolt	93, 135, 202	Solid Tunnel	248	Split Invisibility Sphere ..	157
Shock Bolt I	174, 180	Solid Tunnel True	248	Sprain Limb	188
Shock Bolt III, V	180	Song II, III, V	242	Sprain Repair	106, 125, 223
Shout of Calming	102	Song of Coma	238	Sprint	218
Shout of Confusion	243	Song of Mastery	238	Sprint I, III, V	160
Shout of Panic	193	Song of Mastery True ..	238	Star Merge	133
Shout True	226	Song Sounding II,		Star Voice	133
Shrink	158, 247	III, IV, V, X	242	Star Voice True	133
Shrink Self	158	Song True	242	Starfinding	136
Sidevision	151, 187, 215	Sonic Law I, II, III, IV	241	Starfires	135
Sight Merge I, II, V	235	Sonic Law True	241	Starfires True	135
Sight Merge True	235	Soul Destruction	193	Starhand	135
Sight True	237	Sound Control	241	Starlights	135
Sign of Blinding	152	Sound Control I, V, X	176	Starpaths	134
Sign of Fear	152	Sound Control True	176	Starsense	136

- Staying I 148
 Staying II, III, IV, V ... 148, 219
 Staying True 148, 219
 Staying VI 219
 Stealing 253
 Sterilization 128
 Still Air 201
 Stone Analysis 145
 Stone Door 217
 Stone Fires 178
 Stone Lore 95, 205
 Stone/Earth 177, 192
 Stone/Earth/Mud 248
 Stone/Mud 177
 Stonerunning ... 94, 113, 129
 Stonesight 187, 237
 Stonespeech 95, 132
 Stonewalking 94
 Stonewall 90, 177
 Stonewall True 90, 177
 Storing 212
 Storm & Rain Prediction ... 131
 Storm Call 99, 182
 Storm Prediction 99, 112
 Stream Diversion 246
 Strength II, III, IV 183
 Strike I, III, V 171
 Study 247
 Study II, V 240
 Study True 240
 Stumble 243
 Stun Cloud I, II, IV 182
 Stun Cloud True 182
 Stun Relief 91
 Stun Relief I,
 III 127, 184, 204, 222
 Stun Relief True 127, 222
 Stun Relief V 127, 222
 Stun Song 238
 Stun Song True 238
 Stunning 116
 Subjugation 193
 Submerge Self 247
 Sudden Light 93, 174, 180
 Sudden Sound 176
 Sudden Sound Sphere ... 176
 Suggestion 138, 164, 227
 Suicide 253
Summons 121
 Summons I, II,
 V, X 121, 156, 195
 Summons III 121, 156
 Summons IV, VI,
 VII, VIII, XV 121
 Summons True 121
 Sunfire True 202
 Sunfires 202
Surface Ways 127
 Suspend Life 220, 224
 Suspicion 253
 Sustain Self 103
 Swimming 113, 129
 Swimming True 113, 129
 Swing I, III, V 185
 Symbol I, II, III, V,
 VI, VII, VIII, IX, X ... 109
Symbolic Ways 109
 Taste Mirage 171
 Taste Mirage True 171
 Taste/Smell mirage 150
 Tear Cloud I, II, V 171
Telekinesis 219
 Telekinesis I, II,
 III, IV, V 148, 219
 Telekinesis Mastery 219
 Telekinesis True 219
 Telekinesis VI 219
 Teleport I, III, V, X 159
 Teleport True 159
 Temperature Sphere 119
 Temperature Sphere II .. 119
 Tendon Lore 106
 Tendon Regeneration ... 106,
 125, 223
 Tendon Regeneration
 True 223
 Tendon Repair 125
 Tendon Repair I 106, 223
 Tendon Repair
 III 106, 125, 223
 Tendon Repair
 True 106, 125, 223
 Text Analysis 134
 Text Analysis I, II, III 145
 Thought Steal 228, 233
 Thoughts 228, 233
 Time Returning 137
Time's Bridge 137
 Tongue Rot 142
 Torment 198
 Total Muscle
 Regeneration 125
 Total Recall 212
 Total Tendon
 Regeneration 125
 Touch 187, 215
 Touch of Disruption 188
 Touch True 187
 Traceless Passing 129
 Tracking 132, 136
 Tracking True 132
 Tracks Ahead 132
 Tracks Analysis 132
 Tracks Lore 132
 Traction 186
 Trait Erosion I, II,
 III, IV, V 198
 Trait Erosion True 198
 Trait Subversion I, II,
 III, V, X 253
 Trait Subversion True ... 253
 Transferral 193, 251
 Transferral True 193, 251
 Transference 122
Transferring Ways 122
 Transmutation 217, 244,
 246, 248
 Trap Mastery 154
 Traplore 154
 Tree Door 113
 Tree Returning 113
 Tremors 177, 192
 Triad of Flame 178
 Triad of Ice 179
 Triad of Water 181
 True Armor 147
 True Aura 93, 202
 True Change 158
 True Charm 164, 227
 True Geas 227
 True Healing 91, 222
 True Hold 102, 227
 True Invisibility 157, 203
 True Lock 154
True Perception 236
 True Quest 164
True Sight 237
 True Sleep 227
 True Voice 133
 Truth I, III, V 233
 Truth True 233
 Ugliness of Orn 139
 Ulcer Curse 139
 Unbalance 191
Unbarring Ways 154
 Unchanneling 155
 Unc clotting 100, 123, 220
 Uncurse 128
 Uncurse True 120
 Underwater Breathing .. 114
 Underwater Movement ... 214
 Undisease 96, 128
 Undoor 192
 Undoor I, II, III 154
 Undoor True 154, 192
 Unearth 177, 192
 Unessence 155
 Unfog 181, 190
 Unfog True 210
 Unfog V, X 210
 Unholy Gate 140

Un-Ice I, X	197	Waiting Illusion V	207	Wave	211, 246
Un-Ice True	197	Waiting Illusion VI	150, 173	Way of the Voice	138
Unmentalism	155	Waiting Illusion X	173	Weakening	154
Unmetal	177, 192	Waiting Light	93, 180	Weapon Alteration	243
Unminding	191	Waiting Phantasm		Weapon I, II, III, IV	165
Unpain I, II, III	183, 204	I, III	150, 173	Weapon Turning	
Unpain IV	204	Waiting Sound	241	Organic True	114
Unpain True	183, 204	Waiting Speech	229	Weather Mastery	99
Unparalysis	107	Waiting Summons	121, 156	Weather Prediction	
Unpoison	96, 128	Waiting Tongue	229	I, V	99, 112, 131
Unpresence	175, 212, 245, 247	Waiting Voice	133	Weather Prediction	
Unrain I	189	Waiting Watch	237	III	99, 112
Unrain True	189	Waiting Word	164	Weather Prediction	
Unseen	203, 245	Wall Flip	186	True	99, 112
Unseen I, III, V, X	157	Wall of Cold	179	Weather Prediction X	112
Unsoul Curse	193	Wall of Fire	178	Weather Ways	99
Unstone	177, 192	Wall of Force	90	Whirling Winds	210, 244
Unsymbol I, II, III,		Wall of Ice	179, 248	Whirlpool	181, 211, 246
VI, VII, VIII, IX	109	Wallrunning	186	Whirlwind	182
Unwater I, II, III	189	Wallsight	237	White Lore	105
Utterdark	174, 180, 196, 202	Wallwalking	186	White Lore Mastery	105
Utterdark True	196	Warm Air	210	Wind Drift	214
Utterdarksight	237	Warm Metal	217	Wind Law	182
Utterlight	174, 180, 202	Warm Solid	178, 217, 248	Wind Mastery	99, 182
Utterlight I, V	93	Warm Stone	217	Windrunning	94, 113, 186
Vacuum C, E	244	Watch I, II, III	149, 237	Windrunning True	94
Vacuum I, II, IV	182, 190, 210	Watch IV	149	Windwalking	94, 113
Vacuum True	190	Watch True	149	Woodfires	178, 248
Vaporize Water	189	Water Bolt	211	Woodsight	187, 237
Vein Repair	220	Water Bolt I	181, 189, 246	Woodwall	90
Vein/Artery Repair	184, 208	Water Bolt III, V	181	Woodwall True	90
Ventriloquism	150	Water Bubble	211	Word of Calling	164
Veracity	233	Water Bubble True	211	Word of Command	138
Very High Intelligence	165	Water Corridor I	211, 246	Word of Death	164
Vibrations I, II, III, IV	148	Water Corridor II	211	Word of Discord	164
Vision	151, 215	Water Corridor III	246	Word of Fear	243
Vision Attack	231	Water Corridor True	246	Word of Pain	164, 191
Vision Behind	234	Water Finding I, II	131	Word of Panic	193
Vision Behind I, II	234	Water Law	181	Word of Return	94
Vision Behind III,		Water Mastery	181	Word of Sleep	164
IV, V	137, 234	Water Mastery	211	Word of Stunning	164
Vision Behind True	234	Water Production I, III, V	103	Work Alloy I, II	167
Vision Behind VII	137	Water Purification	131	Work Cloth	170
Vision Control	231	Water Tunnel	246	Work Eog	167
Vision Guide	137, 234	Water Tunnel True	246	Work Gas	168
Vision Location	234	Water/Ice	179	Work Iron	167
Vision True	215	Waterform	216	Work Jewels	167
Voice of Command	138	Waterlungs	151, 183, 216	Work Laen	167
Waiting Awareness I, II	112, 131	Watterunning	94, 113, 129	Work Liquid	168
Waiting Firestorm	178	Watersight	237	Work Magic Wood	170
Waiting Flame	178	Watervision	151, 187, 215	Work Mithril	167
Waiting Gate	156	Watervision True	215	Work Normal Metals	167
Waiting Illusion I	207	Waterwalking	94, 113, 129	Work Organic	170
Waiting Illusion		Waterwall	90, 181, 211, 246	Work Organic True	170
II, III	150, 173, 207	Waterwall True	90, 181, 211, 246	Work Steel I, II	167
Waiting Illusion IV	150	Wath True	237	Work Stone	167
				Work Wood	170

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