

Rolemaster Companion IV™



Supplemental rules, magic, and optional rules
for Rolemaster™, I.C.E.'s classic
fantasy role playing game system.

1.0 INTRODUCTION	3
2.0 OPTIONAL PROFESSION "LAWS"	
2.1 Arcist (JC)	4
2.2 Astral Traveller (MH)	5
2.3 Houri (CC)	6
2.4 Enchanter (DG)	7
2.5 Leader (TT)	7
3.0 OPTIONAL ARMS "LAWS"	
3.1 Movement Pace Anomalies (TT)	8
3.2 Morale (TT)	8
3.3 Moving Maneuver Fumbles (TT)	9
3.4 New Difficulties for Maneuvers (TT)	11
3.5 RMCI Initiative System Revisited (JL)	11
3.6 Attacking to Subdue (TC)	13
3.7 Stalk & Hide Vs Perception (RW)	13
3.8 Breaking "150" Revisited (RW)	13
3.9 Shield Bashes (AD)	14
3.10 An Activity Point Based Turn Sequence (RW)	15
3.11 A Revised Combat Sequence (AD)	18
4.0 OPTIONAL SPELL "LAWS"	
4.1 Unique Spells (MCK)	22
4.2 PP Undercasting (AD)	22
4.3 Ritual Magic Revisited (HP)	23
4.4 Additional Base Lists (DG)	23
4.5 Spell Catalysts (MCK)	24
4.6 Channeling Power Points (MH)	25
4.7 Learning Essence Spells (MH)	26
4.8 Individual Spell Development Revisited (KK)	26
4.9 Multiple Spell List Development (AD)	26
4.10 One Roll Spell Resolution (CC)	26
5.0 OPTIONAL SKILLS/STATS "LAWS"	
5.1 Extended Stat Gains (MH)	28
5.2 High Strength Abilities (AD)	28
5.3 Meditation as a Single Skill (AD)	29
5.4 Maintaining Adrenals (AD)	29
5.5 Modified Frenzy (AD)	29
5.6 Using Spell Mastery for Research (AD)	30
5.7 Skills for Very Old Characters (HP&MB)	30
5.8 Magical Languages (AD)	32
5.9 A Two Weapon Combo Option (EA)	33
5.10 Adrenal Defense With Equipment (AC)	34
5.11 New Skills (MCK, DA, AD)	34
5.12 Molding Skills (SL, PC)	35
5.13 Level Bonuses For Non-Standard Skills (AD)	36
5.14 New Uses for Old Skills (MCK, JL)	36
6.0 OPTIONAL CHARACTER DEVELOPMENT "LAWS"	
6.1 Selectable Background Options (AD)	37
6.2 Spicing up PC/NPC Backgrounds (AD)	41
6.3 Starting Language Ranks (AD)	44
6.4 Quick NPC Generation (AD)	45
7.0 OPTIONAL MISCELLANEOUS "LAWS"	
7.1 Alignment (AC)	47
7.2 Equipment Pricing (CC)	48
7.3 Item Quality Based on Skill (MB)	50
7.4 Uses of Stress Criticals (AD)	50
7.5 Rations & Life Status (TT)	51
7.6 Omens & Phenomena (MCK)	52
7.7 Powder & Steel — Firearms for FRP (AD)	54
7.8 Exhaustion Points (AD)	55

8.0 SPELL LISTS

8.1 Astral Traveller Base Lists (MH)	
8.1.1 Outer Plane Law	56
8.1.2 Elemental Travel	57
8.1.3 Elemental Summons	58
8.1.4 Xeno-Lores	59
8.2 Houri Base Lists (CC)	
8.2.1 Kisses	60
8.2.2 Influences	60
8.2.3 Alluring Ways	61
8.2.4 Houri's Change	61
8.3 Enchanter Base Lists (DG)	
8.3.1 Illusion Law	62
8.3.2 Enchanting Law	62
8.4 Miscellaneous Base Lists (MCK)	
8.4.1 Arachnecancy (MCK)	63
8.4.2 Foul Changes I (MCK)	64
8.4.3 Foul Changes II (MCK)	65
8.4.4 Enrichment (TT)	66
8.5 Open and Closed Lists (MCK)	
8.5.1 Pleasures (Open All Realms)	67
8.5.2 Mind's Grip (Open Mentalism)	68
8.5.3 Weapon Allocations (Open Essence)	69
8.5.4 Counterspells (Closed Essence)	70
8.6 Arcane Lists (MCK)	
8.6.1 Acid Law	71
8.6.2 Sonic Law	72

9.0 INDIVIDUAL SPELLS (MCK)..... 73

10.0 RM OPTIONS CHECK LIST 76

11.0 SPELL & SPELL LIST INDEX..... 83



1.0 INTRODUCTION

The *Rolemaster Companion IV (RMCIV)* is the fourth of a collection of optional rules and spell lists for the *Rolemaster* fantasy role playing system. Optional is the key word here; a Gamemaster should carefully examine each section of material before using it in his world or campaign. This material runs the gamut from play aids that simply make the standard game mechanics easier to handle to **very high** powered spells and optional rules. Most GMs should not and will not use everything in *RMCIV*; there is just too big a diversity in style and power level. Carefully examine each section of material before using it in your world or campaign.

The *RMCIV* includes a wide variety of material because different role players want different things from a role playing system. Some GMs run a low powered tightly structured game; such GMs probably find that much of the material in this product will not be appropriate for their game unless they modify and experiment with it. At the other end of the spectrum, some GMs run a high powered or loosely structured game; such GMs will probably use most of the material in this product and modify it and extend it and wish that there were more 75th level spells. Most GMs fall in between these two extremes; they will use some of the material, ignore some of it, and modify the rest. The thing to keep in mind is that this is a commercial product. As a company, ICE has to appeal to a large audience and provide material that can be used by most of the customers that use our systems.

Players should keep the above discussion in mind when reading *RMCIV*; some of this material may not be appropriate for your Gamemaster's game. The GM must decide which parts of this material will be used in his world — not the players. The GM should always be the authority in any role playing session that involves his world. The manner in which a GM interprets, modifies, excludes, or includes rules and guidelines is entirely up to him (or her). This is true for the standard rules as well as a set of optional rules, such as *RMCIV*. A Gamemaster should never feel that the rules are an etched-in-concrete, unbreakable, unbendable, absolutely fixed system; they are provided to help the GM develop, manage, and run his world.

On the other hand, the Gamemaster has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics). As efficiently as possible, the GM should indicate what rules and guidelines are being used and which ones have been modified or changed. To help a GM achieve these goals, Section 10.0 provides a complete Options Checklist covering all of the options presented in *Rolemaster* and the *Companions*.

In addition, a GM must strive to be consistent in his decisions and in his interpretations of the rules. Without consistency, the players will eventually lose trust and confidence in the GM's decisions and his game. When this happens a FRP game loses much of its pleasure and appeal. Both GM and players must cooperate to have a successful FRP game.

1.1 NOTATION

The material in *RMCIV* uses the standard notation from the *Rolemaster* products: *Arms Law (AL)*, *Spell Law (SL)*, *Character Law & Campaign Law (ChL&CaL)*, etc. Those products should be consulted for specific references; for example, the spell lists all use *SL* abbreviations and notation in the spell descriptions. Section 10.0 uses an abbreviated notation for the *Rolemaster Companions*: *RI*, *RII*, *RIII*, and *RIV*.

1.2 DESIGNER NOTES

Rolemaster (ChL&CaL, AL, SL, and C&T) is a system that provides a tight set of core rules for experienced role players. It is a system that was designed to allow easy modification and expansion by individual GMs so that it would be more appropriate for each GM's campaign. Our design philosophy here at ICE is to keep the core rules as the base system and to present any "improvements" and expansions in the form of Optional Rules. This means that GMs who find the core rules sufficient can ignore the Optional Rules, while other GMs have a wide selection of variants and interesting options for their worlds.

Character Law & Campaign Law has a set of these Optional Rules that were developed between the publication of the original *Character Law* and the publication of *ChL&CaL*. *Rolemaster Companion (I)* is a set of Optional Rules developed after *ChL&CaL*; most of this material was designed by Mark Colborn for his own game and then developed and published by ICE. Similarly, *RMCII* was primarily designed by Mike Carlyle, Singh Khanna, and Art Ridley, and then developed by ICE. *Rolemaster Companion III* was gathered from a wider variety of sources: ICE and 10 other designers.

Rolemaster Companion IV is a collection of optional rules, professions, and spell lists from a world-wide variety of sources; you could call *RMCIV* the *International Companion*. It has contributions from Sweden, Germany, Italy, Ireland, England, the Channel Isles, the Peace Corps, and of course the United States — *Rolemaster* has become a truly international game (there are even translations in French and German).

The initials given below are used in the Table of Contents to indicate which authors contributed which sections.

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CC	Carl Cramer & Markus Kaipainen	(Sweden)
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DG	Des Garrett	(Ireland)
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KK	Kevin Knight	(Kentucky)
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Note: For readability purposes, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.

OPTIONAL PROFESSION "LAWS"

2.1 ARCIIST

The Arcist is a variant profession of *Archmage*. The Arcist combines all three realms of power (Channeling, Essence, and Mentalism). Like the Archmage, the Arcist harkens back to the days before magic was divided. The Arcist always operates as a pure spell user in all three realms; he is never in a different realm. The Arcist spell bonus items (adders and multipliers) cost four times normal.

Note: Warning! *This profession can be very powerful. This profession should only be used if the "Individual Spell Development" rules in RMCIII 4.5 are used.*

This profession was designed to use the Individual Spell Development method presented in RMCIII 4.5. The Arcist "composes" his "base spell lists" from all other spells used in the game. Whenever an Arcist learns a spell (see RMCIII 4.5), he must assign the spell to one of his "Arcist Base Lists". Since a list may normally have only one spell at each level, the number of spells that the Arcist can learn is limited by how many "base lists" he is allowed.

It is highly recommended that the Gamemaster limit the total number of Arcist Base Lists (eight is recommended). It is also recommended that the Gamemaster limit the number of spell lists which the Arcist can "improve" (see RMCIII 4.5) each time he gains a level (three is recommended).

Example: *If the above recommended limitations are used, an Arcist can never have more than eight Base Lists (i.e., he can never learn more than eight spells of the same level). In addition, an Arcist can never improve more than three Base Lists each time he advances a level (i.e., all spells they learn must be assigned to only three of his base lists).*

Listed below are several options for use in the composition of the Arcist's Base Spell Lists.

Option 1: When an Arcist has enough development points to attain a spell of a given level the Arcist may choose any spell of the given level from any spell list to serve as his attained spell. For example, when an Arcist has spent four development points to attain a first level spell (consult chart 1) the Arcist may choose any first level spell from any spell list to serve as a first level spell on one of his Base Spell lists.

Option 2: As Option 1 except the Gamemaster must approve of every spell chosen.

Option 3: The Gamemaster may set a limit on the total number of spell lists which the Arcist can choose from

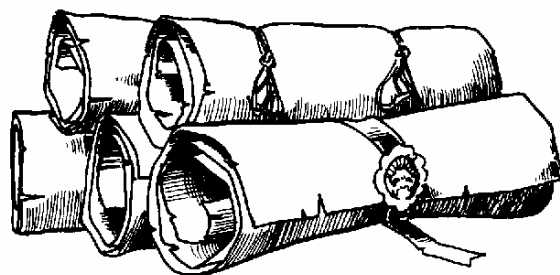
Option 4: The Gamemaster may limit the Arcist's choices to a particular set of spell lists.

Option 5: The Gamemaster may forbid the Arcist to choose from certain spell lists.

SPELL DEVELOPMENT COST

Pick Type	Development Points per Spell
A	—
B	4 *
C	—
D	8 *
E	16 / 32 / 64

The Arcist may leave a blank "slot" on his spell list at a cost of 2 Development points per blank "slot." This is cumulative for consecutive "slots" (see RMCIII 4.5).



Weapon Skills: 10; 20; 20; 20; 20; 20

Maneuvering In Armor

Soft Leather	10
Rigid Leather	14
Chain	20
Plate	20

Magical Skills:

Spell Lists	See Above
Runes	2/5
Staves & Wands	2/5
Channeling	2/5
Directed Spells	2/6

Special Skills:

Ambush	10
Linguistics	1/*
Adrenal Moves	7
Adrenal Defense	20
Martial Arts	10
Body Development	10

General Skills:

Climbing	10
Swimming	5
Riding	5
Disarm Traps	12
Picking Locks	12
Stalk and Hide	8
Perception	4

Other Skills: All other skills use the Archmage development point costs.

Level Bonuses: All level bonuses are equal to the Archmage's level bonuses.

Prime Requisites: Pr/In/Em

2.2 ASTRAL TRAVELLER

The Astral Traveller is a hybrid spell user of the Realms of Essence and Mentalism. He specializes in contacting other Dimensions, and is capable of travelling to worlds that normal human beings cannot reach and survive in.

Note: This profession should only be used in a world system with other planes of existence, especially elemental planes. The description of this profession does not refer to the *Elemental Companion*, but the material in that product can be used to supplement this treatment of the Astral Traveller.

The abilities and knowledge of this profession have to be learned at an early age, therefore background points should be reduced by 1-3 (GM discretion or roll). The training monasteries for Astral Travellers are often feared by normal folk, as they are often places of contact with beings from other dimensions — perhaps including Demons.

Option: An Astral Traveller may be required to choose one main element as his focus at first level. The members of the different “elemental schools” can be distinguished by the color of their robes — Red-Fire; White-Ice; Yellow-Light; Black-Dark; Brown-Earth; Dark Blue-Water; Blue-Air.

ASTRAL TRAVELLER BASE SPELL LISTS

Ethereal Mastery (Arcane, *RMCI* 3.1.4)

Elemental Summons (Arcane, *RMCI* 10.6.1)

Elemental Travel — Allows one to summon beings and raw elemental materials from the elemental planes.

Outer Plane Law — Allows one to travelling the other “planes”; and deals with the summoning beings from other planes.

Xeno-Lores — Deals with gathering knowledge of other planes and with communication with the inhabitants of other planes.

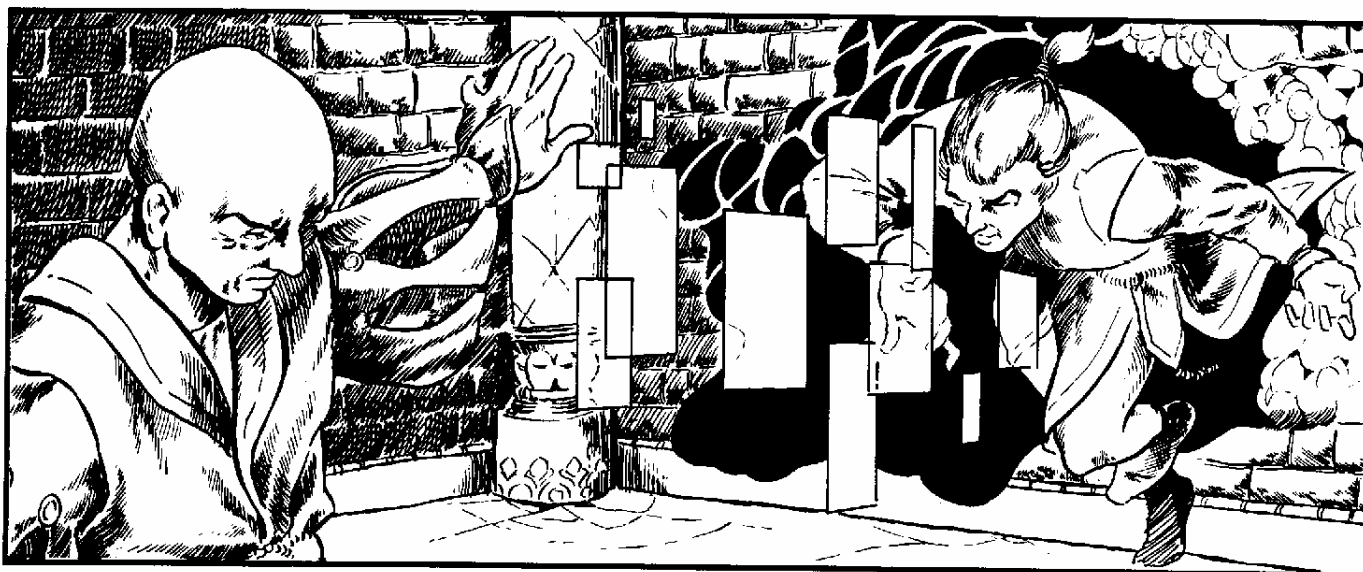
Elemental Law — This list is identical to the Magician base lists that corresponds to the element that the Astral Traveller chooses as his “focus” (i.e., Fire, Ice, Earth, Water, Light, or Air). If his focus is Dark, this list is identical to Dark Law (Necromancer base list).

Other Lists Dealing With the Focus Element — These lists (zero, one, or two) should be related to the element chosen and should be decided on by the player and the GM. If the *Elemental*

Companion is used, we suggest that Closed Elemental spell lists be chosen (see *EC* 4.0). If the *EC* is not used, spell lists can be chosen from other *Rolemaster* spell lists: for example, Mana Fires for Fire, Metal Lore or Stone Lore for Earth, Light Molding for Light, etc.

Like the Shaman, the Astral Traveller only chooses 2-4 additional Base Lists; this depends upon how many lists he chooses that deal with his focus element (see above).

Weapon Skills: 9; 20; 20; 20; 20; 20	
Maneuvering in Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 2/5 Channeling 8 Directed Spells 2/6
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 5 Adrenal Defense 15 Martial Arts 9 Body Development 8	General Skills: Climbing 7 Swimming 3 Riding 3 Disarming Traps 8 Picking Locks 8 Stalk & Hide 6 Perception 2
Other skills: Refer to Development Points given below for those skills unique to the Astral Traveller profession. All other skill costs are identical to the Magician’s development point cost. Prime Requisites: Em/Pr	
Academic Skills: Xeno-Lores 1/2	Concentrations Skills: All as a Mystic varies
Perception Skills: Sense Reality Warp 1/2	Magical skills: All as a Mystic varies
Level Bonuses: Academic Skills +3 Concentration Skills +2 Magical Skills +1	Base Spell Casting +2 Directed Spells +1 Social Skills +1





2.3 HOURI

A Houri is a semi spell user of the Realms of Arms and Mentalism who specializes in seduction and the manipulation of members of the opposite sex. Normally, female Houri are alluring to most humanoid men, while male Houri are alluring to most humanoid women. However, racial hatred will make this less likely in certain cases (e.g., Orcs hate Elves, so an Elven Houri would have a hard time seducing a Orc).

The Houri is a variant profession of Bard.

Weapon Skills: 3/9, 6, 7, 7, 7, 15	
Maneuvering in Armor: Soft Leather 2/* Rigid Leather 2/* Chain 3/* Plate 5/*	Magical Skills: Spell Lists 4/* Runes 5 Staves and Wands 6 Channeling 13 Directed Spells 10
Special Skills: Ambush 3 Linguistics 1/* Adrenal Moves 2/7 Adrenal Defense 15 Martial Arts 3 Body Development 3/9	General Skills: Climbing 3/9 Swimming 2/7 Riding 2/7 Disarming Traps 6 Picking Locks 6 Stalk and Hide 2/5 Perception 2/7
Other Skills: Refer to Development Point Costs given to the right for those skills unique to the Houri profession. All other skill costs are identical to the Bard's development point costs. Prime Requisites: Pr/Me	

HOURI BASE SPELL LISTS

Alluring Ways

Kisses

Houri's Change

Influences

Additional Base Lists: Normally a Houri may choose one more base list from the ones below. The rest are treated as open lists for the Houri.

Lores (Bard Base)

Mind Mastery (Closed Mentalism)

Glamours (Witch Base)

Mind Subversion (Evil Ment.)

Controlling Songs (Bard Base)

Academic Skills: All Skills at Bard's cost or 2/5, whichever is higher	Evaluation Skills: Appraisal 2/5
General Skills: All Skills at Bard's cost or 2/5, whichever is higher	Linguistic Skills: All Skills at Bard's cost or 1/5, whichever is higher
Subterfuge Skills: Acting 1/3 Camouflage 2/4 Disguise 1/3 Falsification 2/5 Pick Pockets 1/5 Trickery 1/5	Social Skills: Diplomacy 1/3 Duping 1/2 Gambling 1/3 Interrogation 1/2 Leadership 1/4 Seduction 1/2/2
Level Bonuses: Social Skills +3 Linguistic Skills +2 Base Spell Casting +1 Deadly Skills +1	Magical Skills +1 Perception Skills +1 Subterfuge Skills +1

2.4 ENCHANTER

The Enchanter is a hybrid spell user who combines the realms of Essence and Mentalism. He usually attempts to dominate and subvert his foes through the use of subtle enchantment. An Enchanter is second only to the Illusionist in the use of illusions. Enchanters and Enchantresses are normally charming and seductive.

ENCHANTER BASE SPELL LISTS

Enchanting Law *Illusion Law*
Spirit Mastery (Closed Essence) *Allurement* (Arcane)
Command Words (Magus Base) *Mind Visions* (Seer Base)
Calm Spirits (Closed Channeling)

Like the Shaman, the Enchanter chooses 3 additional Base Lists.

Weapon Skills: 9, 20, 20, 20, 20, 20	
Maneuvering in Armor: Soft Leather 6/* Rigid Leather 7/* Chain 8/* Plate 9/*	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 1/5 Channelling 8 Directed Spells 2/8
Special Skills: Ambush 6 Linguistics 1/* Adrenal Moves 5 Adrenal Defence 15 Martial Arts 6 Body Development 8	General Skills: Climbing 7 Swimming 3 Ride 4 Disarm Trap 8 Pick Locks 8 Stalk/Hide 3 Perception 2
Other Skills: Refer to the Development Point Costs given below for those skills unique to the Enchanter profession. All other skill costs are identical to the Mystic's DP cost. Prime Requisites: Pr/Em	
Academic Skills: Anthropology 1/4 Demon Lore 2/5 Poison Lore 1/3 Trading Lore 1/4	Athletic Skills: Dance 1/3 Deadly Skills: Use/Remove Poison 2/4
Combat Skills: Grappling Hook 5 Missile Artillery 4/7	Concentration Skills: Body Damage Stab. 3/6 Dowsing 3/7
General Skills: Cookery 1/5 Play Instrument #1 2/4 Play Instrument #2 3/5 Play Instrument #3 3	Linguistic Skills: Propaganda 1/5 Signalling 2/4 Singing 1/3 Trading 2/6
Social Skills: Duping 1/3 Seduction 1/2 Others as Warlock	Subterfuge Skills: Bribery 1/4 Pick Pockets 3 Others as Illusionist
Perception Skills: Lie Perception 1/3 Others as Magician	
Level Bonuses: Academic Skills +1 Base Spells +2 Magic Skills +2 Linguistic Skills +2 Social Skills +2 Subterfuge Skills +1	

2.5 LEADER

A Leader is a non spell user who specializes in leadership, warfare, and tactical skill. Leaders are often found commanding groups in combat. In some cultures, Leaders are greatly revered. The Leader is a variant profession of Fighter.

Weapon Skills: 2/4, 3/7, 3/8, 3/9, 4, 6	
Maneuvering in Armor: Soft Leather 1/* Rigid Leather 1/* Chain 2/* Plate 2/*	Magical Skills: Spell Lists 10 Runes 5 Staves and Wands 7 Channeling 20 Directed Spells 20
Special Skills: Ambush 4 Linguistics 2/* Adrenal Moves 3 Adrenal Defense 20 Martial Arts 3/7 Body Development 1/4	General Skills: Climbing 4 Swimming 3 Riding 2/4 Disarming Traps 3 Picking Locks 3 Stalk and Hide 2/6 Perception 1/3
Other Skills: Refer to Development Point Costs given below for those skills unique to the Leader profession. All other skill costs are 6 or the cost for a Fighter, whichever is lower. Prime Requisites: Pr/Co	
Academic Skills: Administration 1/3 Architecture 2/5 Drafting 2/5 Engineering 2/4 Heraldry 1/4 Mapping 2/4 Military Org. 1/2/2 Mining 2/5 Navigation 2/5 Phil./Rel. Doctrine 1/5 Racial History 1/5 Siege Engineering 1/2/2 Tactics 1/2/2 Weather-watching 2/6	General Skills: Advertising 2/5 Smithing 2/6 Tactical Games 1/2 Linguistic Skills: Lip Reading 2/6 Propaganda 1/3 Public Speaking 1/3 Trading 2/5 Magical Skills: Divination 2/7 PP Development 10
Perception Skills: Detecting Traps 1/4 Read Tracks 1/4 Time Sense 1/4	Social Skills: Diplomacy 1/5 Interrogation 2/6 Leadership 1/2
Level Bonuses: Arms Law Combat +2 Athletic Skills +2 Body Development +2 Academic Skills +1 Social Skills +2 Perception Skills +1	

3.0

OPTIONAL ARMS "LAWS"

3.1 MOVEMENT PACE ANOMALIES

Use of the Pace Chart (RM 7.2.1) to determine movement may, on occasion, generate unrealistic results. The problem seems to lie in the assignment of maneuver difficulties for differing rates. Under the present system, characters will be reluctant to move faster than 2x speed (an "easy" maneuver) in order to maximize movement; any greater speed will usually result in considerably less ground covered because it becomes harder.

In a real life situation, a runner would have no qualms about travelling at 5x speed on level ground; and in fact would cover a considerably greater distance than at 2x speed. In other words, 5x pace does not seem to warrant a "hard" maneuver difficulty when executed on an ideal surface. The difficulty would be altered by other terrain, of course: e.g., sand, rough rock, vegetation, etc.)

Let us consider the case of an average man (Qu-50) on a flat running surface. At 1x (no difficulty) or 2x ("easy" difficulty) under the present system he would have little problem achieving full movement or very near to it (80% at 2x movement) with an average roll (i.e., 50). This changes dramatically for the worse the faster the character moves, as seen in the chart below (assumes a zero Agility bonus).

Pace Mult.	Maneuver Difficulty	Rolls "10"	Rolls "50"	Rolls "100"	Expected Results
1x	none	50'	50'	50'	50'
1.5x	routine	60'	75'	82'	75'
2x	easy	60'	80'	100'	100'
3x	light	75'	105'	150'	150'
4x	medium	20'	60'	160'	200'
5x	hard	12'	50'	175'	250'

Note especially the odd behavior in the Rolls "10" and Rolls "50" columns as the PC attempts to move faster, but rolls average or worse. When using the standard pace difficulties, players without high Agility bonuses never move faster than 3x speed and seldom faster than 2x.

A GM that wishes to remedy this situation can use the following difficulty assignments:

- 1.5x and 2x speeds are resolved as *Routine* maneuvers
- 3x and 4x speeds are *Easy* maneuvers
- 5x speed is a *Light* maneuver.

Pace Mult.	Maneuver Difficulty	Rolls "10"	Rolls "50"	Rolls "100"	Expected Results
1x	none	50'	50'	50'	50'
1.5x	routine	60'	75'	82'	75'
2x	routine	80'	100'	110'	100'
3x	easy	90'	120'	150'	150'
4x	easy	120'	160'	200'	200'
5x	light	125'	175'	250'	250'

3.2 MORALE

When dealing with large numbers of combatants and casualties, considerations of morale become increasingly important. Rarely will a military unit fight to the last man. Usually the morale of the unit will break long before then, forcing a retreat. If sufficiently panicked, the unit may be routed or even destroyed as a coherent entity.

Under these guidelines, every military unit has a Morale Threshold which is equivalent to the percentage casualties the unit has sustained. To determine the Morale Threshold simply divide the number of casualties (dead and seriously wounded) sustained by the unit's full-strength complement (i.e., how many combatants in the unit) and multiply by 100. The resultant percentage is the chance that the unit in question will break.

Morale Threshold =

$$(\text{casualties} \div \text{full-strength complement}) \times 100$$

When the GM determines that a particular unit must undergo a Morale Check (either due to casualties, position, or some other detriment), make a 1-100 roll:

- If the roll is less than 0, the unit suffers a complete breakdown of its cohesiveness as a military unit, usually leading to Surrender.
- If the roll is less than (0.5 x Morale Threshold), the unit Routs (i.e., runs away in a panic). Troops unable to run away surrender.
- If the roll is less than the Morale Threshold, the Morale of the unit breaks, prompting a Retreat. Troops unable to retreat surrender.
- If the roll is greater than or equal to the Morale Threshold, the unit continues fighting.

MORALE CHECK MODIFIERS

A morale check dice roll is modified by the quality of the military unit:

Levied Troops	-30
Green Troops	-20
Militia	-10
Normal	+/-0
Veterans	+10
Elite Troops	+20
Guards	+30
Elite Guards	+50

RALLYING

Troops with a broken Morale (or those who have routed) may be rallied by a visible leader. Only troops within earshot of the leader may be rallied. Rallying requires a successful Leadership roll and takes at least a minute. Troops with a broken Morale are Hard (-10) to Rally, while routed troops are Extremely Hard (-30). Rallied troops may once again fight normally.

Morale Checks are caused by excessive losses, bad position, hopeless situations, etc. As such, the GM must determine when a Morale Check is to be applied. Player characters are never affected by a Morale Check, except that they might get left in the lurch by retreating troops.

Example: After a particularly vicious melee the GM announces that both sides of the battle must take a Morale Check. The Emperor's defenders (an Elite Guard unit) now numbers only 42 out of 125 original troops (83 casualties). Their Morale Threshold is $83/125 \times 100 = 66\%$. Since Elite Guards have a morale Check modifier of +50, the Emperor's Defenders need only roll a 16 or higher to continue the battle.

The recently raised Army of Lord Styfon (Levied Troops) has taken 95 casualties out of a total of 500 men. Their Morale Threshold is $95/500 \times 100 = 19\%$. However, Levied Troops receive a -30 modifier to the Morale Check Die Roll, so a 49 or greater must be rolled in order for them to continue the fight. Rolling a 39 or less would indicate that the Army had been routed (9 is less than half of 19) and rolling 30 or less would indicate that the Army melts away due to massive desertion. If the Army should break, Lord Styfon and his sub-commanders would have to race around rallying broken troops until once again able to attack.

3.3 MOVING MANEUVER FUMBLES

Some Gamemasters crave more variability in the results of maneuver fumbles; i.e., more than just having low rolls on the Maneuver/Movement Table cause damage (see *AI*, Table 8.2.2 and *ChL* Table 15.3.1). The "Stress" and "Shock" critical tables (*RMCH* 12.5-12.6) provide a way to generate variable fumble results.

GMs may either roll the designated criticals instead of or in addition to the normal damage indicated on the Maneuver/Movement Table.

Example: The -201 result on the Routine table is "Fall down. +2 hits. You are out 3 rnds." Referring to the same result on the table below gives a result of: "A Stress." The GM may either use the 'A' severity Stress critical instead of or in addition to the "Fall down ..." result.

MANEUVER FUMBLE CHART									
	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	A Stress	A Stress A Shock	B Stress A Shock	B Stress B Shock	C Stress B Shock	D Stress C Shock	E Stress D Shock	E Stress E Shock	—
-200 to -151	—	A Stress A Stress	A Stress A Shock	B Stress A Shock	B Stress B Shock	C Stress B Shock	D Stress C Shock	E Stress D Shock	E Stress E Shock
-150 to -101	—	—	A Stress	B Stress	B Stress A Shock	B Stress B Shock	C Stress B Shock	D Stress C Shock	E Stress D Shock
-100 to -51	—	—	—	A Stress	B Stress	B Stress A Shock	B Stress B Shock	C Stress B Shock	D Stress C Shock
-50 to -26	—	—	—	—	A Stress	B Stress	B Stress A Shock	B Stress B Shock	C Stress B Shock
-25 to 0	—	—	—	—	—	A Stress	B Stress	B Stress A Shock	B Stress B Shock
01 to 20	—	—	—	—	—	—	A Stress	B Stress	B Stress A Shock
21 to 40	—	—	—	—	—	—	—	A Stress A Shock	B Stress
41 to 55	—	—	—	—	—	—	—	A Stress	A Stress A Shock
56 to 65	—	—	—	—	—	—	—	—	A Stress

ADDITION TO THE MANEUVER/MOVEMENT TABLE (CHL 13.3.1)

	TRIVIAL	INSANE	PHENOMENAL (PRETERNATURAL)	VIRTUALLY IMPOSSIBLE
-201	Fail to act	Fall smashes upper body to a pulp.	Fall breaks every bone in body.	SPLAT!
-200 to -151	10	Fall crushes skull.	Fall drives legs up into abdomen, making life difficult.	Fall smashes every bone in body. You may speak (2 rnds)
-150 to -101	30	Fall breaks neck leading to paralysis ('E' ST, 'E' SH).	Fall crushes braincase.	Fall eviscerates you.
-100 to -51	50	Fall down. Smash Several vertebrae resulting in a year long coma ('E' ST, 'D' SH).	Fall paralyzes you from the neck down. ('E' ST, 'E' SH)	Fall pulps skull like an overripe melon. Messy.
-50 to -26	70	Fall breaks both arms and neck. Out 180 rounds. +50 hit. ('D' ST, 'C' SH).	Fall smashes backbone. 1 year-long coma ('E' ST, 'D' SH)	Fall breaks your neck, which paralyzes you. ('E' ST, 'E' SH)
-25 to 0	90	Fall knocks you out for 24 rounds. Both arms are broken. +50 hits. ('C' ST, 'B' SH).	Fall. Broken neck, arms, and legs. +70 hits. Out 360 rnds ('D' ST, 'D' SH)	Fall smashes vertebrae. 3 year coma ('E' ST, 'E' SH)
01 to 20	100	Fall down. +25 hits. Broken leg. -75. Out 12 rounds. ('B' ST, 'B' SH).	Fall knocks you out 30 rnds. Both arms broken. +50 hits. -50. ('D' ST, 'C' SH)	Fall. All broken up about it. You are in a coma for 1 year ('E' ST, 'D' SH)
21 to 40	100	Fall. +20 hits. Break arm. -25. Out 9 rounds. ('B' ST, 'A' SH).	Fall. Knocked out 18 rnds. Both arms broken. +40 hits. -20. ('C' ST, 'B' SH)	Fall dislocates neck vertebra. Knocked out 480 rnds. +80 hits. ('D' ST, 'D' SH)
41 to 55	100	Fall down. +10 hits. Arm slightly fractured. Out 6 rounds. ('B' ST).	Fall. Broken leg. +25 hits. -75. Out 12 rnds. ('B' ST, 'B' SH)	Fall. Both arms broken. Out 60 rnds. +60 hits. -60. ('D' ST, 'C' SH)
56 to 65	100	Fall knocks you out for 30 rounds. +10 hits. ('A' ST, 'A' SH).	Fall breaks arm. +20 hits. -10. Out 9 rnds. ('B' ST, 'A' SH)	Fall. Both arms fractured. Out 20 rnds. +45 hits. -20. ('C' ST, 'B' SH)
66 to 75	110	Fall. Sprain ankle and tear ligament. -25. +10 hits. ('A' ST, 'A' SH).	Fall. Broken leg. Out 6 rnds. -50. +15 hits. ('B' ST, 'A' SH)	Fall breaks leg. Out 18 rnds. -75. +30 hits. ('B' ST, 'B' SH)
76 to 85	110	Fall. +8 hits. Out 2 rounds. ('A' ST).	Fall. Fractured arm. Out 3 rnds. ('B' ST)	Fall. Broken leg. Out 9 rnds. -50. +20 hits. ('B' ST, 'A' SH)
86 to 95	120	Freeze for 2 rounds.	Fall. Knocked out for 30 rnds. +10 hits. ('A' ST, 'A' SH)	Fall. Broken arm. Out 6 rnds. -25. +10 hits. ('B' ST, 'A' SH)
96 to 105	120	Fail to act.	Fall. Sprained ankle. +10 hits. -10. ('A' ST, 'A' SH)	Fall. Fractured arm. Knocked out for 3 rnds. ('B' ST)
106 to 115	130	5	Fall. +10 hits. Out 2 rnds. ('A' ST)	Fall knocks you out 45 rnds. +15 hits. ('A' ST, 'A' SH)
116 to 125	140	10	Fall. +5 hits. Out 1 rnd. ('A' ST)	Fall sprains ankle and tears ligament. +15 hits. -25. ('A' ST, 'A' SH)
126 to 135	150	20	Freeze for 3 rnds.	Fall. Sprained ankle. -10. +10 hits. ('A' ST, 'A' SH)
136 to 145	160	30	Freeze for 2 rnds.	Fall. +15 hits. KO 3 rnds. ('A' ST)
146 to 155	170	40	Fail to act	Fall. +10 hits. KO 2 rnds. ('A' ST)
156 to 165	180	50	5	Fall. +5 hits. KO 1 rnd. ('A' ST)
166 to 185	190	60	10	Fail to act.
186 to 225	200	70	30	5
226 to 275	200	80	50	20
276 to 325	200	100	70	50
326 to 375	200	Move stuns all foes within 50'	100	80
376+	200	Move awes all foes within 100'	Move awes all foes within 100'	Move awes all foes within 100'

3.4 NEW DIFFICULTIES FOR MANEUVERS

The standard Maneuver Table (*ChL* 13.3.1 & 13.3.2) are more than adequate for most situations. However, in certain circumstances, the tables can benefit from further difficulty ratings. For instance, an Absurd maneuver is terribly difficult for most characters, but is not too daunting for a character with a +150 skill bonus.

Individuals with extremely large bonuses are not challenged by even the most extreme difficulty on the tables. Since those with great bonuses are essentially "super-human," there should be difficulties simulating tasks beyond the normal abilities of humans, which will be challenging for heroes. This section provides some difficulty rating harder than Absurd. In addition, several difficulty ratings easier than Routine are presented.

- **Insane** maneuvers are those marginally beyond the abilities of humans (*A Book of World Records* might be useful here). An example would be someone trying to run a mile in under three minutes., 50 seconds. Insane Static Actions are modified by -100.
- **Phenomenal** (or **Preternatural**) maneuvers are well beyond what is ordinarily possible for human beings. For example, outrunning a horse over a distance is impossible for humans, but not for superhumans. Preternatural or Phenomenal Static Actions are modified by -150.
- **Virtually Impossible** maneuvers are those that even super-beings will find difficult. Climbing a sheer, smooth cliff-face might be considered Virtually Impossible. Virtually Impossible Static Actions are modified by -200.
- **Impossible** maneuvers aren't even rolled, they automatically fail.
- **Mundane** maneuvers, on the other hand, require no roll because they always are successful. Crawling is an example of a Mundane task.
- **Trivial** maneuvers are normally considered Mundane, but because of a crisis situation (like combat) a maneuver roll is required by the GM. Getting up from a chair, walking across the room, and opening the door would be considered a Trivial maneuver only in a crisis (i.e., the building is on fire), otherwise such an action would be considered Mundane (no roll necessary, automatically successful). Trivial Actions are modified by +50.

SUMMARY OF STATIC MANEUVER MODS

Mundane: ...No roll	Extremely Hard:-30
Trivial:+50	Sheer Folly:-50
Routine:+30	Absurd:-70
Easy:+20	Insane:-100
Light:+10	Phenomenal (Preternatural):-150
Medium:0	Virtually Impossible:-200
Hard:-10	Impossible:No Roll Possible
Very Hard:-20	

NOTES ON THE ADDITION TO THE MANEUVER/ MOVEMENT TABLE

- The parenthetical references to Stress (ST) and Shock (SH) criticals are for use with Moving Maneuver Fumbles material in Section 3.3.
- "Awed" foes are stunned and will not attack the character who made the maneuver that "awes" them.

3.5 RMCI INITIATIVE SYSTEM REVISITED

This section discusses the use of the *RMCI* initiative system (*RMCI* 6.7) and some problems that arise when using it. It also presents a Maneuver Initiative Chart that provides an expanded listing of the activity and initiative point requirements of a variety of maneuvers.

The *RMCI* initiative system takes the place of the multiple phase ordering in the normal *RM* system. During each combat round, a combatant has *Activity* (measured in % of a round) **and** *Time* (measured in terms of the *Initiative Point* (IP) cost of an action).

Of course, the maximum activity for a normal person is 100%, and after a combatant uses 100% of his activity for a round, he can take no further action even if he has initiative points left. The maximum number of IPs (i.e., time) in a normal round is 200. During a round, as the IP total counts down from 200 to 0, each player takes actions that use up his activity for the round **and** that require a certain number of IPs to accomplish.

Option: Instead of using a open-ended roll plus the Qu stat as each combatant's initiative score, a GM may wish to use an *Initiative Stat* plus an open ended roll. An initiative stat is a combatant's Qu stat plus his total Qu bonus. This enables truly speedy characters with large Qu bonuses and normal high end quickness stats to be noticeably different from someone with the same stat and only normal bonuses.

PROBLEMS AREAS

The original description of the *RMCI* initiative system was not clear on a couple of points. This section attempts to clarify some of these problem areas.

Instantaneous Spells — Instantaneous spells require 0% activity, but this does not mean a combatant gets to cast an infinite number of instantaneous spells 50 in a round. There must be at least 50 initiative points (IPs) between the castings of any two spells by the same spell caster. In addition, the action that the instantaneous spell enables a combatant to accomplish will more than likely take up a certain percentage of his activity *and* may require IPs. Spells such as Shield, Stun Relief, etc, takes 0% activity and 0 IPs. A spell such as Leap (0% activity) still involves physical movement and usually an orientation roll — which require activity (%) and time (IPs). All decisions subject to the GM's discretion.

Example: *A Instantaneous Spell Incident* — YAFO the mage is facing a Dwarf named Thor Hiney (of the now late and not so great Hiney brothers fame). YAFO has already moved and attempted an action for a turn (he tried to attune to a fallen mage's dropped staff). Since it has been well over 50 IPs since YAFO's last spell, he wants to cast an instantaneous spell "leap" to escape before being attacked by Thor.

Using the guidelines in the *RMCI* Section 6.7 rules and Maneuver Initiative Table, it seems for a moment that the mage will be able to get away with it. It seems that the IP requirements for an instantaneous spell should be increased to prevent mages from attacking then leaping away before they can be attacked in turn. Then the GM realizes that 0% activity and 0 IPs for an instantaneous spell isn't a problem — the *action* the spell enables the caster to preform will often require activity and IPs.

The GM rules that YAFO's leap requires a quick orientation roll first (10% activity, 20 IPs); unless he decides to chance leaping with limited information (imagine the possibilities of what could be landed on in the midst of a battle). In addition, the GM rules the actual physical movement of the leap and landing requires 1% activity and 2 IPs for every 10 feet leaped. So, YAFO starts to leap but ole Thor splats him before he gets off the ground.

However, it still would only have required 0% activity and 0 IPs to cast *Bladeturn* or *Shield*. Even this doesn't create unfair tactics for mages — imagine two attackers on YAFO: YAFO taking action at initiative number 126, Thor striking at 118, and the Dwarf's older brother (Big Red Hiney) striking at 90. YAFO can cast *Bladeturn* I and defend himself against Thor, but Big Red strikes at 90 before YAFO can cast another *Bladeturn* I at 76 (YAFO must wait 50 IPs between spells).

Combat Attunement: In certain circumstances a character may wish to attempt to attune an item while in a combat situation. Below are some modifiers based upon the situation; the modifiers are cumulative. The % activity required reflects how much attention is being focused on the attunement. The less attention focused on attuning, the greater the penalty to attune, but the better the chances of still being able to complete another action afterwards.

Note: Attuning in combat always takes 100 IPs; this is done to allow for that "last ditch attempt" to grab an item and use it the same round (a real cliffhanger). If a GM doesn't find this "realistic," just modify the IP costs.

Familiarity with item (seen it used frequently) +0 to +25
 In Combat: 100 IP & 100% activity -10
 In Combat: 100 IP & 75% activity -25
 In Combat: 100 IP & 25% activity -50

USING THE MANEUVER INITIATIVE CHART

Once you are familiar with the Maneuver Initiative Chart, combat resolution can pretty much speed right along. But at first, figuring out initiative totals and the actions allowed, may require a little adding and subtracting. Remember, you don't have to add and subtract every little detail of a combat round for every combatant. Often, if you use it just to see who attacks or moves first, it works better than the old non initiative point method, and faster, because the combat environment is more clearly defined. You will also find that when a player has his character doing something seriously complex, you can determine with ease exactly what he is able to do and not do within the 200 IP round, and at what point each part of his action happens.

Warning: As you can see from the chart, the time required to cast a spell has been reduced dramatically. This makes magic much more powerful. For a campaign world such as *Shadow World* this can greatly enhance the abilities of your average mage.

MANEUVER INITIATIVE CHART

IPs	Action	% Activity per Round
25	Rapid Dismount from a moving object	20%
25	Successful Quick-Draw of a weapon	20%
40	Drawing a Weapon	25%
(50)	Instantaneous Spell or Psion (See Note 1)	0%
50	Firing one shot of a SM Weapon	50%
50	Careful Dismount	25%
50	Mounting an animal or vehicle	25%
50	Controlling a trotting animal	20%
50	Controlling a running animal	50%
50	Swimming and Climbing	100%
50	Opportunity Action	25%
75	Controlled Drop to the ground	50%
75	Hiding	100%
75	Stalking	75%
75	Prone to Kneeling	50%
75	Kneeling to Standing	25%
75	Half Parry	50%
100	Orientation	25%
100	Concentration on spells	50%
100	Perceiving a stunned foe (other than opponent)	25%
100	Adrenal Move preparation / recovery	20%
100	Full Parry	75%
100	Attacking — missile or melee	75%
10-100	Casting Class I spells or Psions (Note 1)	50%
100	Casting Class II spells or Psions (Note 1)	75%
150	Casting Class III spells or Psions (Note 1)	100%
450	Casting Class IV spells or Psions (Note 1)	100%
100	Multiple Attacks within one round	100%
100/rof	Firing up to max. rate of SM Wp. (Note 2)	75%
100/h/r	Applying First Aid (100 per hit/md bleeding)	100%
125	Acrobatics or Tumbling	100%
150	Lock Picking: RM (SM=GM's Decision)	100%
150/AT	Donning Armor (Doffing takes 1/2 as long)	100%
300	Scanning for 15 sec., -75 mod. (SM)	100%
600	Scanning for 30 sec., -50 mod. (SM)	100%
1200	Full 60 sec. scan, +0 mod. (SM)	100%

Note 1 — Imbedded spells (such as those stored, staff, ring, rod, etc.) are normally Class I spells (unless they are instantaneous).

Instantaneous spells are considered to take 0% Activity and 0 IP, but 50 IPs between castings. The actual effect of the spell may require IPs and % activity (see example in this section).

Class I spells take 10 IPs/spell level to cast, up to a maximum of 100 IPs.

Class IV spells are spells with a level higher than the caster.

Note 2 — Since *Space Master* weapons have varying rates of fire (rof), assume that it will take 100 IPs to fire up to the max rate of the weapon, with each firing requiring an IP interval equal to 100/ max rof. Firing at the maximum rate for a weapon will always take 75% of activity.

Movement — To determine the % activity and IPs required for movement, use the following formula:

$$\% \text{ activity} = 100 \times \text{Distance Moved} \div (\text{Movement Rate} \times \text{Pace Multiplier})$$

$$\text{IPs} = 2 \times (\% \text{ activity required for the movement})$$

3.6 ATTACKING TO SUBDUE

The standard *Rolemaster* combat system is very realistic provided your goal is the complete annihilation of your opponent. Sometimes, however, the characters or the NPCs want to take an opponent alive. With the normal system, you must swing and hope to roll a non-fatal critical. You can not attack specifically to subdue without specifically developing the secondary skill, subdue. With the guidelines in this section, you can attack with subdual as your intent rather than killing.

When attacking to subdue, certain conditions and results apply:

- The offensive bonus of the attacker is modified by at least -20 (GM discretion). This modifier represents a more cautious method of attack.
- When a successful attack is made, the attacker may decrease the effect of any critical to coincide with his wishes. In addition, the location of the strike may be changed. Please note, the critical may not increase in effectiveness. In other words, the hits and penalties delivered may not increase. They may only remain constant or decrease in severity.
- Particular results such as death or paralyzation may be changed to unconsciousness or temporary paralysis.
- Not all types of criticals may be modified. Certain types of criticals are too crude and random for the necessary accuracy of an attack to subdue. One would find it difficult, for example, to strike with precision with a lightning bolt. The critical type list below is divided into two sections: types of criticals which can subdue and types of criticals which cannot subdue. If a subdue type critical is delivered, it may be modified as outlined above. Any non-subdue type critical results are resolved normally.
- If a result of 100 is rolled, the full effect is given. This represents an accidental kill.

Option: Allow the critical result to be only decreased up to an amount equal to half (round up) of the attacker's OB reduction. A "66" result may not be chosen. For example, if the standard -20 reduction is used, the critical result can only be decreased by up to 10.

Subdue Criticals	Non-Subdue Criticals
Slash	Tiny
Puncture	Unbalancing
Crush	Heat / Burn
Grappling	Cold
M.A. Striking	Impact
M.A. Sweeps and Throws	Electricity
Stun	Slaying
Stress	Holy
Pierce (SS)	Physical Alteration
	Disruption
	Radiation
	Plasma
	Acid
	Depression
	Shrapnel/Automatic (SM)
	Blast (SS)

Note: SM = *Space Master*; SS = *Star Strike*.



3.7 STALK & HIDE VS PERCEPTION

This optional rule uses the Resistance Roll Table (SL 15.5) to determine if a character perceives another character that is trying to hide or stalk.

- Use the perceiver's [(perception skill bonus \pm any mods) \div 5] as the attack level.
- Use the "sneaker's" [(Hide/Stalk skill bonus \pm any mods) \div 5] as the target level.

The RR table indicates the number that the "sneaker" must roll over in order to not be perceived.

3.8 BREAKING "150" REVISITED

This guideline can be used when an attack roll exceeds the 150 mark or any other limiting number (i.e., due to an animal's attack size or a martial artist's attack rank).

Subtract 150 (or the limiting number) from the extremely high attack roll and apply the result the table again.

Example: A roll of 235 is made on a broadsword attack against AT 10. The target takes a 22ES as the maximum result *and* a 7AS. The 7AS is the result of a 85 attack roll (i.e., 235 - 150).

3.9 SHIELD BASHES

As suggested in the optional rules section of *Arms Law* (9.6), a shield can be used as a weapon — this section contains some optional rules concerning shield bashes. Skill with “shield bash” is a weapon skill developed as a 1-hand crushing weapon, usually with a Buckler or Normal Shield. Shield bash skill must be developed separately for each type of shield, but all shields are treated as similar weapons (*ChL* 13.1.1) for the purposes of shield bashes.

Shield bash attacks are resolved on the *AL* Attack Table 11.1.6 (i.e., the Ram/Butt/Bash/Knock Down/Slug Attack Table). Any fumbles are resolved on the Hand Arms (1-Hand) column; see the Shield Chart for shield bash fumble ranges. Normally a shield bash does a small bash attack, although a Gamemaster may wish to increase this for very heavy attackers or very light defenders (see Option 1).

The normal rules for two weapon use (*AL* 5.1) apply as follows:

- The combatant using a Shield Bash skill must take the -20 off-hand penalty unless he uses the shield in his on-hand, or the shield is part of a two-weapon combo (*RMCH* 7.0), or he is ambidextrous.
- If a character wants to make a weapon attack and a shield bash, he may only apply half of his shield DB (see Option 3 for an exception). In addition, this reduced shield DB must be used against the target of the shield bash attack.
- Both attacks must be directed at the same target (see Option 5 for an exception).
- When declaring actions, a character must still declare how much of his OB is used for parrying. This parry bonus must be applied against the target of the attacks. The rule of subtracting the OB parry amount from the OB of both weapons (i.e., weapon attack and shield bash attack) still applies.

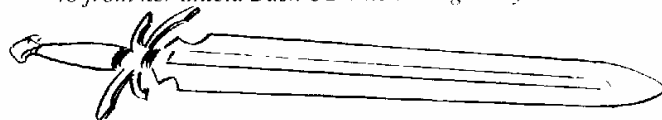
Option 1: The maximum Bash attack allowed is dependent on the weight of the character attacking and the type of shield being used.

SHIELD BASH ATTACK SIZE		
PC MASS		Shield Bash Attack Size *
(lbs)	(kg)	
55 to 165 lbs	25 to 75 kg	Small
166 to 330 lbs	76 to 150 kg	Medium
331 to 660 lbs	151 to 300 kg	Large
661+ lbs	301+ kg	Huge
* — Size is limited by shield type, see Shield Chart.		

Example: *Chakan Walla is a Greater Mahendo' sat (a giant Wookiee-like creature) and weighs 1050 lbs. When he uses his “door” (wall) shield, he can do up to Huge Bash attacks.*

Option 2: The maximum shield size that can be easily used for a shield bash depends on the character's St stat bonus. If the bonus is less than the minimum the character incurs a penalty to his shield bash OB. See the Shield Chart for these modifications.

Example: *Elessa the Lay Healer just lost a shield and needs a new one. The only one nearby is Kelly the Hero's Wall shield. Elessa's St bonus is only +15 so she would subtract -40 from her Shield Bash OB when using Kelly's shield.*



Option 3: To receive a shield's full DB against the target of a shield bash attack, a character must use at least a certain amount of his OB to parry. This amount increases as the shield size increases. The smaller shields require less of the OB to be used for parrying because of their maneuverable. See the Shield Chart for two sets of suggested OB parry requirements (Option 3a and 3b).

Example: (*Option 3a*) *Jean Paul the Rogue has a +80 OB with his 20/10 target shield. He may attack at a +75 OB and use +5 to parry and gain the full +20 shield DB. Chakan Walla has a +80 OB with his immense wall shield. He may attack at a +60 OB and use +20 to parry and gain the +30 DB from the shield.*

Option 4: The Gamemaster may allow players to put spikes, hooks, razors and such on their shields to gain secondary puncture or slash criticals of a reduced level. However, if a shield bash attack results in a fumble, the fumbler takes normal fumble results **and** an 'A' critical of the appropriate type.

Example: *Anvil the Dwarf has a spike on his target shield. If he delivers a 'C', 'D', or 'E' critical from a shield bash attack, the target also takes a Puncture critical of two less severity levels.*

Option 5: A GM may wish to allow a character to make his shield bash attack and his weapon attack against different targets. The following restrictions apply:

- The targets must be within a 90° angle of one another.
- The target of the weapon attack must be in front of the attacker **and** the target of the shield bash must be on the shield side of the attacker (on the flank or towards the front).
- The OB of the weapon attack is modified by -20 **and** the OB of the shield bash is halved.

SHIELD CHART										
Shield Type	Shield DB		Maximum Bash Size *	MIN. PARRY †		ST STAT BONUS ‡				
	Melee / Missile	Fumble Range		Option 3a	Option 3b	-25 to -1	0 to 10	11 to 20	21 to 30	31+
Target	20 / 10	3	Small	5	10	-20	—	—	—	—
Normal	20 / 20	4	Medium	10	20	-40	-20	—	—	—
Full	25 / 25	6	Large	15	30	-60	-40	-20	—	—
Wall	30 / 40	8	Huge	20	40	-80	-60	-40	-20	—
* — This maximum limits Bash Size based upon weight as outlined in Option 1.										
† — This is the minimum OB parry required to get the full shield DB, see Option 3.										
‡ — This is the shield bash OB penalty based upon shield type and St stat bonus, see Option 2.										

3.10 AN ACTIVITY POINT BASED TURN SEQUENCE

If this optional turn sequence system is used, each character has a number of "activity points" (APs) to allocate each round. Everything that he does (e.g., swing a sword, draw a weapon, dismount, make a maneuver, etc.) will use some of these activity points. An Action Cost Chart is provided to show how many points are required for specific actions.

Note: A "round" in this system is not the 10 second round of normal *Rolemaster*. It has a more a more nebulous duration due to the nature of the system. The approximate duration of a round is 25-30 seconds — as an approximation, use 10% normal RM activity percentages equals 4 Activity Points (i.e., 40 APs is equivalent to one round).

Note: These points can be varied by a GM to fit his own sense of realism. If a GM thinks that a certain action requires too many APs (i.e., too much time), he can change the AP requirement for that action.

AVAILABLE ACTIVITY POINTS (3.10.1)

Each combatant must calculate his Total Activity Points (TAPs) at the beginning of each encounter (not at the beginning of each round). The GM must decide when an encounter starts and ends. A combatant's TAP total is the number of Activity Points that combatant has for each round of combat.

A combatant's TAP consists of the sum of three factors:

- 1) A base of 100 APs.
- 2) APs equal to a *luck roll* — 1-10 APs (1D10).
- 3) APs equal to the combatant's Total Quickness stat bonus.

$$\text{TAP} = 100 + 1\text{D}10 + \text{Total Qu Stat Bonus}$$

Example: *Klen, a Grey Elf, has a Qu stat of 93 (Qu stat bonus = +13, smoothed stat bonus from RMC14.4). Thus his Qu stat bonus is +23 (he gets an additional +10 racial Qu bonus). At the beginning of an encounter, he rolls his luck roll, an '8'. Thus his TAP is 131 = 100 + 8 + 23. This the APs he has available for each round of the current encounter. At the next encounter he will roll again. The GM must decide when an encounter starts and ends.*

Option 1: A GM may wish to change the base points used to calculate the TAPs. 100 is used the base for this system because a lower base would be affected more by one's Quickness stat bonus. For example, if the base was made 50 pts per round, the Quickness bonus would affect it by approximately 70% ($35 \div 50 \times 100$). This would make it extremely unfair for slower characters, since very quick characters would have almost another full round to act. On the other hand, if the base were set too high, one's Quickness would be of little use.

Option 2: A GM may wish to have each combatant make a new luck roll and recalculate his TAP every round.

Option 3: A GM may wish to change the luck roll from 1D10 to 1D20 (or even 1D30).



KEEPING TRACK OF ACTIVITY IN A ROUND (3.10.2)

Basically, the idea in this system is for each character to keep track of when (in terms of APs) his next action will be resolved. The GM keeps track of the passage of time (i.e., how many APs have passed during a round). Then, each action is resolved as the passage of time reaches the proper point.

For these purposes, the GM and players need to keep track of a number of different factors:

RCAT — To control activity during a round, the GM must keep track of the *Round's Current Action Total* (RCAT). The RCAT indicates how much time (i.e., APs) has already passed during the current round.

NAT (one for each combatant) — Each combatant must keep track of his *Next Action Total* (NAT). His NAT indicates at what point in the round his next action will occur.

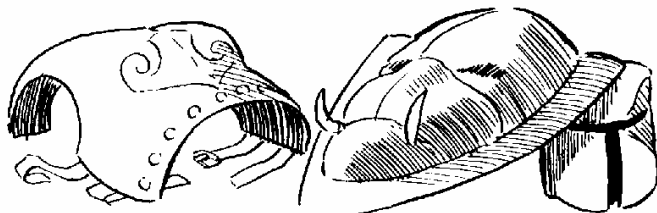
CTAP (one for each combatant) — Each combatant must keep track of his *Current Total Action Points* (CTAP). His CTAP indicates how many APs he has left for the current round.

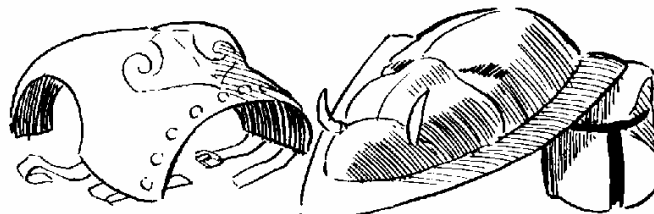
TAP (one for each combatant) — As mentioned in Section 3.10.1, each combatant must calculate his *Total Action Points* (TAP). His TAP indicates how many APs he has for any given round.

Note: *This process may seem complicated when initially read, but it is simple to use.*

Beginning an Encounter — At the beginning of an encounter, all combatants must calculate their TAPs and all NATs start at zero. At the beginning of an encounter, a combatant must immediately declare his first action. At this point, his NAT is set equal the AP cost of that action. In addition, his CTAP is decreased by the AP cost of the action.

ACTION COST CHART								
MELEE ATTACK AP COST ‡			THROWN ATTACK AP COST §			SPELL CASTING AP COST †		
Weapon	AP Cost	Min AP Cost	Weapon	AP Cost	Min AP Cost	Action	AP Cost	Min AP Cost
Dagger	30	15	Bola	32	25	Instantaneous Spell	1	1
Falchion	37	25	Dagger	15	10	Prepare Class I Spell	15	10
Hand Axe	33	24	Hand Axe	20	15	Prepare Class II Spell	40	30
Main Gauche	30	21	Javelin	27	20	Prepare Class III Spell	70	60
Scimitar	33	22	Spear	30	21	Recovery	20+lvl/2	15
Rapier	34	25	Rock	15	10			
Broadsword	35	25				MOVEMENT AP COST †		
Shortsword	32	21	MISCELLANEOUS AP COST			Distance Moved	AP Cost	
Bare Fist	28	12				1/4 RM Movement Rate	10	
Club (Norm)	35	23				1/2 RM Movement Rate	20	
Warhammer	34	24				3/4 RM Movement Rate	30	
Mace	31	24				Full RM Movement Rate	40	
Morning Star	38	27				General Formula:		
Whip	38	30				AP Cost =		
Battle Axe	40	29				40 x [# of ft moved +		
Flail	41	30				(Movement Rate x pace multiplier)]		
War Mattock	38	30				AP REDUCTION DUE TO STAT BONUSES		
Quarterstaff	30	15				Stat Bonus	AP Reduction	
2-Handed Sword	38	28				50+	7 + (1 per +10)	
Mounted Lance		Special				40-49	6	
Pole Arm	42	32				30-39	5	
Spear	35	28				20-29	4	
M.A. Strikes	25	10				15-19	3	
M.A. Sw&Th	25	20				10-14	2	
						05-09	1	
						less than 05	0	
MISSILE ATTACK AP COST §						Note: For every point that the Normal AP cost is reduced, the combatant receives a -5 penalty (only -1 for base attack spell).		
Weapon	AP Cost	Min AP Cost				Applicable Stats:		
Short Bow	10	8				* — Agility.		
Composite Bow	12	9				† — Power Point stat.		
Long Bow	14	10				‡ — Strength.		
Light Crossbow	10	9				§ — Quickness.		
Heavy Crossbow	12	10						
Sling	20	15						
RELOADING AP COST *								
Weapon	AP Cost	Min AP Cost						
Short Bow	24	20						
Composite Bow	28	23						
Long Bow	32	26						
Light Crossbow	60	45						
Heavy Crossbow	80	65						
Sling	20	15						





If a combatant is unable to take action at the beginning of an encounter (e.g., is asleep or surprised), he may only use APs after he has been enabled to take actions (e.g., is awakened or becomes aware of the situation). If a combatant later becomes able to take actions, his CTAP is equal to his TAP minus the RCAT (i.e., he has already used APs equal to the time that has already passed during the current round) **and** he declares an action, his NAT is set to equal the RCAT plus the AP cost of the action declared.

Updating the RCAT — At the beginning of a round and after each action is resolved, the RCAT is increased to equal the lowest non-zero NAT(s) of all of the combatants (i.e., the time is advanced to the next action to be resolved). The declared action of the combatant with the lowest non-zero NAT is then resolved. If several non-zero NATs are equal and lowest, those actions are resolved simultaneously.

Updating a NAT — Whenever the RCAT reaches a combatant's NAT, several things happen:

- The combatant's declared action is resolved.
- The combatant declares a new action.
- If the combatant's CTAP is greater than or equal to the action's AP cost (i.e., the combatant has enough activity for the round to perform the action), the combatant's NAT is increased by the AP cost of the newly declared action **and** the combatant's CTAP is decreased by the AP cost of the action.
- If the combatant's CTAP is less than the action's AP cost, the combatant's NAT becomes zero (i.e., the combatant can take no further action this round) **and** his CTAP becomes equal to the action's AP minus his old CTAP (i.e., the CTAP is used to keep track of how many APs will be required to complete the action during the next round).

Ending a Round — A round ends when all NATs are equal to zero.

Beginning the Next Round — The RCAT is set to zero. Each combatant sets his NAT to equal his CTAP, and then sets his CTAP to equal his original TAP. Then the round begins by updating the RCAT.

Example: A Magician, named *Kavin*, is sitting in a tree near a forest path. A group of Orcs carrying shortbows are walking along the path toward him; they are unaware of *Kavin*, but he sees them. The GM begins the encounter and everyone determines their TAPs. *Kavin* has a 108 TAP; the Orcs have 103, 104, and 130.

Kavin, being a smart Animist, begins preparing *Sleep VII* (a Class III spell for him, costing 60 APs). So *Kavin* starts with a NAT of 60 and a CTAP of 48 (108-60). Since the Orcs are unaware of *Kavin*, they can not take any action (other than walking along) and their CTAPs and NATs are not calculated yet.

The RCAT is updated to 60 (the lowest NAT) and *Kavin* casts his spell—the Orc with a 104 TAP falls asleep. *Kavin* must choose "recover from spell casting" as his next action (22 APs), so his NAT becomes 82 and his CTAP is 26 (48-22).

The other two Orcs are now aware of an attack, so their CTAPs are 43 (103-60) and 70 (130-60). Both Orcs decide to fire their shortbows at *Kavin* (35 APs), so their NATs become 95 and 95 (60+35) and their CTAPs become 08 (43-35) and 35 (70-35).

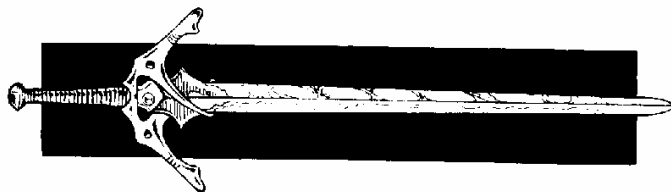
Next, the RCAT is updated to the lowest non-zero NAT, which is *Kavin*'s 82. He decides to cast another *Sleep VII* spell (60 APs), but he only has a CTAP of 26. Thus, his NAT becomes zero and his CTAP becomes 34 (60-26). This CTAP keeps track of how many APs he must use next round to complete this action.

The RCAT is updated to the lowest non-zero NAT, which is 95, the NAT of each of the Orcs; so they both fire simultaneously. They resolve their attacks, but only give *Kavin* a few concussion hits. They both decide to fire again (35 APs), so one Orc's NAT becomes 130 and his CTAP becomes zero. The other Orc doesn't have enough APs left to fire this round (his CTAP is only 8), so his NAT is set to zero and his CTAP becomes 27 (35-8) to keep track of how much activity the bow shot will require next round.

The RCAT is updated to the lowest non-zero NAT of 130, so the Orc fires again and misses *Kavin* the Lucky. The Orc decides that "the third time's the charm" and declares his action is to fire again. However, he is out of APs so his NAT becomes zero and his CTAP is set to 35 (35-0) to keep track of how much activity the bow shot will require next round.

The round now ends because all NATs are zero.

Now we begin the next round by setting the RCAT to zero. Then each NAT is set equal to the combatant's CTAP: 34 for *Kavin*, 27 for one Orc, and 35 for the other. Their CTAPs become equal to their TAPs: 108, 103, and 130. Now the RCAT is updated to begin the round. One Orc will attack first, then *Kavin*, then the second Orc.



ACTION COSTS (3.10.3)

The AP costs for most actions are summarized on the Action Cost Chart. This section presents explanations and guidelines for handling a variety of actions.

MOVEMENT

Assuming that a round in this system is 25-30 seconds long, then a combatant could move 2.5x his normal RM movement rate during a round in this system. So let's assume the following AP costs for certain standard movement:

Distance Moved	AP Cost
1/4 RM Movement Rate	10
1/2 RM Movement Rate	20
3/4 RM Movement Rate	30
Full RM Movement Rate	40

A general formula would be:

$$\text{AP Cost} = 40 \times [\# \text{ of ft moved} \div (\text{Movement Rate} \times \text{pace multiplier})]$$

Example: *Helcar*, a Thief, has a movement rate of 84 (this means 84' rnd at a walking pace). He is positioned behind a rock 30' away from a huge Troll (a good place to be!). He wishes to sneak up on the Troll and ambush it. His TAP is 127 (100+25+2). Since he wants to sneak up on the Troll his pace multiplier will be at 1/2. The AP cost of moving 30' is $28.57 = 40 \times [30' \div (84 \times 1/2)]$, which rounds up to a AP cost of 29. A GM can use rounded figures and the chart above—30' is 3/4s of 42 so the AP cost is 30.

In a tactical situation where the movement of various foes may conflict, a GM may wish to have everyone use 5 or 10 AP actions for movement.

CASTING SPELLS

Casting spells requires time. All spells have a preparation time (except instantaneous ones) that requires APs. At the end of this preparation time the spell is cast and will take effect immediately. After a spell is cast, the caster must choose a *Recover From Spell* action that costs: $20 + (\text{spell level} + 2)$ APs (round up).

Each normal round of spell duration is equivalent to 40 APs of a round in this system.

AP COST REDUCTION DUE TO STAT BONUSES

The AP cost for some actions can be reduced by high stat bonuses. See the "Stat Effect on AP Cost" section of the Action Cost Chart for this AP cost reduction. The AP cost for an action can never be reduced below the Minimum AP cost for that action.

Actions performed at less than the normal AP cost suffer a -5 penalty for every point that the AP cost is reduced below normal; for base attack spells this is only -1 per point of reduction.

- The *Quickness* stat helps reduce the AP cost of such actions as firing a bow, drawing a weapon, and throwing a weapon.
- The *Agility* stat helps reduce the AP cost of such actions as loading a bow, disarming a trap, climbing, etc.
- The *Strength* stat helps reduce the AP cost of making a melee attack with a particular weapon (referred to as weapon cost) — this reduction does have fixed limits (i.e., a person can only move so fast).
- The *Power Point* stat corresponding the realm of the spell (i.e., *In* for Channeling, *Em* for Essence, *Pr* for Mentalism) will reduce the number of APs required to prepare a spell. A high PP stat indicates a more in depth knowledge of how spells work for a particular realm — leading to more efficiency in casting spells (i.e., a reduced casting time, APs).

Example: Dana decides to make an attack with his dagger. This is normally a 30 AP cost action, but Dana has a *Strength* of 99 for a +20 stat bonus. This stat bonus allows a AP cost reduction of 2, so Dana may use an AP cost of 30, 29 or 28 for his dagger attack (his choice) — his dagger attack would suffer a OB penalty of -0, -5, or -10 respectively.

HANDLING SPECIAL SITUATIONS (3.10.4)

This section discusses some of the most common situations that arise when this system is used. Of course, special situations will arise that are not covered specifically by this system; just use the same approach taken in this section and you will not have many problems

PARRYING

Each time a combatant declares a melee attack action, he must state his percentage of OB on offense and on defense (i.e., how much he is parrying with).

MOVE AND PARRY

A combatant may declare a move and parry action; in which case, his pace multiplier is "1/2" but he may use up to half his OB to parry with.

MOVEMENT DURING SPELL PREPARATION

A character may split the time required for spell preparation into two half-AP actions. However, the only action allowed between the two half preparation is a 5 AP movement action.

OPPORTUNITY ACTION

A character may delay an action that has an immediate effect and that he has already expended the APs for (e.g., firing an arrow, casting a prepared spell, etc.). When his normal NAT arrives, he merely states that his action is an opportunity action. As the RCAT increases after this, his CTAP is reduced by the same amount until he decides to have his action take effect.

CANCELING AN ACTION

A character may cancel an action at anytime, but he loses half of the APs remaining to be used for the canceled action:

- Action is canceled and the RCAT is updated to equal the time at which the action is to be canceled. No NAT's can be skipped.
- The canceler recovers half of the unused APs allocated to his cancelled action — he sets his CTAP equal to his old CTAP plus half of his NAT minus the RCAT:

$$\text{New CTAP} = \text{Old CTAP} + [(\text{NAT} - \text{RCAT}) \div 2]$$

- Finally, the canceler declares his new action and updates his CTAP and NAT normally.

Example: Dana the Elf is preparing a spell (60 AP) and has a CTAP of 30 and a NAT of 80 (so he started the action at RCAT of 20). However, at RCAT 35 one of the Orcs Dana is fighting declares a bow attack with a NAT of 70. Dana panics and cancels his action at RCAT 40 — allowed because, there are no other actions (NATs) between RCATs 35 and 40. Dana's CTAP becomes $50 = 30 + [(80 - 40) \div 2]$, thus he loses half of the APs remaining for the spell preparation. Dana now declares a 10 AP movement (1/4 normal movement rate) planning to duck behind a tree. His CTAP becomes 40 (50-10) and his NAT becomes 50 (40+10).

SPEED AND HASTE

Each normal round of Speed or Haste will increase a character's CTAP by 20-40 APs (GM discretion). We suggest 20 APs for a low powered campaign and 40 APs for a high-powered campaign.

3.11 A REVISED COMBAT SEQUENCE

In some ways the normal *RM* combat sequence (AL 3.1) can be limiting on player actions and intentions. The order of events segregates certain actions and makes other actions predictable. One can always expect spells before missile fire and one can not move away from missile fire until after it happens. One can not continue moving after attacking (unless it is done in the next round) nor can one attack and then move. Herein is presented a revised combat sequence designed to promote a more free-flowing combat style and to allow some maneuvers not possible with the standard system.

pr
Ly
fa:
re:



The revised combat sequence is ordered as such —

1. Roll for Skill-Effects
2. Make "Snap" Perception Rolls
3. Declaration of Actions
4. First Half-Round
 - a. Spell Point
 - b. Movement
 - c. Action Point
5. Second Half-Round
 - a. Spell Point
 - b. Movement
 - c. Action Point
6. End of Combat Round

ROLL FOR SKILL EFFECTS (3.11.1)

At the beginning of the round, any character who was previously preparing a skill such as an Adrenal Move, Frenzy, Control Lycanthropy or Meditation (Ki) rolls to determine success or failure. This allows the character to determine actions based on the results of these rolls.

MAKE "SNAP" PERCEPTION ROLLS (3.11.2)

At this point any character who is uncertain of the combat situation may declare he is making a "snap" perception roll. This roll is taken at the -20 penalty for being in melee; only -10 if only under missile fire. The character also takes a -20 penalty to his total initiative for that round. This allows characters to determine who is up or down, who is stunned or isn't actively parrying, who may be Frenzying or Adrenal "Sped."

DECLARATION OF ACTIONS (3.11.3)

Characters now declare actions in reverse order of initiative. Several different sorts of actions may be declared for an upcoming round. These can be broken down into three categories:

- static action
- half move and a action
- full move with/without action

STATIC ACTION

A static action is one that takes little or no movement during the combat round (i.e., no movement is declared other than facing changes). The following are some examples of static actions which can be declared.



Skill Use (Non-Combat) — A character can declare that he will be performing a skill action during the round. Examples of suitable skills include First Aid (on self or others), Rope Mastery, Full Perceptions (with no minus), Read Runes or Attunement. The Gamemaster should decide whether the skill use will take one or several rounds to complete and state whether any penalties are involved. Rolling for completion of the skill use occurs at the end of the round (5. End of Turn). One may move up to half of one's base movement rate depending on the skill being used.

Spell Prep / Frenzy Prep / Lycanthropy Prep — This case is similar to the previous except the roll for the completion of the skill occurs during the next round. One may move up half one's base movement rate during the round. If in a combat situation, the combatant may use his/her Qu DB as well as parry at half OB. A Gamemaster may rule the certain combat results may disrupt or penalize the skill use.

Normal Attack Action — An attack action includes spell casting, melee combat, missile and thrown attacks. Spells are normally cast at the First Half Spell Point but may be held to the Second Half Spell Point. Attacks (melee, missile or thrown) occur at the First Half Action Point but also may be held until the Second Half Action Point. One declares no movement except changes of facing (and these should be specified and are done during the Movement phase). If a character is taking two attacks then the attacks should be divided between the First and Second Half Action Points with the player or Gamemaster specifying the order. Characters taking three or more attacks should divide them as evenly as possible between the Action Points.

Example: Anna Ashford is taking two attacks with her hand axes and is also a "Trained Regular Footman" allowing her an additional Rank 1 Sweep as well. The Gamemaster has Anna take one hand axe attack and the sweep attack at the first Action Point and the second hand axe attack at the second Action Point.

Reload/rearm — Reload/rearm is completed at the end of the First Half Action Point. One may move up to half one's base movement rate during the turn. Drawing one weapon is a 1/2 action and one may attack at the second Action Point at a -20. Drawing a second weapon in a turn is completed at the end of the round and adds another -30 to the first weapon's OB (a Gamemaster may wish to make exceptions for small weapons, two-weapon combinations).

ACTION & HALF MOVE / HALF MOVE & ACTION

The character involved declares an action (usually a spell cast or melee attack) followed by a half move or a half move followed by an action. The distance of the movement involved is half the base movement multiplied the pace multiple specified by the player and allowed by the Gamemaster. The first action/move is resolved in the First Half-Round and then a maneuver roll must be made to complete the second move/action in the Second Half-Round. The base difficulty of the maneuver roll depends on the pace multiplier of the character during the round (see the Move & Action Difficulty Chart). Actions may include melee attack, thrown attack, missile attack or spell casting.

Example 1: Lilah the Archer wishes to pursue an Elk before shooting it. She declares a 2x half movement and will then fire her bow. Her base rate is 75' and so she moves (1/2 x 75' x 2 =) 75' in the first half of the round. Since her pace multiplier is 2x, she must make a Light maneuver to determine any detriment to her OB when she shoots the Elk.

Example 2: Leofric the Immortal wishes to strike an opponent and then pursue another. He declares an attack and then a 1x half movement. Leofric rolls for the attack in the first half of the round. Since his pace multiplier is 1x, he then rolls an Easy maneuver to determine how much of half his base rate he can move in the second half of the round.

FULL MOVE WITH/WITHOUT ACTION

The character involved declares a full move during the round which can include an action at either the First Half or Second Half Action Point. The character can move up to as many multiples of his base movement rate as the situation or the Gamemaster will allow. At the appropriate action point in the round, the character makes a maneuver roll to determine the effectiveness of the action he wishes to take. The difficulty of the action is dependent on his pace multiplier (see the Move & Action Difficulty Chart). In this case the action may include a spell cast, an attack or a maneuver such as an Acrobatic leap, a Tumble, a Pick Pocket or a grab.

Example: Sinnes the Conjuror is walking (1x) down a city street. He spots his lifelong enemy just ahead of him. Sinnes declares he is going to run (3x) up to the man and Shock Bolt him as he passes by. The Gamemaster marks off Sinnes' movement for the first half of the round and determines the range to his target. Sinnes then rolls a Hard maneuver to determine any detriment to his spell casting or directed spells skill. After resolving the Shock Bolt, the Gamemaster marks off Sinnes' movement for the second half of the round. (Note: This example assumes Sinnes' Shock Bolt is either instantaneous or from an item.)

MOVE & ACTION DIFFICULTY CHART		
Movement Rate	1/2 Move & Action	Full Move & Action
up to 1X	Easy	Light
up to 2X	Light	Medium
up to 3X	Medium	Hard
up to 4X	Hard	Very Hard
up to 5X	Very Hard	Extremely Hard

NOTES ON ACTIONS

Move & Action Maneuvers — Required maneuver rolls for "Move & Action" situations is appropriate to the situation; characters on foot make a Maneuvering in Armor or an AG roll, riders make a Riding roll (and the horse an MM roll if necessary), swimmers make a Swimming roll, fliers make a Flying roll.

Canceling an Action — Canceling a declared action results in the loss of that half round of action and any new actions (if the second half of the round is available) are attempted at a -50 during the round. Any new action must be redeclared before the beginning of the Second Half Round.

Example: Don Carlos declares that he is attacking Grod the Orc. Before Don Carlos can attack, Grod passes out due to blood loss. Don Carlos aborts his attack and declares he is attacking Grod's brother Grid. Don Carlos take a -50 to his OB to attack Grid.



Holding an Action — A character may declare he is Holding his action. The character may take no new action (except for continuing movement or defense), other than make a perception roll (no penalty), for the First Half round. However the character may take an action at any initiative point in the Second Half round without having to make a maneuver roll.

Example: *Don Carlos and Grod the Orc are still at it. Don Carlos declares he is holding his action for the first half of the round. As luck would have it, Grod passes out in the first half round. Don Carlos redeclares an attack on Grod the Orc, the third of the triplets, and does such in the second half of the round with no penalty.*

Acceleration: One can accelerate up to 2 movement categories (0X to 2X, 1X to 3X, etc...) if taking a half move. One can accelerate up to 4 categories (1X to 5X,...) if taking a full move. One can decelerate up to 3 categories in a round unless stopped by an opponent or obstacle.

Haste and Speed — A character who is acting at twice the speed of normal due to *Haste* or *Speed* spells, *Adrenal Speed* or an item would be able to declare twice as many actions. The person acts with an +50 Initiative bonus for the normal first action and a -50 Initiative bonus for the extra action. Normally, a hasted character get an action declaration for the First Half round and one for the Second Half round.

Example: *Skarim is Hasted during this combat round. His total unmodified initiative is 90. Skarim would act at initiative 140 and again at initiative 40 during the round.*

FIRST HALF ROUND (3.11.4)

The first half of the combat round consists of three parts; the spell point, movement and the action point. During the spell point characters make any rolls for spells which were prepped in previous rounds, instantaneous spells declared this round, or any devices being used, read or drunk. During movement any characters which have declared movement do such. During the action point any declared combat actions (melee, missile or thrown attack) or maneuvers (acrobatics, tumbling, yado, disarming, etc.) are resolved. During this time all cancellations of actions are declared and at the end any character holding or canceling an action may redeclare.

SECOND HALF ROUND (3.11.5)

The second half of the combat round proceeds exactly as does the first half; spell point, movement and the action point. The spell point includes any delayed or held spells or newly cast instantaneous or zero round prep spells. Movement covers new and continuing movement as well as results of the first half round's actions (e.g., Unbalancing crits which move a character). The action point covers second or last attacks, held or declared attacks, and finishing maneuvers to full moves.

END OF COMBAT ROUND (3.11.6)

At this point all bookkeeping for the combat round is completed. Any skill rolls necessary are made by those characters involved in a static skill action.

OPTIONAL SPELL “LAWS”

4.1 UNIQUE SPELLS

In each particular campaign, a GM should feel free to make spells, spell lists, and spellcasting unique and special for his world or specific areas in his world. As a general rule, a GM should try to avoid making the spells more or less powerful; unless that fits his world and he is prepared for it. This will help maintain the balance of the original spell system, so that any additional weaknesses or strengths coming from the unique spell modifications should even out.

Two spellcasters may have the same list as far as the spell levels and spell names are concerned, but the lists could be very different in actuality. This will make the world more interesting and unique. Most players will tell you that such contributions by the GM make the game more interesting and easier and more enjoyable to role play in.

An example of a unique use of spells and spell guidelines is presented in Cleric's Law (RMCI 4.19). In this material, Clerics are allowed to have spell lists that fit their deities' spheres of influence in a specific campaign world. The examples in this section show how spells and spell casting can be molded to a specific campaign world.

Example 1: In a particular world, the GM decides that the Magician profession should deal with only with elements (he may even change their profession's name to Element Lord or something). That works well with the base lists, but what about the open and closed lists? Well, many lists can be described as “elemental” in nature such as Spell Wall (the caster is enshrouded in fiery, chill, wispy, etc. force that protects him from spells), Detecting Ways (caster “tunes in” with the earth to gain knowledge), etc. Gate Mastery could be significantly changed so that creatures summoned would not be normal creatures, but their elemental equivalent that would be composed of a specific element and would inflict an additional critical of the appropriate element (e.g., if the GM would normally decide that a giant frog would come with the summons, it would be a fiery frog, a cold frog, etc.). The demonic gate spells would summon either elemental demons or elementals. This would make certain lists more powerful, but than the GM might decide to balance things by ruling that these “Element Lords” cannot gain spells from lists such as Rune Mastery, Spirit Mastery and Spell Reins because of their decidedly un-elemental nature.

Example 2: This example examines another variation of making a unique Gate Mastery list. Suppose a certain group of spellcasters possessed a group of “body altering” lists like Shapechanging Ways (Arcane, RMCI 3.17) and also had the Gate Mastery list. The GM could change Gate Mastery to go along with their “body altering” lists—Gate Mastery spells would not summon creatures but would allow the caster to create them using his own body. These spells would enable the caster to take matter from his own body without doing him harm and create the desired creature out of that “protoplasm.” He could devote a number of his own

concussion hits to the protoplasm and then the creature would determine their hits from that (e.g., take the creature's level times the number of hits the caster devoted). The caster would not have those hits until the creature was dispelled and the matter taken back. No harm would come to the caster if the creature took damage. This could very well make the creatures much more powerful, but the caster would be devoting his own flesh to make them powerful. Demonic Gate spells would be handled in a similar manner. The name of such a list could be changed to “Creature Creations.”

Example 3: Mystics in a certain world might be thought of as “undercover agents” and so their spells have been developed so that they can be cast secretly—i.e., one is not able tell such a Mystic is casting a spell by looking at him. They would require no ESF roll to cast a spell without a free hand.

Certain Clerics could be flamboyant spellcasters and receive an extra +10 spell roll bonus when they have both hands free and raise them toward the heavens or clasp them together as if praying.

Example 4: Another area a GM may want to “flesh out” is what spells look like when they are cast. For help in what spells look like, a GM can look to some of the fantastic fantasy art that is available.

Example 5: Still another area a GM may want to “flesh out” is what it feels like to be healed magically and what is the difference (if any) between Healing and Lay Healing. In the author's world, Healing is pleasant for the subject and painful for the Healer while Lay Healing is done with scalpels and heat for major wounds and is quite painful for the subject.

4.2 PP UNDERCASTING

PP undercasting is an extremely risky form of spell casting—the spell caster uses less than the required PPs when attempting to cast a spell. This situation requires an ESF roll (see SL 10.9). The shortfall in PPs is equivalent to one level of ESF overcasting (see SL 10.9.2). However, when the ESF roll is made the ESF modification due to a lack of PPs is doubled.

Example: Morag the Lay Healer is in desperate straits, she needs to cast a Stun Relief I, a fourth level spell, but only has 2 power points left. A shortfall of 2 PPs is equivalent to a two level overcast—an ESF mod of 25. Thus, the two level PP undercast Morag is attempting has a $25 * 2 = 50$ ESF mod.

Option 1: When calculating the spell failure total from any failed PP undercasting ESF, a GM may choose to triple either the standard or the doubled ESF modification.

Option 2: A Gamemaster may also wish to incorporate physical damage as well (e.g., perhaps by requiring that the PP undercaster take a Stress critical).



4.3 RITUAL MAGIC REVISITED

One very important point in the Ritual Magic System in *RMCH* 4.3 was not covered — what is the minimum time required for a ritual?

The ritual casting of a spell with a level above the caster's level takes at least four hours. For spells with a level less than or equal to the caster's, the minimum required time is:

1 hour + (normal casting and preparation time in hours)

Thus, in terms of normal SL casting time requirements, the following minimum times apply:

Spell Class	Minimum Ritual Casting Time
I	2 hours
II	3 hours
III	4 hours

Example: A 10th level caster could cast 1st-4th level ritual spells in a minimum of 2 hours, 5th-7th in a minimum of 3 hours, 8th-10th in a minimum of 4 hours, and 11th-14th in a minimum of 4 hours. Of course, spells above 14th level would require a number of hours equal to the (spell level - caster's level). see *RMCH* 4.3.

4.4 ADDITIONAL BASE LISTS

Many of the *RMCH* and *RMCH* semi spell users, have access to 6 or more base lists. If a GM wishes to give all semi spell users the same options, he can use the material in this section.

Each semi spell user will access to at least nine Base Lists. They choose six of these as their Normal Base Lists and have access to the unchosen ones as Open Lists.

Ranger — Standard 5 SL lists +

Sense Mastery (Closed Mentalism) *Guardian Ways* (Special)
Way of the Navigator (Arcane) *Animal Mastery* (Druid Base)

Bard — Standard 5 SL Lists +

Lesser Illusions (Open Essence) *Recreations* (Sage Base)
Beguiling Ways (Montebanc Base) *Weave Tale* (Sage Base)

Monk — Standard 5 SL Lists +

Combat Enhancement (Beastmaster Base)
Shielding Ways (Paladin Base)
Deadly Dances (Dervish Base, rename "Combat Ways")
Arm's Way (Paladin Base, no spells at lvl.10, 20, 50)

Delver — Standard 5 *RMCI* Lists +

Appraisal (Montebanc Base) *Mending Ways* (Arcane)
Noble Armor (Noble Warrior Base) *Bladerunes* (Arcane)
Noble Weapons (Noble Warrior Base)
Chaotic Weapon (Chaotic Lord Base)

Nightblade — Standard 5 *RMCI* Lists +

Sense Control (Mentalist Base) *Escaping Ways* (Sleuth Base)
Self-Healing (Open Mentalism) *Evasions* (Monk Base)

Beastmaster — Standard 6 *RMCH* Lists +

Sense Through Others (Seer Base)
Nature's Ways (Druid Base)
Weather Ways (Open Channeling)

Warrior Mage — Standard 6 *RMCH* Lists +

Body Renewal (Monk Base) *Evasions* (Monk Base)
Illusions (Open Mentalism)

Dervish — Standard 6 *RMCH* Lists +

Spellbreaker (Paladin Base) *Holy Warrior* (Paladin Base)
Damage Resistance (Open Mentalism)

Crafter — Standard 6 *RMCH* Lists +

Solid Manipulation (Closed Mentalism)
Gas Manipulation (Closed Mentalism)
Liquid Manipulation (Closed Mentalism)

Noble Warrior — Standard *RMCH* Lists +

May chose one of his optional lists as his sixth base list and three more of his optional lists to be treated as open lists.

Chaotic Lord — Standard *RMCH* Lists +

May chose one of his optional lists as his sixth base list and three more of his optional lists to be treated as open lists.

Macabre — Standard 5 *RMCH* Lists +

Doom's Law (Warlock Base) *Dark Lore* (Evil Cleric Base)
Mind Destruction (Sorcerer Base) *Curses* (Evil Cleric Base)

Montebanc — Standard 5 *RMCH* Lists +

Escaping Ways (Sleuth Base) *Distractions* (Nightblade Base)
Telekinesis (Closed Ment.) *Mind Mastery* (Closed Ment.)

Moon Mage — Standard *RMCH* Lists +

May chose one of his optional lists as his sixth base list and three more of his optional lists to be treated as open lists.

Sleuth — Standard *RMCH* Lists +

Locating Ways (Closed Channeling)

4.5 SPELL CATALYSTS

As an optional rule to make spellcasting more intricate (and maybe more like spells of myth and fiction), a GM can allow some substances to make certain spells work more effectively—thereby functioning as “spell catalysts.” Depending on the GM, a spell catalyst can be common or rare, and can effect either a large number of spells or it can be very specific. The effects of a spell catalyst can also be quite varied, and there are many options for the GM to choose from. Spell catalysts should be destroyed (i.e., used up) when used.

Option 1: Choose a very general spell group for a catalyst, but make that catalyst rather expensive or hard to obtain. Effects for using a spell catalyst using this option should be moderate—something along the lines of a +10 bonus to spell rolls, or 50% additional range or duration, etc.

Example: Make a vial of holy water a catalyst for all Channeling spells, but make it expensive—perhaps 10-20 gp per vial. Make gems worth over 20 GP a catalyst for all Essence spells. Make a fairly rare herb a catalyst for all Mentalism spells, but give it a “Difficulty of Finding” rating of 7-8.

Option 2: Choose catalysts that are not quite as expensive or rare, but make them far more specific. This option will require a lot of work on the GM’s part, but it will help “flesh out” and individualize his magic system. Allowing fairly easily obtained substances to be used as catalysts requires that their effects be light—perhaps a +5 spell roll bonus, a 1 PP reduction in cost (with a minimum of 1), a 25% increase in range or duration, or something along those lines.

Example: Use a number of specific herbs (“Difficulty of Finding” between 4-5) for many of the different healing spells. Use holy water for clerical “Bless” spells, sulfur for fire spells, animal hide or hair for Beastmaster spells, etc.

Option 3: A catalyst for spells can be for a general group of spells, as in Option 1, but it is extremely difficult to obtain. The price (if it can be purchased) should be at least 200 GP, and should be very hard to find. It may even call for a complete adventure in and of itself to obtain. The effects of these catalysts should be substantial, such as a doubling or even tripling of range of the spells, cutting the PP cost in half, etc.

Example: The Diamor is a special magical crystal that will greatly increase the effectiveness any “Information” spell and “grows” like a plant but is only found in the cavern of the Wyvern Lords...

Option 4: As Option 3 above, but make the catalysts specific to a small group of spells as in Option 2 above.

Option 5: As Options 1, 2, and/or 3 above, combining the catalysts types. Of course, this option requires the most work on the GM’s part.

Example: There may be a special wood that is fairly rare that will serve as a moderately powerful catalyst for all spells of the Channeling realm (Option 1), but for the really daring there is also a specific catalyst for “Repulsions” spells that is very potent (Option 3)—of course that catalyst is a vampire’s tooth ...

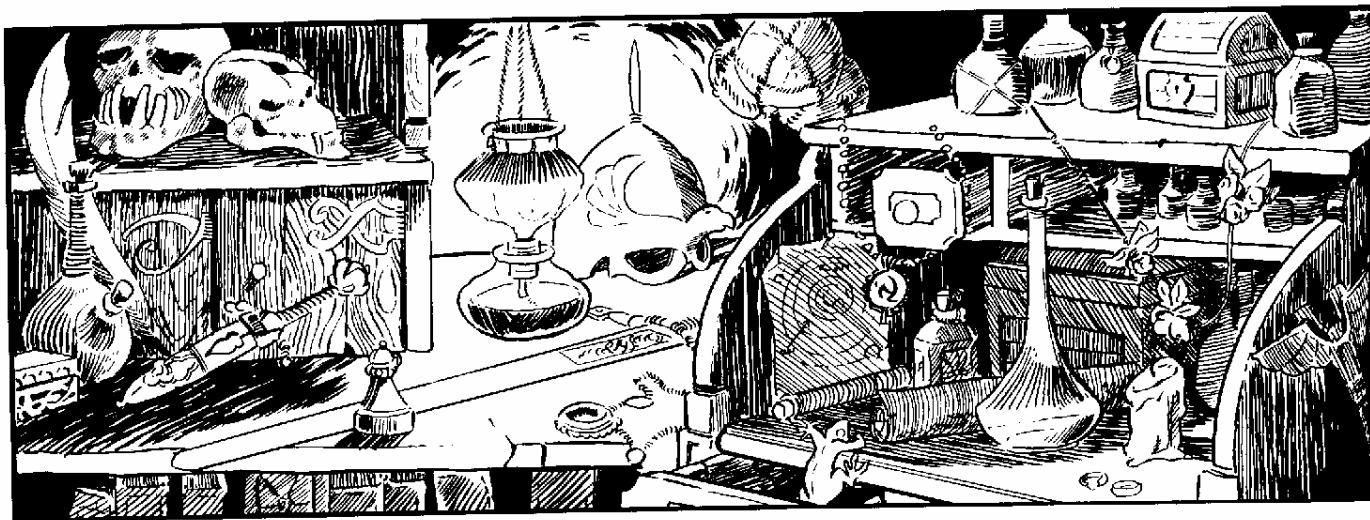
Option 6: As Option 1 above, but the catalyst is not destroyed when used, and can be used over and over—the effects may need to be reduced, as in Option 2, if you think this is too powerful. These catalysts could be called spell foci, and could be used in conjunction with other catalysts. As an additional option, these foci could be used also (or instead) for helping in magical skills such as Reading Runes, Attunement, Power Perception, etc. A +5 bonus for such skills is recommended.

Example: Such catalysts could include a silver holy symbol for Channeling spellcasters, a wand of a certain magical wood for Essence users, and a Focus Crystal (costing about 30 GP) for Mentalists.

Option 7: As Option 6 above, except instead of receiving a bonus for having a focus, a spellcaster suffers penalties for **not** having a proper focus. A caster who has lost, forgot, broke, eaten or otherwise been separated from his focus should suffer a penalty such as a -10 for all spell and/or skill rolls, a 25% decrease in duration or range, or an extra 2-3 PP cost for each spell.

This focus requirement would not apply if a spell user has trained specifically not to need a focus—requiring an extra development point cost. Perhaps an additional 25% of the original DP cost to learn the spell list; with a minimum of 1 additional development point.

Such an option will certainly have casters guarding their foci closely, especially since learning not to use a focus will prove to very expensive in development points. Of course, it shouldn’t be that hard to get a new one, unless you are on a desert island, at the 157th level of a dungeon, floating through the void, etc.



4.6 CHANNELING POWER POINTS

This section presents a variation of the racial power points guidelines in *RMCH* 3.1 (Option 1). However, this variation involves PPs for all Channeling users — a Channeler's Learned PPs are determined by his devotion and service to his religion.

When a user of the Channeling realm reaches a new level, the Gamemaster should decide the Channeler's quality of "religious performance" since he last advanced a level. This quality rating should be: very bad, bad, mediocre, good, very good, or exceptional. To determine the number of Learned PPs, roll on the corresponding column of the Channeling Power Point Chart.

The dice roll column on this chart is determined by the god's degree of overt participation and interest in the affairs of his followers:

Concerned	God is concerned with his followers activities.
Detached	God is not concerned with day-to-day events.
Isolated	God rarely consciously intervenes.

TOTAL PPs

Total PPs for Pure Channeling Spell Users =
(Base PP + Learned PP) x (1 + In Bonus + 50)

Total PPs for Hybrid Channeling-Essence Spell Users =
(Base PP + Learned PP) x [1 + (In Bonus + Em Bonus) ÷ 100]

Total PPs for Hybrid Channeling-Mentalism Spell Users =
(Base PP + Learned PP) x [1 + (In Bonus + Pr Bonus) ÷ 100]

CHANNELING POWER POINT CHART									
D100 ROLL			QUALITY RATING						
God's Involvement			I	II	III	IV	V	VI	
Concerned	Detached	Isolated	Very Bad	Bad	Mediocre	Good	Very Good	Exceptional	
1	—	—	Death	Death	Death	Expulsion	Reroll II	Reroll III	
2-3	1	—	Death	Death	Expulsion	Spec -	Spec -	Spec -	
4-6	2	—	Death	Expulsion	Spec -	Stat Det	Stat Det	1 PP, 30% -	
7-10	3-5	1-3	Expulsion	Spec -	Stat Det	Quest V	1 PP, 30% -	1 PP	
11-25	6-15	4-10	Spec -	Stat Det	Quest IV	1 PP, 30% -	1 PP	1 PP, x In	
26-40	16-35	11-25	Spec -	Quest III	1 PP, 30% -	1 PP	1 PP, x In	2 PP	
41-65	36-65	26-65	Stat Det	Sacr. 1 PP	1 PP	1 PP, x In	2 PP	2 PP, Spec +	
66	66	66	1 PP	2 PP, x In	2 PP, Spec +	2 PP, +1 In	3 PP, Spec +	Reroll VII	
67-89	67-85	67-90	Quest II	1 PP, 30% -	1 PP, x In	2 PP	2 PP Spec +	3 PP	
90-94	86-98	91-99	Sacr 1 PP	1 PP	2 PP	2 PP, 30% +	3 PP	3 PP, Spec +	
95-97	99	100	1 PP, 30% -	2 PP	2 PP, 30% +	2 PP, x In	3 PP, x In	3 PP, +1 In	
98-99	100	—	1 PP	2 PP, 30% +	2 PP, x In	2 PP, Spec +	3 PP, +1 In	Reroll VII	
100	—	—	2 PP	2 PP, Spec +	3 PP	3 PP, x In	Reroll VII	Gate, Reroll VII	
QUALITY RATING VII (roll D10) —									
1-4 = 3 PP, +2 In; 5-7 = 4 PP, Spec +; 8-9 = 6 PP, Spec +; 10 = D4+6 PP, Spec +									
KEY —									
Death: The caster is killed by a sudden burst of arcane power.									
Expulsion: The caster is an outcast from his religion, he cannot use any Channeling Spells until he is "forgiven" or until he is accepted as a follower by another religion.									
Spec -: The caster suffers some ill effect for his bad behavior. This may be a curse, a mutation, or whatever is fitting to the god (GM discretion). The caster does not learn any new PPs, another roll should be allowed after a period of atonement.									
Stat Det: The caster has to make a stat deterioration roll on column 9-10 for a randomly determined stat. The caster does not learn any new PPs, another roll should be allowed after a period of atonement.									
Quest "#": The caster has to fulfill some quest for his religion; if he succeeds, he is allowed a roll on the column labeled "#".									
Sacr "# PP: The caster has to make a sacrifice (expense and type of sacrifice depends on god) before he learns "# PP".									
"#" PP, 30% ±: The caster learns "# PP", then the GM rolls for some special gift or geas.									
"#" PP: The caster learns "# PP".									
"#" PP, x In: The caster learns "# PP" and is allowed an additional Stat Gain Roll for his In (counting results from 1-4 as 5).									
"#" PP, Spec +: The caster learns "# PP" and gets some sort of gift from his god. This may be a magic item, a special ability, or whatever the GM deems appropriate.									
"#" PP, +1 (or +2) In: The caster learns "# PP" and his temporary and potential In stats are raised by 1 (or 2).									
Reroll "#": Reroll for a Quality Rating of "#".									
Gate, Reroll VII: As the 50th lvl spell on the Channels List (Cleric Base) and reroll for a Quality Rating of VII.									

4.7 LEARNING ESSENCE SPELLS

In some fantasy literature and certain FRP game systems, a mage has to "learn" his spells in two ways — first, he must grasp the basic principle of the spell **and** second, before each casting of the spell, he has to memorize the exact words of the spell. The standard *RM* spell system only requires the first of these two ways to learn spells. If a GM wish to institute the second requirement (i.e., memorization of the spell), the material in this section can be used.

In order to cast an Essence spell, the "wording" of the spell must have been memorized **or** it can be read (e.g., from a book or a scroll). After the spell is cast it disappears from the caster's memory, so it must be rememorized to be castable it again. A spell user can memorize a spell multiple times in order to be able to cast it several times without stopping to memorize it again.

Note: *These guidelines can be useful for GMs that feel that Essence users are more powerful than Channelling users and Mentalism users.*

The following restrictions apply:

- Hybrid spell users of Essence and another realm have to memorize their Base List spells and their Essence spells.
- Arcane Lists do not have to be memorized.
- The total number of levels of spells that a spell user can memorize is limited by the spell user's Maximum Power Level or MPL is determined by the following formulac:
 Pure Essence Users $\text{level}^2 \times [4 + (\text{Me Bonus} \div 12.5)]$
 Hybrid Spell Users $\text{level}^2 \times [2 + (\text{Me Bonus} \div 25)]$
 Semi-spell users $\text{level}^2 \times [1 + (\text{Me Bonus} \div 50)]$
 Archmages $\text{level}^2 \times [1 + (\text{Me Bonus} \div 50)]$
- Spells may be memorized anytime, but the time is required is based upon the spell level and spell class (SL 6.2). Spells of a higher level than the memorizer are "class 5" spells for these purposes.

Memorization Time in Minutes =

$$\text{spell level} \times \text{spell class} \div [1 - (\text{Em Bonus} \div 50)]$$

Option 1: Allow the casting of unmemorized spells with an ESF modification equal to the "spell class" times 10.

Option 2: A GM may wish to extend this requirement to Mentalism spells; and, perhaps, even to Channeling spells.

Option 3: Drop PP requirements and allow the memorization of spells only after an 8 hour resting period. Warning: this is pretty radical and may disturb play balance.



4.8 INDIVIDUAL SPELL DEVELOPMENT REVISITED

The individual spell development system in *RMCI* 4.5 does not include development cost for Arcane spells. The chart below provides some suggested costs.

Pick Type	Pure	Hybrid	Semi	Non	Archmage
A	—	—	—	5x	—
B	8*	6*	16*	—	4*
C	—	—	—	8x	—
D	12*	10*	32*	—	8*
E	20/40/50	18/36/50	40/45/50	—	16/32/50

4.9 MULTIPLE SPELL LIST DEVELOPMENT

This rules variation allows a spell user to learn multiple spell lists at the same time (i.e., develop several lists with less than 20 DPs). A character can only allocate DPs towards as many spell lists as the character has base Power Points (not including level multipliers and background options such as 'Archtype' or 'Aura'). Of course, this a spell user must still have access to the appropriate materials required to study and learn the lists (GM discretion).

Note: *This optional rule can lead to characters learning a whole lot of lists. It is only recommended for high powered campaigns (or perhaps for unlucky PCs).*

Option 1: The player may add the appropriate stat bonus to the base chance to learn the list.

Option 2: If using *RMCI*'s smoothed stat table, the base Power Points can be rounded off (e.g., 2.4 rounds to 2 and 2.5 rounds to 3).

Example: *Anderas the Healer has 98 In, so he has a stat bonus of 21 and 2.6 power points per level. Thus Anderas can learn 3 spell lists per level. He puts 5 DPs in to each of three lists giving Anderas a 46% ($5 \times 5 + 21$) chance of success for each list.*

4.10 ONE ROLL SPELL RESOLUTION

The system presented in this section uses only one modified roll to resolve spell casting. This system replaces all rules concerning extraordinary spell failures, base spell attacks, spell failures, and resistance rolls.

Note: *This system is a radical departure from standard RM. A GM should examine this material very carefully before using it in his campaign.*

Base Spell Attack Procedure — To resolve a base spell attack, the attacker rolls an open ended attack roll **and** adds all applicable attacker modifiers and all applicable target and situation modifiers. If the result (the attack roll) is greater than 100, the attack succeeds; otherwise, it fails.

Spell Failure — If the attack roll is less than 101, the spell is assumed to have failed. An open-ended roll is then made and modified by (101 - attack roll) — this is the spell failure roll. This modified roll is applied to the appropriate spell failure table. For example, an attack roll of 86 means that the spell failure roll has a modification of 15 (101-86).

Resistance Rolls — Resistance rolls are not used in this system. All RR modifiers are subtracted from the attack roll instead. Thus a -20 RR mod means that that attacker has a +20 attack roll modification.

Spell Effects Based on RRs — For those spells with effects based on how much a RR failed by, treat the amount rolled over 100 as the amount failed by (i.e., use attack roll minus 100).

Non-Attack Spells — Non-attack spells still require an attack roll, but the modifiers based on range and voluntary target status usually insure that such spells will succeed.

Standard Base Spell Attack Modifiers — Modifiers that affect Base Attack Rolls in the standard RM system should have their effects doubled. Thus a spell shield that used to subtract ten from a base attack roll now subtracts twenty.

Objects — Objects normally have zero resistance, but magical and special objects will resist with a level equal to their bonus. Thus a +5 object resists at fifth level, that is with a modification of +25. Objects without bonuses resist with a level based on the strength of the enchantment and the GMs judgement. Nonmagical objects with bonuses have a resistance equal to their bonus.

Modifiers — Only one modifier under each subject (+) is used.

TARGET MODIFIERS

("+" is good for the attacker, "-" is good for the target)

- Target's level as a skill bonus (i.e., -5 for 1st 10 levels, -2 for 2nd 10 levels, etc.)
- Target's PP stat bonus (*Ess*: Em, *Ment*: Pr, *Chan*: In, *Hybrids*: average applicable stat bonuses)
- Target's racial RR modification -Var
- Applicable bonuses from protective items & spells Var
- Any applicable special bonuses Var
- Attack spell's realm differs from Target's realm -10
- Willing target +50
- Target is unconscious or asleep +30
- Target is stationary +10
- Target is surprised +20
- Target actively resists (75% of the round's activity) -25
- Target's level is greater than attacker's level -10
- Modifications due to armor worn by target:

Armor	Ess	Chan	Ment
Leather breastplate/tunic	-5	—	—
Full leather	-10	-5	—
Metal breastplate	-15	-20	—
Full metal armor	-20	-25	-25

- Modifications due to helmet worn by target:

Helmet	Ess	Chan	Ment
Leather helmet	—	—	-10
Metal helmet, open	-5	-5	-15
Metal helmet, closed	-10	-10	-20

- Modifications due to shield carried by target:

Shield	Ess	Chan	Ment
Wood/Leather shield	-5	—	—
Metal shield	-5	-15	-5

ATTACKER MODIFIERS

("+" is good for the attacker, "-" is good for the target)

- Basic attacker bonus +50
- Attacker's level as a skill bonus (i.e., +5 for 1st 10 levels, +2 for 2nd 10 levels, etc.)
- Attacker's PP stat bonus (*Ess*: Em, *Ment*: Pr, *Chan*: In, *Hybrids*: average applicable stat bonuses)
- Attacker's level bonus for base spell attacks
- If attacker's racial RR modifier for the spell's realm is negative, it is added; if it is positive, it is ignored. This can never be a positive modifier.
- Armor modifications (see SL 10.9.2); these can be reduced by Transcend Armor skill. This can never be a positive modifier.
- Applicable bonuses from items Var
- Any applicable special bonuses Var
- Attacker does not gesticulate (no free hand)
 - Mentalism -10
 - Channeling -20
 - Essence -30
- Attacker does not speak
 - Mentalism -10
 - Essence -20
 - Channeling -30
- Spell level is over attacker's level -15
 - More than five levels too high -25
 - More than ten levels too high -35
 - More than fifteen levels too high -70
 - More than twenty levels too high -100
- Attacker under missile attack -10
- Attacker in close combat -20
- Attacker under half hits -20
- Attacker stunned -50

Note: *Spell Mastery* can negate some of the standard ESF modifications above (see SL 10.9).

SITUATION MODIFIERS

("+" is good for the attacker, "-" is good for the target)

- Range modifier:
 - touch touch +30
 - 0-10' (0-3m) +10
 - 10'-50' (3-15m) 0
 - 50'-100' (15-30m) -10
 - 100'-300' (30-100m) -20
 - > 300' (> 100m) -30
- Attacker sees target poorly -10
 - Attacker cannot see target -20
 - Only approximate location known -30

OPTIONAL SKILLS/STATS "LAWS"

5.1 EXTENDED STAT GAINS

In published *RM* adventures very powerful characters often have stats above 101, maybe even above 110. These stats are explained by assuming a special bonus on the stat roll for very enchanted races *or* special events *or* magic items of great might.

If a GM wishes, he can use the following extension to the Stat Gain Table (*ChL* 15.1.2) as another explanation for very high stats *and* as a stat improving possibility for PCs. This extension applies to any stat that has its temporary value equal to its potential value.

Roll	Temporary Stat Change	Potential Stat Change
01-04	drops normally (2-8 pts)	none
05-95	none	none
96-99	none	+1
100	+1	+2

Option: Only a character's prime requisite stats can be increased through the use of this extension.

5.2 HIGH STRENGTH ABILITIES

RMCH provides for some special abilities for stats when they increase over the normal 101 maximum. This section provides for similar effects, but specifically considers very high St bonuses and their relation to combat situations.

Characters with very high St bonuses should have measurably greater effect when wielding standard weapons *and* should be able to wield larger than normal sized weapons (e.g., use a two-handed weapon in one hand). These factors can be represented by either using damage multipliers *or* by using a larger weapon table in place of a corresponding smaller one.

- A character with a +30 or greater St bonus and "great stature" (e.g., the author uses 9' tall or above) may either use a normal one-handed weapon with 1.5x normal concussion hit damage *or* he may use a normally two-handed weapon in one-hand with no penalty. When wielding a two-handed weapon with two hands, such a character does 1.5x normal concussion hit damage.
- A character with a +30 or greater St bonus and normal stature may wield a two-handed weapon with no penalty in one hand but does only 3/4x times normal concussion hit damage.
- The character with a +60 or greater St bonus and "great stature" may either use a normal one-handed weapon with 2x normal concussion hit damage *or* he may use a normally two-handed weapon in one-hand with no penalty and deliver 1.5x normal concussion hit damage. When wielding a two-handed weapon with two hands, such a character does 2x normal concussion hit damage.
- An character with a +60 or greater St bonus and normal stature will do 1.5x normal damage with either one-handed or a two-handed weapon wielded normally *or* 1.25x normal concussion hit damage with a two-handed weapon wielded in one hand.

- The Gamemaster may wish to increase the required St bonus for these effects for the 'off-arm' of non-ambidextrous characters. Thus a character might need a +40 or +80 St bonus to achieve the same effects as a +30 or +60 bonus for the normal weapon hand.
- The skill for using a two-handed weapon in one hand is in the "one-handed edged" or "one-handed concussion" category, but treat one-hand and two-hand use of the same weapon as similar. For example, skill with a flail can be developed as a "one-handed concussion" skill for use in one hand, and this skill is similar to two-handed skill with a flail.

DAMAGE MULTIPLIERS FOR HIGH ST

Weapon Type & # of hands used	Stature	≥ +30	≥ +60
		St Bonus	St Bonus
1-H used in 1 hand	Normal	1.0x	1.5x
1-H used in 1 hand	Large	1.5x	2.0x
2-H used in 1 hand	Normal	0.75x	1.25x
2-H used in 1 hand	Large	1.0x	1.5x
2-H used in 2 hands	Normal	1.0x	1.5x
2-H used in 2 hands	Large	1.5x	2.0x



5.3 MEDITATION AS A SINGLE SKILL

RMCH presents the Meditation skill as several different sub-skills (Death, Sleep, Healing, etc.) each of which has a separate development point-cost. This section is for those who only want to use the single Meditation skill as described in *ChL*, but wish to use the new professions from *RMCI* and *RMCH*. Note that many of the costs are taken directly from *ChL*, while others are based on the multiple Meditation costs from *RMCH*.

MEDITATION SKILL COSTS		
Alchemist 2/4	Druid 1/4	Ranger 2/4
Animist 1/3	Fighter 3/7	Rogue 3/6
Archmage 1/5	Healer 1/2	Runemaster ... 2/4
Astrologer 1/2	H.W. Monk ... 2/5	Sage 1/4
Barbarian 3/7	Illusionist 2/4	Scholar 2/4
Bard 2/4	Lay Healer 1/4	Seer 1/2
Beastmaster .. 2/6	Magician 1/5	Shaman 1/2
Burglar 3/6	Mentalist 1/4	Sorcerer 2/4
Cleric 1/2	Monk 1/5	Thief 3/6
Conjurer 2/4	Mystic 1/3	Trader 3/6
Crystal Mage 1/5	Necromancer . 1/4	Warlock 2/4
Dancer 3/7	Nightblade 3/6	Warrior Mage 2/6
Delver 2/4	Non-Prof. 2/6	W. Monk 2/4
Dervish 2/6	Paladin 2/4	Witch 2/4

5.4 MAINTAINING ADRENALS

Adrenal Moves as defined in *ChL* only last for one round (Speed, Strength, and Quick-Draw) or for one action (Balance, Leaping and Landing). This option rule allows a character using Adrenal Speed or Adrenal Strength to attempt to continue the effect beyond one round of duration. This requires a new roll each subsequent round to see if the Adrenal move continues; this roll is 1D100 plus the Adrenal skill bonus. The modified roll must be more than $(90 + 10 \times \# \text{ rds})$, see the chart below.

The 'recovery penalty' (normally -20 the round after the adrenal move is finished) is also modified based on how rounds the Adrenal move is maintained. This penalty is: $-10 - (10 \times \# \text{ rds})$, see the chart below. This penalty applies the round after the Adrenal Move ends and decreased by 10 each round after that.

Example: Kellendil the Warrior Mage has just finished four combat rounds of Adrenal Speed. On the fifth round Kellendil rolls 132 for his attempt to continue his Adrenal Speed, this is less than 141, so he fails. Thus, on round 5, he suffers a -50 penalty, which decreases to -40 on round 6, -30 on round 7, -20 on round 8, -10 on round 9, and disappears on round 10.

Round #	Standard		Option 1	
	Success On	Penalty Rnd After	Success On	Penalty Rnd After
1	100+	-20	100+	-20
2	111+	-30	121+	-40
3	121+	-40	141+	-60
4	131+	-50	161+	-80
etc.	etc.	etc.	etc.	etc.

Option 1: The success roll modification and the recovery penalty increase by 20 instead of by 10 (see chart above).

Option 2: A Gamemaster may wish to have a player roll a Stress Critical if a character continues an Adrenal Move for a large number of consecutive rounds. The Gamemaster may wish to do this after the Adrenal Move is finished or during the Adrenal Move.

Example: Kurin the Bold is in his fifth round of Adrenal Strength. The Gamemaster has Kurin's player roll an 'A' stress critical at the end of that round and may increase the penalty to a 'B' or 'C' in successive rounds.

5.5 MODIFIED FRENZY

Adrenal Speed and Haste spells can increase the number of attacks a character can make, while Adrenal Strength or magic items can increase the damage a character does. This leads some GMs and players use these approaches rather than the Frenzy skill. This is especially true in a campaign where there are high offensive bonuses and most combatants parry often.

Under the optional rules in this section, Frenzy is redefined. A frenzied character can only take the offensive or defensive action allowed by his state due to combat damage (see the chart below). The rationale here is that the nature of Frenzy allows the character to shake off a "stun" result and press on, but the impact effect of a "must parry" result causes the character to momentarily hesitate (and parry or dodge).

Note: Hopefully, this modification will make players consider Frenzy a skill rather than a disadvantage and may allow Bashkars to progress beyond first level.

Combat State	Offensive Bonus	Defensive Bonus
normal	OB + 30	0 *
stunned	$0.5 \times (OB + 30)$	0 *
must parry	0	OB - 30
stunned, no parry	0	$1/2 (OB - 30)$
* — magic only (potions, armor, etc...)		

Note that Qu is never part of a frenzied character's DB. The rationale here is that a character in combat is always involved in some amount of dodging and ducking, thus using his Qu DB. A frenzied character does not think of ducking and weaving and thus does not use his Qu DB.

Option 1: Instead of the normal +30 offensive bonus for Frenzy, add the Qu DB value to the character's OB instead. This represents applying his Quickness to all out attacking.

Option 2: If a frenzied character has a shield, allow him to attack with the shield (i.e., to use a shield bash attack). However, only allow the shield's DB modification if the frenzied character "must parry."

5.6 USING SPELL MASTERY FOR RESEARCH

This section presents a way for a character to use Spell Mastery skill ranks to modify specific spell parameters. The ranks are expended on the "research" necessary to develop a modified spell(s). Thereafter the character can cast the modified spell(s) without further expenditure of ranks.

Any aspect of a spell (subject to Gamemaster approval) can be modified by expending the appropriate number of Spell Mastery skill ranks. Appropriate parameters include: range, duration, number of targets, damage done, radii of effect, time of effect, a bonus to BAR roll, reduced preparation time, reduced casting time, etc.

When allocating Development Points for a new level, a character must specify how many ranks of Spell Mastery he is developing, what spell (or spell list) is being modified, and what aspect the researcher wishes to change. The GM must then either veto the modification or set a cost of research in terms of Spell Mastery skill ranks.

Option 1: The Gamemaster may allow modification of one spell in a list to affect all similar spells in that list.

Example: *Haldring the Mage* researches a modified *Sleep V* spell that may be cast with an additional +5 modification to its BAR roll. The GM rules that this bonus applies to *Sleep VII*, *Sleep X* and so on.

Option 2: The Gamemaster may allow a character to simultaneously research modifications to spells on several unrelated lists (i.e., the ranks of Spell Mastery for each one could be developed simultaneously). The rationale here is: if warriors can train with several different weapons simultaneously, then a mage can research research several spell modifications simultaneously.

Example: *Smegole the Slimy Sorcerer's* player puts DPs into researching modifications to spells on three different lists; 2 ranks towards reducing casting times on the *Flesh Destruction* list, 1 rank towards vaporizing liquids in containers on the *Liquid Destruction* list, and 1 rank to increasing 'Shield' size on the *Shield Mastery* list. *Smegole* is buying four ranks of *Spell Mastery* in 3 lists and thus pays $2+5$ (1st list) + 2 (2nd list) + 2 (3rd list) = 11 Development Points in all.

EXAMPLES

Below we present some examples of modified spells and the number of ranks required to research each one. These examples are drawn from the author's campaign and a GM should feel free to modify or prohibit them.

All Spells — Two ranks of Spell Mastery to eliminate one round of preparation required for a spell or related group of spells. One rank of Spell Mastery to add a +5 bonus to the BAR of a spell.

Shield (Open Essence) — One rank to increase the shield from +25 to DB to +30 (two ranks for +34, three for +37, four for +39, and five for +40).

Limb Pain (Sorcerer Base) — Two ranks to specify exactly which limb is affected; the neck is not allowed; only arms, legs, and tails.

Wall of Fire (Magician Base) — One rank to expand the spell area of effect from 10'x10' to 20'x10'. Two ranks to increase the severity of the critical from an 'A' to a 'B'.

Extension, Ranging (Open Essence) — Two ranks to combine both effects into one spell which affects the next spell cast. Aside: Typically followed by a Stun Cloud from the Mage who first developed this modification.

Elemental 'Bolt' Spells (various) — One rank to increase the concussion hit damage done to 1.25x normal, two ranks to increase the concussion hit damage done to 1.5x normal, and so on (maximum of 3x).

Leaping (Open Essence) — Two ranks to develop a reversed version, "*Dropping*", which can be used upon flying or similarly elevated creatures. Target drops 20' or moves sideways 50' (random direction) if the RR is failed, with the appropriate consequences for intervening terrain (treat as a fall and use the Fall/Crush Attack Table, *At* 11.2.1).

Elemental Summons (Magician, Base) — Two ranks to allow an elemental summoned to be Mastered (via the casting of the appropriate *Mastery* spell) to a person other than the caster.

5.7 SKILLS FOR VERY OLD CHARACTERS

The system presented in this section assumes that a character who has lived a thousand years before becoming an active adventurer has more skill and experience than a 20 year old human. It is assumed that such a character has picked up "professional and general knowledge." This system is intended to be used with the normal level system by a careful GM and his players. This material will normally only be used for character generation, but it may also be used if there are long (at least 100 years) gaps in a character's career.

AUTOMATIC SKILL DEVELOPMENT (5.7.1)

Certain skills are developed regardless of character activity or inactivity so long as they are not totally alien to the character. (e.g., Weather Watching to a cave-dweller; Seduction to a hermit, etc.).

Each of these skills will develop to Rank 10, then stop. Linguistics is an exception; a language can develop up to 20 ranks.

Skill	# Years / Skill Rank
Linguistics (Ranks 1-10) *	10
Linguistics (Ranks 11-20) *	250
Weather Watching	25
Anthropology *	100
Racial History *	100
Perception	250
Lie Perception	250
Seduction	250
Philosophy/Religious Doctrine	500
* — These skills develop only in the applicable culture(s) inhabited during the time period of the development.	

VOLUNTARY SKILL DEVELOPMENT (5.7.2)

A character may choose to develop certain other skills. The total number of ranks that can be developed voluntarily are:

# Years	# of Ranks (round up)
21-50	1 rank for every 3 years over 20
51-500	10 + 1 rank for every 5 years over 50
501-1000	100 + 1 rank for every 10 years over 500
1001+	150 + 1 rank for every 20 years over 1000

Example: A 45 year old starting character could develop 9 ranks using this method; 26 ranks for a 130 year old; 80 ranks for a 400 year old; 120 ranks for a 700 year old; 160 ranks for a 1200 year old.

LIMIT ON NUMBER OF RANKS DEVELOPED

Using this system (automatic and voluntary skill development), the maximum number of ranks that a PC can develop in any one skill is:

Max # Ranks (for one skill) = (total # ranks developed) ÷ 10

SPECIFIC DEVELOPMENT RESTRICTIONS

In order to develop the skills that fall into the following groups, certain requirements that must be satisfied

- **General:** These skills can be developed by anyone, given correct climate and situation (e.g., common sense says that a desert-dweller cannot learn to ski or swim very easily).
- **Travel:** These skills can be developed on extensive voyages.
- **Cultural:** These skills can be developed in an appropriate culture (e.g., you cannot get Streetwise in a forest).
- **Job:** These skills can be developed by practicing a specific profession.
- **Special:** These skills can be developed only by certain races or under special conditions.

Note that the skills are only loosely grouped, mainly for convenience than for a rigid system.

GENERAL SKILLS

Adrenal Balance	Leadership	Second Aid
Anthropology	Lie Perception	Seduction
Appraisal	Linguistics	Singing
Athletic Games	Lip Reading	Skating
Basic Math	Loading	Skiing
Brawling	M. Arts Rk 1 (only)	Star-Gazing
Cookery	Midwifery	Stunned Maneuvers
Dance	Perception	Surfing
Drug Tolerance	Phil./Rel. Doctrine	Swimming
Duping	Play Instrument	Tactical Games
First Aid	Poetic Improvisation	Tale Telling
Foraging	Public Speaking	Trading
Gambling	Racial History	Weather Watching
Jumping	Rope Mastery	

TRAVEL SKILLS

Boat Pilot	Driving	Rowing
Diplomacy	Navigation	Sailing
Direction Sense	Riding	



CULTURAL SKILLS

Administration	Lore	Sense Ambush
Begging	Heraldry	Skinning
Bribery	Mapping	Streetwise
Climbing	Meditation	Scrounge

JOB SKILLS

Adrenal Quick-Draw	Herding	Smithing
Armor Evaluation	Horticulture	Stone Craft
Crafting	Metal Evaluation	Wood Craft
Diagnostics		

SPECIAL SKILLS

Acrobatics (Aerial Creatures)
Flying (Aerial Creatures)
Caving (Cave-dwellers)
Control Lycanthropy (Lycanthropes)
Power Perception (magical races)
Sense Reality Warp (magical races)
Spatial Location Awareness (if blind)
+ other skills for odd races and situations	

TIME SENSE (5.7.3)

A character's Time Sense skill bonus should deteriorate with age. For example, a month is nothing to a two-thousand year old Elf; he could probably sit for a year and hardly notice.

The penalty should be decided by the GM, but we suggest:

(total # ranks) ÷ 2 [total # ranks as defined in 5.7.2]

5.8 MAGICAL LANGUAGES

RMCI Section 2.4 suggests a number of magical languages appropriate for use with the Magic Languages skill. This section presents another set of magical languages closely tied to the *RM* spell using professions and *SL*'s realms and spells.

Professional Languages — Each spell using profession (e.g., Magician, Healer, Mystic, etc.) has a magical language which is used to teach and write its base spells and to perform rituals and ceremonies. That magical language is unique to that profession, but may be superficially *similar* to that of other professions within the same realm. Thus there is a language of Magicians in which the Mage's base spells are written, which is similar but not the same as the language that Illusionist base spells are written in. Although some professions "share" base lists (e.g., the Combat Enhancement list for Beastmasters and Warrior Mages), each profession is taught the concepts and execution of its list in its own unique professional language. The names of the languages may be similar in derivation to the professions to which they are associated.

Open and Closed Spell List Languages — There is also one magical language for the Open lists of each realm and one for the Closed lists of each realm. Each of these six languages is similar to the other languages in the same realm.

Learning a Magical Language when Learning a Spell List — When learning a spell list, a spell user also learns the language associate with the list to a rank equal to the maximum spell level being learned. Learning the language in this fashion does not cost any additional development points and is assumed to be part of the magical training the spell user receives.

Example: A Magician learns *Light Law* to 10th level. At the same time he automatically learns the language of Magicians (if he doesn't already know it) to 10 ranks. A Warrior Mage learns a *Closed Mentalist* list to 5th level. He learns the language of *Closed Mentalism* to 5 ranks.

Learning a Magical Language without Learning a Corresponding Spell List: A character can expend development points to learn any magical language, subject to materials being available and Gamemaster approval.

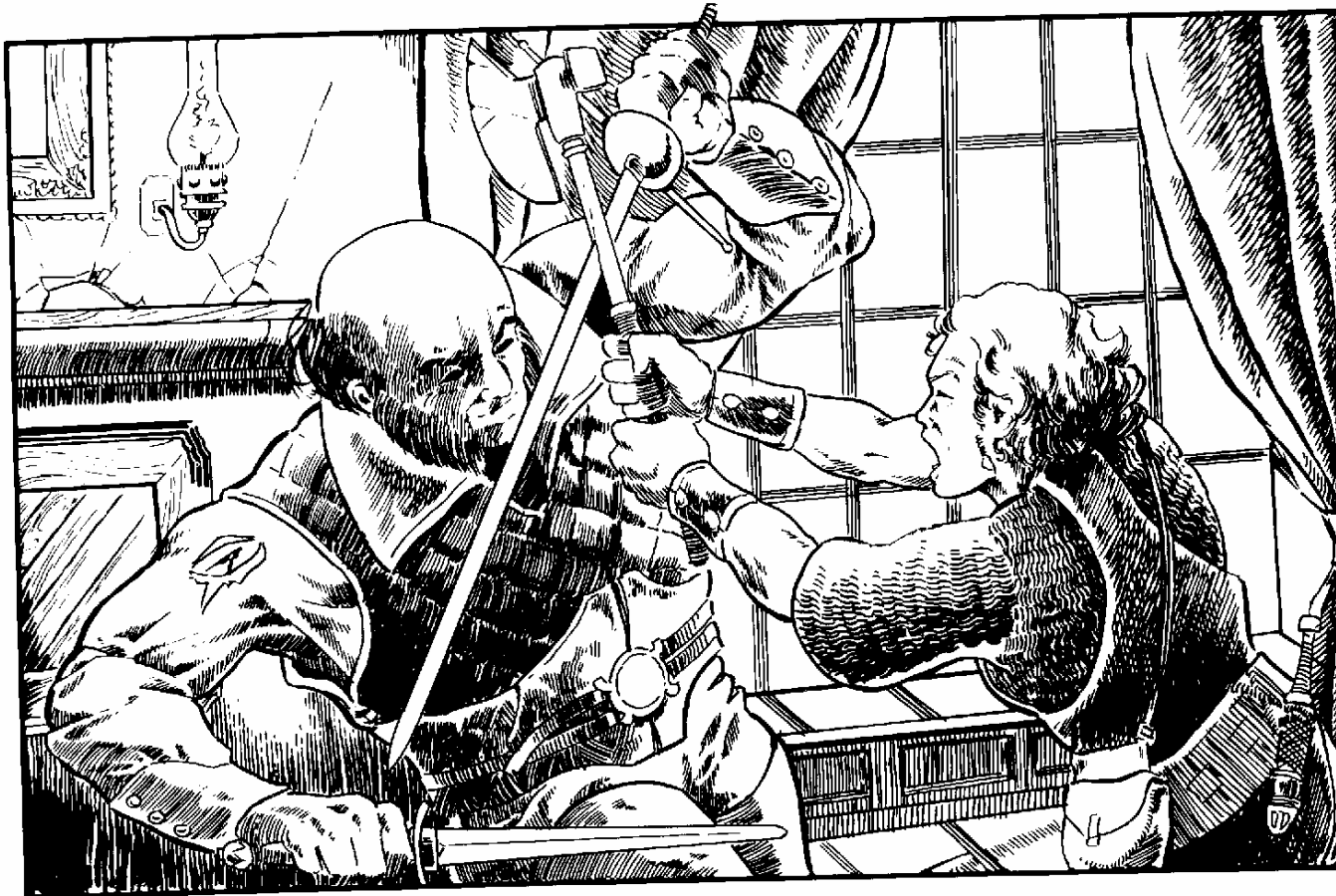
Similar Skills: If the similar skills guidelines in *RMCI* 4.1 are being used, the following similarities apply:

Language	Similar Language (same realm only)			
	Open	Closed	Base *	Hybrid †
Open	—	1/2	1/4	1/8
Closed	1/2	—	1/2	1/4
Base *	1/4	1/2	1/4	1/8
Hybrid †	1/8	1/4	1/8	—

* — There is one 'Base' (i.e., professional) magical language for each profession.

† — A Hybrid 'Base' (i.e., professional) magical language is similar to the open, closed, and Base languages of both associated realms. For these purposes, treat an Archmage as a Hybrid of all three realms.

Runes: If a character knows the magical language of a spell in a rune to a rank greater than or equal to the level of the spell, he can determine what the spell is. This does not allow him to use the rune — he must still make a normal "Use Runes" roll (*ChL* 3.7.3). Being able to determine what spell is in a rune does give the reader a +20 bonus for his "Use Runes" roll (*ChL* Table 15.3.4).



5.9 A TWO WEAPON COMBO OPTION

This section presents a different way of handling the *RMCH* Two Weapon Combo (TWC) skill. This variant deals with skill development and similarity, not with the actual use of the skill.

DEVELOPING TWO WEAPON COMBO SKILL

- First, a character must separately develop normal Weapon skill ranks for each weapon in the hand that will be used in the Two Weapon Combo (*ChL* 13.1.4).
- Then, TWC skill must be developed to represent the user's ability to use the two weapons together in melee as outlined in *RMCH* 7.0.
- TWC skill must be developed separately for each weapon combination. Using the same two weapons in different hands counts as a different Combo.
- Add up the normal fumble ranges for the two weapons in a Combo. This represents the TWC skill rank needed to obtain full proficiency using the two weapons together in combination. If a character's skill rank in TWC for two weapons is less than required (i.e., the fumble range sum), then the character's OB for each weapon is only a fraction of normal when used in the Combo. The fraction is equal to the TWC skill rank divided by the sum of the fumble ranges:

TWC OB for Deficit Ranks = Normal OB \times [TWC rank \div (Wp #1 fumble range + Wp. #2 fumble range)]

Note: The TWC OB for a weapon may never exceed its normal, one-hand use OB.

Note: Using this option, there is no penalty for using Two Weapon Combo with one weapon.

Example: Frankie the Fighter is learning to use Two Weapon Combo (TWC) with a broadsword in his right hand and a shortsword in his left hand. He has a +50 bonus for a broadsword in his right hand and a +20 bonus for a shortsword in his left hand. He also has four ranks of TWC (Broadsword-RH—Shortsword-LH). However, the sum of

the fumble ratings for the two weapons is five (bs: 3, ss: 2); therefore, when using both weapons together in combat, Frankie's TWC OB for each weapon is only 4/5ths of his normal OB for each weapon — +40 with the broadsword and +16 with the shortsword.

Option 1: A GM may rule that TWC skill ranks for a Combo may not be developed beyond the fumble range sum for the two weapons involved; e.g., one couldn't have more than 5 skill ranks with a broadsword—shortsword combination.

Option 2: If a character's OB with one (or both) of the weapons in a Combo is negative, then the reciprocal of the TWC fraction can be used to modify the OB(s); e.g., "4/5" would become "5/4" to modify a negative OB.

SIMILAR TWC SKILLS

Figuring similarity (*RMCH* 4.1) for two weapon combinations is fairly straightforward. Using the chart below to determine the number of similar skill ranks of TWC that apply.

same weapons; opposite hands	1/2
one same weapon & one similar weapon; correct hands	1/2
one same weapon & one similar weapon; opp. hands	1/4
one same weapon, correct hand & one non-similar weapon ...	1/4
both similar weapons; correct hands	1/4
both similar weapons; opp. hands	1/8
one same weapon, opp. hand & non-similar weapon	1/8
one similar weapon, correct hand & non-similar weapon	1/8
one similar weapon, opp. hand & non-similar weapon	0
both non-similar weapons	0

Note: If two categories apply use the one with the best results.

Example: Frankie the Fighter (see earlier example) is battling some goblins and he accidentally drops his broadsword and kicks it ten feet behind him. Fortunately, hanging on the wall is a shortsword, which he quickly grabs (with his right hand). Now, Frankie decides that he wants to use these two shortswords together. This new "ss-RH—ss-LH" combo fits into two categories of similarity with his already developed "bs-RH—ss-LH" TWC skill. The categories are "one same weapon & one similar weapon; correct hands" and "one same weapon & one similar weapon; opposite hands." The first category is used because it has the greatest similarity, 1/2.

Since Frankie has four TWC ranks in "bs-RH—ss-LH", his "ss-RH—ss-LH" TWC skill rank is 2. The fumble range sum for the two weapons is four. Therefore, Frankie receives half (2/4 = 0.5) his normal OB when using the two shortswords together in combat. This works out to +10 for the shortsword in his left hand (half of +20). He has no skill developed for using a shortsword in his right hand, but he still has a +25 OB (half of his +50 bs OB) because a shortsword is similar to a broadsword. So his TWC OB for the ss-RH is +13 (half of +25). So when Frankie attacks the goblins with the two shortswords he receives a +13 for the sword in his right hand and a +10 for the sword in his left hand.

DEVELOPMENT POINT COST FOR TWC

Alchemist 20	Druid 14	Ranger 3/7
Animist 14	Fighter 2/5	Rogue 3/6
Archmage 20	Healer 20	Runemaster 20
Astrologer 20	H. W. Monk .. 2/6	Sage 16
Barbarian 2/7	Illusionist 20	Scholar 12
Bard 4	Lay Healer 15	Seer 17
Beastmaster .. 3/7	Magician 20	Shaman 14
Burglar 3/7	Mentalist 15	Sorcerer 20
Cleric 13	Monk 4	Thief 3/9
Conjuror 20	Mystic 20	Trader 3
Crystal Mage .. 16	Necromancer .. 20	Warlock 19
Dancer 3/8	Nightblade 3	Warrior Mage 3/7
Delver 12	No Prof. 3/6	W. Monk 3
Dervish 3/9	Paladin 3/6	Witch 20

RMCH & RMCIV PROFESSIONS

Bounty Hunter 2/6	Craftsman 4	Macabre 14
Bashkar 2/5	Crafter 4	Montebanc 3

All other RMCH & RMCIV professions pay their normal DP cost for Two Weapon Combo.

5.10 ADRENAL DEFENSE WITH EQUIPMENT

The material in this section deals with using Adrenal Defense with armor and large weapons — you might call it “An Oriental Approach.” This material will allow certain characters to effectively use light armor and large weapons with Adrenal Defense and Martial Arts (the situation in many past Oriental cultures).

ARMORED ADRENAL DEFENSE (—) (Special/DB)

Armored Adrenal Defense (AADef) is a specialized, relaxed form of Adrenal Defense. AADef is handled just like Adrenal Defense (*ChL* 3.8), but the following armor effects:

- AADef must be developed separately for each of the armor groups: soft leather (ATs 5-8), rigid leather (ATs 9-12), chain (ATs 13-16), and plate (ATs 17-20).
- The AADef skill bonus is reduced by the Armor's Quickness Penalty and by its Maneuver Modification (see *ChL* 3.4). For the purposes of a character's DB, the Armor's Quickness Penalty will reduce either the AADef bonus or the Qu bonus, not both.
- All attacks made while using AADef are reduced by the armor's Missile Attack Penalty (*ChL* 3.4).

Skill DP Cost: As Adrenal Defense.

WEAPON BUGEI (St/St/Ag) (OB)

Normally, the use of large objects in conjunction with Adrenal Defense (and AADef) is limited to the weapons kata of Martial Artists (*ChL* 3.8). This skill involves meleeing with a weapon(s) bigger than a dagger (perhaps with a shield) while using Adrenal Defense or AADef.

- Weapons Bugei is a type of Martial Arts skill (in addition to MA Strikes and MA Sweeps and Throws), with a maximum result of 105 for Rank I attacks, 120 for Rank II attacks, 135 for Rank III attacks, and 150 for Rank IV attacks. The attack table corresponding to one of the weapon(s) involved is used (attacker's choice). Only one attack is made even if the attacker is using two weapons; the other weapon may be used as a shield.
- Weapons Bugei must be developed separately for each type of weapon, weapon/weapon, or weapon/shield combination.
- When not using Adrenal Def or AADef, the use of Weapons Bugei is really hindered by the slower movements involved; so the skill rank bonus is halved (i.e., “similar” weapon use).
- For the same weapon, Weapon Bugei and Weapon skill have a reciprocal similarity of 1/4.
- When using AADef skill and Weapons Bugei with a “shield”, the defensive value of any shield used is reduced: a weapon has a +5 bonus if used as a shield, target and normal shields only have a +10 bonus, full shields only have a +15 bonus, and wall shields may not be used at all.

Skill DP Cost: As Martial Arts.

Option 1: A GM may wish to restrict AADef to leather armor only.

Option 2: A GM may wish to restrict Weapon Bugei to certain Martial Arts type weapons.

Option 3: A GM may wish to restrict the use of AADef and Weapon Bugei to certain races and cultures.



5.11 NEW SKILLS

BODY RIGIDITY (SD) (Static Action) (MCK)

This skill is a type of Adrenal move that allows a character make his body become very rigid. A preparation round is required before the round that the character will become rigid, with actions in the preparation round at a penalty of 20% (as an adrenal move).

At the end of the preparation round the character rolls 1-100 (open-ended), adds applicable bonuses from *ChL* Table 153, and then adds his skill rank bonus. A roll of 101+ indicates that the character is successful, and in the following round all attacks the character is aware of can be “resisted.” A resisted attack has any critical roll(s) reduced by a number less than or equal to the character's Body Rigidity skill rank.

This skill can also be used when using a martial arts attack on a size 1 inanimate object (e.g., a wall). A successful roll indicates that a size 1 attack can be made without the character taking any damage (e.g., breaking his hand or foot).

Skill DP Cost: As Adrenal Defense.

CRAFTING SKILLS (Ag/SD) (Static Action) (DA) (M)

These skills are additions to the list of crafting skills found in *RMCH* 7.0.

Brewer: A maker of alcoholic beverages.

Fire Starter: Is the ability to start a fire by rubbing sticks together.

Gem Cutter: A cutter and polisher of gems.

Jeweler: A maker of fine jewelry (rings, necklaces, etc.)

EXPERTISE (—) (Special) (MCK)

This skill allows a character who already has skill with a weapon to become an "expert" in using that weapon. — thus lowering his chance of fumbling. For every skill rank a character has in expertise with a specific weapon, his fumble range for that weapon is reduced by one, to a minimum of one. This skill must be developed separately for each weapon.

This skill can also be developed for each specific spell, but the spell failure range is reduced by one for each skill rank, to a minimum of one. Expertise skill ranks can also be used to reduce ESF modifications. This skill must be developed separately for each spell.

Option: A GM can allow Expertise skill to apply to a whole spell list rather than a specific spell.

Skill DP Cost: As the largest Weapon skill cost for weapon Expertise. As Spell Mastery for spell expertise.

SHIELD BASH (St/St/Ag) (OB) (AD)

Skill with a "shield bash" attack (*AL* 9.6 and *RM CIV* 3.9) is treated as a weapon skill. Shield bash skill must be developed separately for each type of shield, but all shields are treated as similar weapons (*ChL* 13.1.1) for the purposes of shield bashes.

Skill DP Cost: As One-Handed Crushing Weapon skill.

SPELL TRICKERY (Pr/Qu) (Maneuver) (MCK)

The skill bonus for Spell Trickery is used for attempts to cast spells secretly, with very subdued or hidden gestures and very little sound. There is a +10 modifier when casting a Mentalism spell and a -10 penalty when casting an Essence spell.

Skill DP Cost: As Spell Mastery.

SUMMONING (Em/Me) (Static Action) (MCK)

This skill helps a character casting a summoning spell that has a variable number of results (e.g., Demonic Gate spells, Conjuring Circle spells, the Summons and Gate Mastery lists, etc.). A roll of 101+ after adding or subtracting any modifiers the GM sees fit to assign means that the character summons the desired creature.

Skill DP Cost: As Circle Lore.

TACKLING (Ag/St) (OB) (DA)

Tackling is a martial arts skill equivalent to MA Striking and MA Sweeps and throws, except that the Ram/Butt/... Attack Table (*AL* 11.1.6) is used. Skill must be developed separately for MA Ranks I-IV just as the other MAs are developed (see *ChL* 3.8). Treat Rank I as a Small attack, Rank II as Medium, Rank III as Large, and Rank IV as Huge; but, the attack size is limited by the size of the MA attacker. Thus, a normal sized man can only make a Rank I or a Rank II (Medium) MA Tackling attack.

Skill DP Cost: As Martial Arts.

WRESTLING (Ag/St) (OB) (DA)

Wrestling is a martial arts skill equivalent to MA Striking and MA Sweeps and throws, except that the Grapple/Grasp/... Attack Table (*AL* 11.1.4) is used. Skill must be developed separately for MA Ranks I-IV just as the other MAs are developed (see *ChL* 3.8). Treat Rank I as a Small attack, Rank II as Medium, Rank III as Large, and Rank IV as Huge; but, the attack size is limited by the size of the MA attacker. Thus, a normal sized man can only make a Rank I or a Rank II (Medium) MA Wrestling attack.

Skill DP Cost: As Martial Arts.

5.12 MOLDING SKILLS

A GM should not feel restricted to use all of the **RM** skills, and he should not feel hesitant to make up his own skills — he should mold the skills available to fit his own campaign.

NEW SKILL GROUPS (SL)

Suppose a GM wants to run a nature-oriented campaign. This section presents a group of seven related "nature" skills that a GM can use to run a nature-oriented campaign. A GM can base the DP costs on the background and culture of the character:

Animists, Rangers, Druids, etc.	1/3
Wilderness Background	1/5
Rural Background	2/6
Urban Background	3/7

Other cultural and racial factors may also apply: e.g., in his world, a GM may give a +25 bonus to Elves for these skills.

Nature Sense (Em/Re) (Static Action) — A skill that helps sense what is happening in an area by the "actions" of nature.

Nature Observance (Me/Re) (Static Action) — A skill that helps find out what has happened recently in a specific area (and when it happened). Terrain and climate must be taken into account when this skill is used. E.g., a jungle will wipe out all trace of a fight after a few weeks; but on a mountain, drag and fall marks may be apparent months later.

Botany (In/Re) (Static Action) — A skill that helps determine whether or not plants were grown naturally or if they were artificially grown. Also helps to determine if plants were planted for a reason, e.g., to hide, protect, or mark something.

Plant Enhancing (In/Ag) (Static Action) — A skill that helps enhance a plants poison, healing, or food potential. Also can be used to decrease effectiveness. For full effect, skill must be used at least once per week until plant is mature.

Plant Control (Em/Ag) (Static Action) — A skill that helps control (speed up or slow) a plant's growing, flowering, seeding, etc. It does not not affect photosynthesis. For full effect, skill must be used at least once per week.

Plant Molding (Em/Ag) (Static Action) — A skill that helps make a plant grow in the pattern or shape the skill user desires. For full effect, skill must be used at least once per week until plant is mature.

Plant Mix (Re/Ag) (Static Action) — A skill that helps control control and modify a plant breeding patterns. It can be used for cross-breeding and other sorts of genetic modifications. For full effect, skill must be used at least once per month for 2 or 3 seasons (until plant germinates).

MODIFYING EXISTING SKILLS (PC)

Some GMs feel that the RM system makes learning languages too easy (from a realism point of view). The U.S. Foreign Service) uses the following language ability rating (FSI):

- 0 — No ability in language at all.
- 1 — Able to communicate basic concepts in poor grammatical phrases and with a lousy accent.
- 2 — Ability to communicate on general topics with inaccurate but understandable grammar, and with a poor, but understandable accent.
- 3 — Near perfect grammar, ability to converse on almost any topic, accent and flow are improved but still shakey.
- 4 — Perfect grammar, but accent and flow are still foreign.
- 5 — perfect grammar, flow and accent (native speaker level).

In a world where learning a language becomes progressively more difficult the better one gets (e.g., our world), the following DP costs can be used:

Skill Ranks	FSI Rating	RM Rating
1	0	1
2	1	2
5	2	4
10	3	5
18	4	7
30	5	10

5.13 LEVEL BONUSES FOR NON-STANDARD SKILLS

In *RM* several skills (depending on how they are used) do not use the standard +5/+2/+1 bonus per rank system. These skills include: Ambush, Linguistics, Magical Languages and Spell Mastery (see Section 5.6). This section deals with how to apply level bonuses to these skills.

This variation can be somewhat powerful — high level Bards will have a large number of languages, Mages will have many modified spells and magical languages, Nightblades will have many ranks of ambush, etc. This represents the diversity of specialists in a field and makes the level bonus quite a bit more important.

LANGUAGE SKILLS

For the language skills, a character who is involved in regular study or a multi-lingual environment may receive his "Linguistic Skills" level bonus in language ranks each time he advances a new level. These ranks are in addition to any ranks achieved through use of development points or other means.

Example: *Tyarn the Troubadour reaches 3rd level. As a Bard, he has a +3 per level Linguistic bonus. Since he spent several months with Alla-Akabar's Beduins, the Game-master allows Tyarn's player to assign the +3 bonus as 3 ranks in spoken Beduin.*

AMBUSH

If a character has at least one normal skill rank in Ambush, he can have additional ranks of ambush based on his level and his Deadly Skills level bonus:

Additional Ambush Ranks =
(level x Deadly Skills level bonus) ÷ 5 [round up]

Example: *Kurin is a warrior who is 8th level and has a +1 per level Deadly skill bonus. He has 2 additional ranks of Ambush (2 = (8 x 1) ÷ 5).*

SPELL MASTERY

Section 5.6 presents a system for using Spell Mastery skill ranks to research spell parameter modifications. In this case, a character's "Magical Skills" level bonus can be used for additional ranks of Spell Mastery:

Magical Skills Level Bonus	Ranks of Spell Mastery
+1	1 rank every 3 levels (3rd, 6th, 9th, etc.)
+2	1 rank every 2 levels (2nd, 4th, 6th, etc.)
+3	1 rank every level (1st, 2nd, 3rd, etc.)

5.14 NEW USES FOR OLD SKILLS

SYMBOL LORE (MCK)

For the purposes of this optional rule, this skill could be called "Rune/Symbol/Glyph Lore" or even "Design Lore." We will refer to "Runes" in this description, but the term also applies to Symbols and Glyphs. If your campaign requires spell users to memorize their spells from "spellbooks", the writing in those books are not the same as Rune "designs." Instead, each enruned spell has its own "design" that corresponds to its power inherent. This design is unique for each spell, but it is the same for the rune, symbol, and glyph for that spell.

A character does **not** automatically know the designs for the spells he can cast. For each rank of Symbol Lore, a character "learns" one spell's design; but the spell's level can not exceed the learner's Symbol Lore skill rank.

In order to enrun a spell, the spell user must know the spell's design **and** he must cast the required Rune spell (or Symbol spell or Glyph spell).

The character does not have to know how to cast a spell in order to learn its design (he does need to have a sample to study). This knowledge can give the +20 "knows what the spell is" bonus for a "Use Runes" roll (*ChL* 3.7.3).

Option 1: Characters can "learn" a design by "practicing" (*ChL* 13.5.3) for a number of days equal to the spell's level.

Option 2: Each Symbol Lore skill rank allows a character to learn a number of designs whose total levels does not exceed 10; e.g. increasing a skill rank from 6 to 7 would allow a character to learn a 1st, a 2nd, and a 7th level design; or two 2nds and a 6th; etc.

Option 3: A spell user knows the designs of all of the spells that he knows and that have a level less than or equal to his Symbol Lore skill rank.

SPELL MASTERY (MCK)

Spell Mastery can be used to allow a spell user to modify a given spell beyond its normal parameters — but, it costs more PPs if the spell is made more powerful. For example, a *Lightning Bolt* that is spell mastered to "fork" so that it strikes two targets might cost 15 PPs rather than the normal 10. Similarly, a spell would cost less PPs if the spell is made less powerful (e.g., a *Firebolt* used to light a cigarette might cost 1 PP rather than 6). The GM must arbitrarily decide what the PP cost for the modified spell will be.

If this option is used, a GM may want to remove the requirement that this skill be developed separately for each spell.

STAVES & WANDS (JL)

Normally, a character only gets to attempt to attune to an item once per level gained after the first attunement is attempted. Using this optional rule, spell users get to try attunement for each item once for every Staves & Wands skill rank gained after the first attunement is attempted. If a character goes up a level and doesn't gain a skill rank in Staves & Wands, he may still make an attunement attempt per item.

This means that if a spell user goes up a level and gains two skill ranks in Staves & Wands, he may make two attunement attempts on an item that he has already tried to attune to.

Section 3.5 gives modifications to attunement attempts performed while in a combat situation.

OPTIONAL CHARACTER DEVELOPMENT "LAWS"

6.1 SELECTABLE BACKGROUND OPTIONS

What follows is a new method of allowing players to select background options during the generation of characters. It allows for a combination of both random rolled options as well as player-selected options.

- Each background option available to a race is worth 100 points to use on the following tables (e.g., a common man has 600 points to spend while a High-elf has but 300 points).
- A random roll on any of the tables from *ChL* or *RMCs I & III* costs 100 points.
- Disadvantages are worth negative points and add to the point total available to spend.

Note: Gamemasters should be very careful about the use or misuse of disadvantages. A rule of thumb is to not allow more disadvantages than you can keep track of. Items can be randomly rolled or pre-made via this system, but again should be inspected by the Gamemaster. Some options can not be bought, only rolled randomly, while others are worth much more or less than 100 points (1 background option) representing their relative worth to the player.

Note: The point values suggested are ones based on the interest in selecting those particular options in the author's campaign. The Gamemaster may wish to raise or lower costs as he sees fit or remove certain items from the lists all together.

Option: For a low-powered campaign, a GM may wish to double the background option costs given, but still allow normal random rolls on the appropriate charts for 100 points.

SET OPTIONS CATEGORY (6.1.1)

See *ChL* Table 15.7.3 (p. 90, 2nd Ed.) for a full explanation of the following options.

#	Option	Cost
1	+15 in a secondary skill (one per skill)	50
2	+10 in a primary skill (one per skill)	50
3	+1 spell adder	60
4	one language to rank 10 spoken & written	50
5	+1 on one stat, temp and potential	50
6	+1 on three stats, temp and potential	100
7	+2 on one stat, temp and potential	100
8	5 ranks in a random or GM's choice skill	75

Note: #1 & #2 can only be chosen once per skill. #5 was added for completeness.

SPECIAL ABILITIES CATEGORY (6.1.2)

See *ChL* Table 15.7.3 for a full explanation of the following options.

Roll	Advantage	Drawback	Cost
01-05	neutral body odor	-10 per temp > 80°	50
06-10	high voice	raining — can't speak	75
11-15	smell/tracking	nosebleeds	75
16-20	IR vision	need 10 hrs sleep	75
21-25	voice (+15)	thunderstorms	75
26-30	empathy — animal	attack by other	100
31-35	hearing	1st hr sleep	75
36-40	judge of angles	-	50
41-45	nimble, +20 MM	walk > 5 hrs	150
46-50	eyes (+15)	spasms	100
51-55	good hands, legs	joint lock	100
56-60	holding breath	allergic pine	75
61-65	concentrate	ambush/disengage	100
66	eyes — see invisible	reorient	100
67-70	lightning reactions	missile weapons	125
71-75	+3 to body dev.	disease 01-02	125
76-80	+20 throw	limb collapse	125
81-85	silent stride	rain, no hear	125
86-90	high St	RR on objects	125
91-95	lycanthropy	-	150
96-97	+40 RR to realm	allergic to realm	125
98-99	spell proficient	glows red	150
100	+50 RR, +25 cast realm	dread fear of dark	150

Note: See *ChL* Table 15.7.3 for a full explanation.

OTHER TABLES FROM CHL (6.1.3)

There are three other categories in *ChL* Table 15.7.3: Special Items, Special Status and Special Wealth. A random roll on each of these tables costs 100 pts.

The Special Status category may be broken down further by the Gamemaster if he so desires while the other two categories are covered later in Section 6.1.6.

RMCI: SKILL AT ARMS (6.1.4)

The following chart covers costs for the "Skill at Arms" chart on p. 50 of *RMCI*. See that chart for a full explanation of the following options.

A random roll on this chart costs 100 pts.

Note: A GM may wish to limit each PC to one or two choices from this chart.

Note: For this chart and the "Skill at Magic" chart, the results for dice rolls of 01-10 (those which can be described as disadvantages) are dealt with later in Section 6.1.7.

Roll	Benefit	Cost
11	martial arts as Monk/Warrior Monk	100
12	archer, +25% ranges	100
13	subtle, +25 stalk/hide	150
14	+25 adrenals	150
15	+25 ride	100
16	knighted	75
17	armor dev. 1/2 cost	100
18	increased stamina	75
19	weapons master (1 similar group)	100
20	ambush 1/2 cost	100
21	1/2 cost body dev., +50% race limit	150
22	hammerhand, hands hit as maces	100
23	lucky, modify all rolls by +/- 5	100
24	3 per 2 ranks on weapons, +50% cost others	75
25	disarming skill, OB vs OB, lvl vs lvl	75
26	immune to charm/fear	125
27	takes 150% hits before unconscious	100
28	heal at 2x rate	100
29	resist magic 3x lvl, no device use	50
30	animal friend	75
31	tactician, on In bonus	75
32	quick prep	75
33	trained footman, Rank 1 sweep per rnd	150
34	danger sense	100
35	light sleeper	100
36	look of eagles	75
37	eye of tiger	100
38	outdoorsman	150
39	portage 1/2 cost	75
40	avored by noble or such	100
41	blessed by a god	150
42	judge of weapons	75
43	survival instinct	100
44-89	+15 bonus to stat	100 *
90-99	+20 bonus to stat	200 *
100	+25 bonus to stat	300 *

* — stats involved are St, Qu, Co, Ag, SD.

RMCI: SKILL AT MAGIC (6.1.5)

The following chart covers costs for the "Skill at Magic" chart on p. 50-51 of *RMCI*. See that chart for a full explanation of the following options.

A random roll on this chart costs 100 pts.

Note: A GM may wish to limit each PC to one or two choices from this chart.

Note: For this chart and the "Skill at Arms" chart, the results for dice rolls of 01-10 (those which can be described as disadvantages) are dealt with later in Section 6.1.7.

Roll	Benefit	Cost
11	transcendence, no armor ESF	200
12	aggression, +10 base or elem. spells	100
13	resistance, +25 RR 1 realm	100
14	power, 1 list to 50th	200
15	eloquence, 1 less preparation	150
16	item lore, +25 attunement	100
17	runic training, +25 runes	100
18	Elvish training, +25 meditate	100
19	aura, 1 extra PP per level	100
20	concentration spells continue	100
21	Archmage type list picks	100
22	ethereal sight	75
23	mana sensing	75
24	visions, on touch of items	75
25	lore, arcane lists as base	100
26	mentor	75
27	equipper (alchemist)	75
28	mana reading on items	100
29	archetype, normal 2x PP	200
30	1 list no ESF, no overcast	150
31	psionic, <i>Space Master</i> semi-telepath	100
32	spatial skills, range doubled	100
33	temporal skills, duration doubled	100
34	scope skills, radii & targets doubled	100
35	shapechanger	200
36	bane, crits slaying to one creature	75
37	cure, can cure one sort of curse	75
38	herbalist, recognize herbs — +50 cook, forage	125
39	destiny sense	75
40-89	+15 stat modification	100 *
90-99	+20 stat modification	200 *
100	+25 stat modification	300 *

* — stats involved are Me, Re, Pr, In, Em.

ITEMS AND MONEY (6.1.6)

Here things become a little more complex — with several options open to a Gamemaster and his players.

Option 1: A random item/monies roll from the *Character Law* "Special Wealth" or the *Creatures & Treasures* random item/monies generation costs 100 points. The items from C&T are generated by randomly selecting a starting column (Very Poor, Poor, Normal, Rich or Very Rich).

Option 2: A random roll on the C&T charts but the starting column determines the cost:

Column	Item	Money
Very Poor	75	25
Poor	100	50
Normal	125	75
Rich	150	100
Very Rich	175	125

Option 3 (Items only): When using this option, a player can create an item with properties that he chooses. The cost of an item is calculated by summing the costs of all of the properties of the item as provided in this section. See *SL* Section 9.0 and *RM* Section 7.3 for descriptions of exact properties.

Note: The cost of a specific properties is roughly based upon 10 points times the level of the Alchemist required to place the property into the item.

SPELL-ORIENTED PROPERTIES

Type of Spell Item	Cost
Wand	40
Rod	80
Staff	120
Daily I	60
Daily II	80
Daily III	100
Daily V	140
Daily True	250
Constant	300

Spell Level	Cost
1	30
2	50
3	70
4	90
5	110
6-7	150
8-10	200
11+	*

Intelligence	Cost
Empathy (Spell Levels 1)	20
Low Intelligence (Spell Levels 1-2)	30
Medium Intelligence (Spell Levels 1-5)	70
High Intelligence (Spell Levels 1-10)	120
Very High Intelligence (Spell Levels 1-20)	300

* — Gamemaster's discretion as to whether or not spells of these levels are available.

LIGHTNESS PROPERTIES

% Weight Reduction	Cost
20%	20
30%	60
40%	100
50%	150
60%	200
70%	250
80%	300

MAGICAL BONUS PROPERTIES

Bonus	COST		
	Weapon	Armor	General
+5	40	50	60
+10	80	90	100
+15	130	140	150
+20	200	250	300
+25	*	*	*

* — Normally items of this lvl or beyond are not available

NON-MAGICAL BONUS PROPERTIES

Bonus	All Items
+5	20
+10	60
+15	100
+20	150
+25	200

MISCELLANEOUS MAGIC PROPERTIES

Potion Level	Cost
1	30
1-2	60
1-3	90
1-4	120
1-5	150
1-10	200
1-20	500

Spell Bonus Item — Adder	Cost
+1	60
+2	100
+3	150
+4	500
+5	*

Spell Bonus Item — Multiplier	Cost
x1	-
x2	150
x3	500
x4	*
x5	*

* — Normally items of this lvl or beyond are not available



6.2 SPICING UP PC/NPC BACKGROUNDS

This section provides two play aids to allow the Gamemaster to spice up a campaign. PC development, NPC development, or history. The first chart, the Random Events Chart, is a quick way to determine events which may have occurred in a PC's or NPC's history. It is also useful for generating events for a long period of campaign down time or for speeding up the generation of events for a long voyage or trip. The second chart, the Factor Chart, is a quick way to determine whether a character has any equipment or weapons with a magical or natural bonus.

USING THE RANDOM EVENTS CHART (6.2.1)

The Random Events Chart can help a Gamemaster generate events in a character's past. It is also useful for generating events when a PC or group of PCs rest or retire for a period of time. This chart provides ideas that a Gamemaster can expand upon into a narrative.

The item and money categories refer to those specified in *Creatures & Treasures*. The Gamemaster should feel free to vary, expound upon or discard any results he/she dislikes or feels is inadequate.

RANDOM EVENTS CHART			
Roll	Event	Roll	Event
-100 & less	Jailed (d100 years)	56 to 60	Help solve minor crime
-99 to 98	Run afoul of/hunted by evil deity	61 to 65	Discover/explore ruins
-97 to 95	Run afoul of/hunted by evil magic user	66	Roll again, add/subtract 66 and use both results
-94 to 92	Cursed/branded/marked	67 to 71	Mundane award/recognition
-91 to 89	Death of friend/close relative	72 to 76	Gain "poor" item
-88 to 86	Make major enemy	77 to 81	Gain "poor" monetary sum
-85 to 83	Lose major magic item	82 to 86	Make minor influential friend
-82 to 80	Lose major amount of money	87 to 91	Friend/relative successful
-79 to 77	Major wound — permanent disability	92 to 96	Gain job opportunity
-76 to 74	Major mental illness/aberration	97 to 101	Travel to different country
-73 to 71	Major illness — stat deterioration	102 to 106	Good health (extra stat gain roll for SD, St, Co, Qu or Ag)
-70 to 67	Accused of/committed major crime	107 to 111	In good with society
-66	Roll again, add/subtract 66 and take both results	112 to 116	Gain "normal" item
-65 to 63	Friend/relative commits major crime	117 to 121	Gain "normal" monetary sum
-62 to 60	Academic/training/experimental error	122 to 126	Marked by a deity
-59 to 57	Thrown out of guild/society	127 to 131	View different realm/plane
-56 to 54	Run afoul evil cult	132 to 136	Slay major monster/menace
-53 to 51	Minor accident/injury	137 to 141	Save important personage
-50 to 48	Lose minor magic item	142 to 146	Make major friend/ally
-47 to 44	Lose minor amount of money	147 to 151	Gain "rich" item
-43 to 40	Accident/injury to friend/relative	152 to 156	Gain "rich" monetary sum
-39 to 36	Out with society	157 to 161	Offered admittance to special/secret society
-35 to 32	Involved in Natural Disaster	162 to 166	Magical endowment (extra stat gain roll for Pr, In, Em, Me or Re)
-31 to 28	Minor Illness	167 to 171	Influenced/quested by a deity
-27 to 24	Lose a job	172 to 176	Help solve major crime
-23 to 20	Run afoul bandits/thieves	177 to 181	Major award/recognition/title
-19 to 16	Lose mundane item	182 to 186	Prevent natural disaster
-15 to 12	Accused/committed minor crime (misdemeanor)	187 to 189	Travel to different realm/plane
-11 to 08	Went hungry/starved	190 to 192	Gain "very rich" item
-07 to 04	Political goof/out of favor	193 to 195	Gain "very rich" monetary sum
-03 to 00	Fail against local monster/menace	196 to 197	Meet a deity
01 to 04	Social faux pax	198 to 199	Friends with a deity
05 to 25	Life is boring	200+	Deified
26 to 35	Offered guild/societal membership		
36 to 45	Gain "very poor" item		
46 to 55	Gain "very poor" monetary sum		

USING THE FACTOR CHART (6.2.2)

The Factors Chart is a simple way to allow a Gamemaster to determine whether a character (PC or NPC) has weapons or items which have a natural or magical bonus. Each roll on the chart (see below) gives a number of positive, negative or positive magical bonuses which can be applied to equipment possessed by the character in question.

- Each "+ factor" represents a +5 non-magical bonus which can be applied to an item (up to a preset bonus maximum). Alternatively, the factor can represent a 20% lighter item (up to a preset minimum normal weight).
- A "- factor" represents items of worse than normal make (e.g., stone, wood, or bronze weapons).
- A "M+ factor" represents a magical bonus which can be applied as described.

Option: The factor total given by the roll can be combined and assigned to a single item up to a limit set by the Gamemaster. A maximum of a +15 bonus or 40% weight assigned to a single item can be set by the Gamemaster.

Use of the chart and the progress of standard adventuring parties has shown that one roll for every four experience levels (or fraction thereof) is appropriate for a relatively low powered game. Gamemasters may wish to upscale this based upon the availability of bonus items in a particular campaign world.

Example: A player is rolling up the background for a high level Fighter NPC. For the factor roll the player rolls 113 total (97 + 16). This gives a total of +7 Natural Factors or +5 Natural Factors and +1 Magical Factor to apply to the NPC's items. The player decides to take a +5 magical suit of armor, two +10 non-magical weapons and a +5 non-magical saddle for riding.



FACTOR CHART

Roll	Result
-26-	one "- factor" per 25
-25 to +04	no "factors"
+05 to +25	one "+ factor"
+26 to +50	two "+ factors"
+51 to +75	three "+ factors"
+76 to +90	four "+ factors"
+91 to +95	five "+ factors"
+96 to +125	five "+ factors" and (either two "+ factors" or +1 "M+ factor")
+126+	five "+ factors" and (either two "+ factors" or one "M+ factor") per 25

A DETAILED EXAMPLE (6.2.3)

Na'tiean the Vulfen warrior is making a long journey to his homeland and then to rejoin his friends. The Gamemaster divides the journey into eight sections; by land, by sea, up river, overland, at home, overland, down river, by sea back to his friends. The Gamemaster makes eight rolls on the Random Events Chart and gets the following results.

Na'tiean's Journey

Section	Roll	Result
By land	88	Friend/Relative Successful
By sea	37	Gain "Very Poor" Item
Up river	78	Gain "Poor" Monetary Sum
Overland	-79	Major Wound or Permanent Disability
At home	16	Life is Boring
Overland	48	Gain "Very Poor" Monetary Sum
Down river	73	Gain "Poor" Item
Return by sea	69	Mundane Award/Recognition

With these results in hand the Gamemaster weaves a tale for Na'tiean.

To Dyrisa by horse:

Your journey starts out quietly. The weather is good and you make good time up the coast road. You figure you have a very good chance of catching a vessel at Dyrisa than at the fishing village you left. On the second day, you happen upon a group of warriors upon the road headed north.

The group is lead by a short grizzled muscular man named Grishnak Short-foe whom you recognize as an old friend. Grishnak and Na'tiean served with the same mercenary company several years past, participating in the wars with the Kif. Grishnak is a doughty fighter who takes offense to comments about his look (he's a Half-dwarf).

He is leading a group of fellow mercenaries (he has been somewhat successful and now leads a couple of squads) north to land to Slartan. The group is of about 15 and includes several Vulfen (surprisingly, Grishnak liked your work ethic) who acknowledge your presence. He claims there is work there in the hills sponsored by the Church of Manwe (and others). Something related to a new religious group in the south and some band activity thereabouts.

This bothers you a bit and you suggest that the Church is probably hot and bothered over nothing and there is probably naught to be done. Grishnak shrugs and says well they've paid initially so I've got to at least go there and see. You wish him well and ride further north.

To Slartan by sea:

You have no problems arriving at Dyrysa, a port and summer home of the royal family. You spend the eve booking passage further northward on a small merchant vessel leaving the next day. The ship, although small and poor-looking, is sturdy and the crew ask few questions.

The voyage starts quietly as the weather holds. Winter has not gripped this area as of yet. 4 days into the trip you awake in a horrible mood. That day a small band of pirates makes the mistake of trying to take the vessel. Throwing yourself onto their small boat (losing most of the pirates overboard in the process) you rapidly annihilate the rest of the pirates (about 6 in all).

The captain and crew, once over the shock of the attack and the ferocity of its repulsion, are much grateful. Though they have little, the captain offers you two things: he refunds your passage and gives you a gift. The gift is a long thin silver rod (about 1/2" round and 6 inches long) with a crest at the top. The captain tells you that several times a day if the rod is placed into a drink and the crest turned once clockwise the drink can be cooled to freezing if one desires.

The rest of the journey is quiet and the crew tends to avoid you more than before.

To the hills by river:

You arrive at the port of Shallahilfan at the terminus of the Shallah river which bisects Slartan the Elven kingdom. The town and surroundings is normally a quiet area frequented by locals however there seems to be fair number of foreigners about. Before leaving you do notice several emissaries of the Church of Manwe engaged in the purchase of a fair amount of supplies. Campaign goods, you think to yourself.

A tad worried you leave early to commandeer a barge for the upriver journey (easier in the beginning stages than by road). You try to evict two merchant-types on the first barge, but they seem to need to leave soon and offer you money as well as the barge-men to continue the journey. They give you 50 sp and you try to ignore them.

You do notice though that they both seem to be tradesmen headed northwards. One is a smith and has a fair amount of smithing gear with him and the other is some sort of wood worker. They seem anxious to arrive for there seems to be work available upriver.

You eventually disembark and parallel the river northward to its end. The merchants are left far behind as the hills become steeper and sharper. Sights become familiar and the weather gets colder as the altitude rises.

To the well by path:

You eventually reach the river's source and depart deeper into the forest and hills. You are disturbed to find increasing signs that foreigners have been exploring and trampling about the area. You find campsites not weeks old, dropped items and garbage.

About a day away from the Well you come across a group camped in a dell near a stream. You move forward and quietly approach the edge of the foliage. There seems to be 8-10 odd men, all of a military posture but some are knights and the rest squires.

The group seems to fairly well armed and supplied. They are fairly dirty and their conversation indicates that they've been about for a while yet haven't found what they seek (the tribe's magics hide the Well well...). They wear tabards of light blue with a golden eagle, the symbol of Manwe. They talk disparagingly of most everything; the land, the weather, their job, their higher-ups and mostly of those "dirty motherless drow and wolves." A group of angry young men that someone has instilled a hate in.

You grit your teeth and decide that the Well has to be told and the defenses strengthened. You try to move off but fate has deemed there be battle this day. A knight returning from the stream blunders into your path. Words are exchanged, they become angry and turn to insults. A red haze fills the air as the tension raises hackles. One thing leads to another and steel is drawn.

Steel and blood arc through the air. You use the forest and their inexperience to your advantage. Seconds pass like minutes and soon the sounds echo away except for your own laboured breathing. They are all dead or dying but you are no better off. Your own blood mingles with theirs on the forest floor, your gory axe growing heavy. Staggering through the undergrowth, you find your horse and pull yourself onto it despite the agony.

Your horse wanders through the forest for an eternity, guided more by instinct than by your hand. Time flies as you pass in and out of consciousness. Night falls and you never realize the horse passing the final wards of darkness and confusion. Strong hands lift you from the saddle and carry you to warmth and healing.

Layover at the well:

You awaken in a bed in a room that seems familiar though smaller than before. You are home and being tended to by the Tenders of the Well. They tell you that you were delirious, your story fragmented yet trackers have found the battle site and all are indeed dead. The Web meets at this moment to decide what to make of the news. You feel tired and sore but your body is whole. They recommend more rest but it can wait you say.

You gather the Tome and wait by the Hall of Well where the Web meets. The council is done and the Hall empties. Your mother remains waiting. No words are said except your description of the Tome and her quiet thanks. You leave and catch up with the others of the Council. There is talk of a traitor within the Clans. You demand to be involved in the hunt for such a soul. They agree and proceed to the Halls of Prophecy.

In the dark of the Hall the Shamans cast their spirits to the void, searching for guidance. A face, a man, a Dark Elf is indicted. Several and you rush from the Halls through the Citadel. The drow is found and the truth wrung out. He is a trader, one of few entrusted with the paths to the well, and sold the Well for gold to the Church of Manwe. He is dragged off and never seen again.

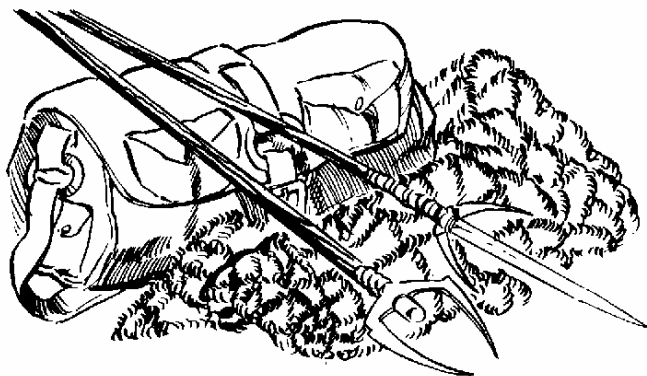
You rest and gather energy while the Well gathers itself. Guerillas and stalkers will be sent to waylay or delay the other knights. Others will come south to "dissuade" the leaders of the campaign. Others approach you to join in, but you refuse citing other needs and goals. This day and the next go quietly as your recovery speeds. You decide to leave the next day before dawn.

Back to the river by land:

You rise early, gather gear and head along a path out of the Well. A solitary figure stands along the path, your mother. Again no words pass but she hands you a small pale grey pouch, some sort of newly tanned skin, containing a few coins. The amount is small (5 GP) but the meaning is greater. Neither look back as you ride out.

The journey is tension-filled as you move through the woods expecting other groups along the way. You see none and hear no battle but do come across one campsite the men massacred as they slept.

Eventually you reach the source of the Shallah and continue south.



Back to the sea by river:

The trail south is cold and quiet, winter bearing down upon the region with the force of a hammer's blow. Your movement is undisturbed except for one chance encounter.

One morning a heavy frost is laid upon the landscape. Up early you crest a small hill and come upon a frightening yet beautiful site. It is the scene of a small battle, perhaps only yesterday, and all upon the field are covered by the glittering ice.

As you move through the remains you make a terrible discovery. Most of the remains are of Knights and soldiers of Manwe but their opponents are known to you. Grishnak and his fellow warriors lie scattered about the field. Some chance encounter or word caused conflict and Grishnak's men took down fully twice their number before they too were slain. Perhaps the Vulfen in the group were the cause.

You ponder Grishnak's body, lain across a heap of slain foes—he lived up to his name, you remember his words to you several years ago. "Na'tiean me boy...if I ever die on you, and I'm not saying I will, you know. But if I do, make sure you take my boots. I don't want to see no motherless Kif padding about in my finery." You remember he had a fondness for fine shoes and his current pair are no exception, soft supple hide, silent hard soles, buttons up each side. The mud and water come off easily.

You leave Grishnak piled atop all the dead surrounded by his warriors (with or without boots is your choice). The rest of the trip is quiet and cold. You arrive in Shallahilfan and book passage further south.

To Sip by ship:

By comparison to the past month or so, the last two weeks of your journey is restful and relaxing. You shake off the lingering effects of your wounds received in the north and work yourself back into fighting shape.

The only incident of note is that after several days, you finally decide to convince a couple of young rowdy Norse types that you can drink much more than they can and proceed to do so. They are quite abashed and apologetic (especially after a few growls). One of the two gives you a small leather thonged pendant of a small silver drinking horn and tells you to pass it on to the next person you find who can drink more than you. "Its...urBLECH...traadition!" he bellows. You take the thing to get rid of them.

Time passes and finally the harbor of Sip comes into view. You breathe a sigh of relief and disembark as soon as you can.

6.3 STARTING LANGUAGE RANKS

Character Law suggests the number of starting languages for members of particular races, but there is no mention of what starting ranks should be assigned. This section presents a Character Education Chart that gives a PC's relative level of education and the rank of languages known at full education level.

A Gamemaster may also wish to give those who reach "College" or "Graduate Studies" of education a chance to learn additional languages above their starting quota.

A Gamemaster may also assign a particular level of teaching to a character based on his or her background and the world construct (e.g., the Shard Plains tribesmen have no written tongue only a crude pictorial language so any starting PC tribesman can have no written language level above 3).

CHARACTER EDUCATIONAL CHART

D100 Roll	Equivalent Education	Language Ranks (Spoken / Written)
01-05	Illiterate	5 / 1
06-10	Grade School	5 / 3
11-50	2 yrs High School	7 / 5
51-90	4 yrs High School	7 / 7
91-95	College	9 / 9
96+	Graduate Studies	10 / 10



6.4 QUICK NPC GENERATION

The following section contains some tables and hints to allow a Gamemaster to quickly develop the level and profession of randomly encountered NPCs. Included are:

- A Quick Level and Skill Bonus Chart that includes sections for generating wealth, armor type and Quickness.
- A Quick Profession Chart including all professions included in *ChL*, *RMCI*, and *RMCI* and almost 100 hundred non-adventuring professions.

Gamemasters should free to fold, spindle and mutilate these tables as desired for their uses they are by no means definitive. A Gamemaster may certainly wish to alter the percentage chance of a particular profession of adventurer being encountered.

Note: *The levels and skill bonuses are given for a fairly low powered game. A GM of a more high powered game should just extrapolate from the data given.*

QUICK LEVEL AND SKILL BONUS CHART									
APPROXIMATE LEVELS AND SKILL BONUSES									
Roll	Quality	Approx. Level	"Warriors"		"Spell Users"			Base Spell Bonus	Directed Spell Bonus
			OB	Hits	OB	Hits	Power Points		
01-40	Poor	1	40	35	10	20	2	3	10
41-59	Average	2	50	50	15	25	4	6	20
60-74	Fair	3	65	60	20	30	6	9	30
75-84	Good	4	80	70	25	35	8	12	40
85-95	Very Good	5	95	80	30	40	10	15	50
96-99	Excellent	6	110	90	35	50	12	18	60
100	Unique	*							
* - Unique: GM chooses or reroll and add the results to level 6 as a base.									
APPROXIMATE AT, QU, DB, AND WEALTH									
Roll	Armor Type		Qu / DB		Wealth †				
01-30	1 or skin		50 / 0		Very Poor				
31-40	5		75 / 5		Poor				
41-50	6								
51-60	9		90 / 10		Normal				
61-70	10								
71-80	13		95 / 15		Rich				
81-85	14		97 / 20						
86-90	17		100 / 25		Very Rich				
91-95	18		101 / 30						
96-100	Special		Special or 102 / 35		Special				
† — The wealth categories match those in <i>Creatures & Treasures</i> .									

QUICK PROFESSION CHART			
First Roll		Sub-Chart to use for Second Roll	
01-30		Professional Sub-Chart 1	
31-50		Warrior Sub-Chart 2	
51-70		Semi-Spell User Sub-Chart 3	
71-78		Essence User Sub-Chart 4	
79-86		Channeling User Sub-Chart 5	
87-94		Mentalism User Sub-Chart 6	
95-99		Hybrid Spell User Sub-Chart 7	
100		Arch-Mage	
SUB-CHART 1 — PROFESSIONALS			
Roll	Occupation	Roll	Occupation
01	Barber	51	Saddler
02	Billeter	52	Tanner
03	Book Maker	53	Tooler
04	Calligrapher	54	Painter
05	Candle Maker	55	Musician (Strings)
06	Ceramics Maker	56	Musician (Brass)
07	Cooper	57	Musician (Winds)
08	Counselor	58	Ropemaker
09	Critic	59	Sculptor
10	Crocheter	60	Skinner
11	Dyer	61	Armorer
12	Embalmer	62	Blacksmith
13	Embroider	63	Bronze Smith
14	Enameler	64	Copper Smith
15	Furrier	65	Etcher
16	Glassblower	66	Firemaker
17	Guide	67	Foundry worker
18	Knitter	68	Gold Smith
19	Lawyer	69	Iron Smith
20	Masseuse	70	Silver Smith
21	Messenger	71	Tin Smith
22	Miller	72	Weapon Smith
23	Net Maker	73	Brick Maker
24	Paper Maker	74	Gem Cutter
25	Potter	75	Mason
26	Quilter	76	Stone Carver
27	Roofer	77	Stone Cutter
28	Sailmaker	78	Carpenter
29	Scribe	79	Cartwright
30	Seneschal	80	Buildingwright
31	Spinner	81	Lumberer
32	Steward	82	Shipwright
33	Tailor	83	Wheelwright
34	Taxidermist	84	Woodcarver
35	Trapper	85	Architect
36	Tube Hollower	86	Boat Pilot
37	Upholsterer	87	Draftsman
38	Valet	88	Engineer
39	Weaver	89	Herald
40	Wicker worker	90	Mapmaker
41	Advertiser	91	Mechanic
42	Baker	92	Dredger
43	Brewer	93	Open Pit Miner
44	Curer	94	Quarryer
45	Distiller	95	Tuneller
46	Poisoner	96	Navigator
47	Vintner	97	Historian
48	Fletcher	98	Animal Handler
49	Gardener	99	Loader
50	Cobbler	100	Special

SUB-CHART 2 — WARRIORS	
Roll	Profession
01-10	Barbarian
11-25	Burglar
26-65	Fighter
66-75	Rogue
76-90	Thief
91-100	Warrior Monk
SUB-CHART 3 — SEMI-SPELL USERS	
Roll	Profession
01-10	Beastmaster
11-25	Paladin
26-40	Warrior Mage
41-50	Monk
51-65	Bard
66-75	Delver
76-90	Nightblade
91-100	Ranger
SUB-CHART 4 — ESSENCE SPELL USERS	
Roll	Profession
01-40	Magician
41-50	Illusionist
51-70	Alchemist
71-80	Dark Mage
81-90	Conjurer
91-100	Runemaster
SUB-CHART 5 — CHANNELING SPELL USERS	
Roll	Profession
01-10	Shaman
11-25	Animist
26-65	Cleric
66-85	Dark Cleric
86-100	Healer
SUB-CHART 6 — MENTALISM SPELL USERS	
Roll	Profession
01-30	Lay Healer
31-60	Mentalist
61-80	Seer
81-100	Evil Mentalist
SUB-CHART 7 — HYBRID SPELL USERS	
Roll	Profession
01-15	Necromancer
16-30	Warlock
31-45	Witch
46-60	Astrologer
61-80	Mystic
81-100	Sorcerer

OPTIONAL MISCELLANEOUS "LAWS"

7.1 ALIGNMENT

Alignment is not well defined in RM, its left up to the GM and his world system. This section presents material regarding the consequences of "wrong" behavior — e.g., if a character is "Good", what happens when he takes an "Evil" action. Remember, these guidelines won't work for every world, they are intended to provide an example of how a GM can institute an alignment system into his campaign.

GROUPING IDEALS

The first thing that a GM should do is to outline what it means to be Good or Evil (and consequently Neutral) in his world system. What are the ideas that form the basis of Good? And Evil? Ideas, not actions — only general concepts.

Example: *One could associate the idea of Good with the idea of kindness, order, and uniformity. Then Evil could be associated with the exact opposites, so that everything that is cruel, disordered, and disordering is evil. Violence is potentially evil, within these assumptions, because it's basic purpose is to subverting the existing order, i.e., you want what's healthy and alive to become injured or dead. Along the same lines, it is evil to want something that's dead to become "alive" (i.e., Undead creation is Evil, but Lifegiving is Good because it is intended to restore the broken order!).*

MAGIC

Strictly connected to the "ideals" considerations above is the alignment of spells. Assuming that spells do act in conjunction with the inner part of the caster's personality, they should influence and be influenced by the caster's ideas and behavior. So, with the groupings of ideals in mind, the GM should quickly look at the Spell lists used in his world and classify each spell list as: White Magic (Good), Grey Magic (Neutral), or Dark Magic (Evil). So at this point, you should have White, Grey, and Dark spell lists for Channeling, Essence, and Mentalism.

Example: *Under the "ideals" of the earlier example, a list like Spirit Mastery is intended to defeat a character without blood and pain (i.e., in a kindly fashion), so, it is a White Magic spell list. Spell lists in which the majority of spells are based on pain and suffering should be Dark Magic spell lists.*

CHANNELING AND SINS

The Channeling Realm is special because its power comes from "deities" — it's a question of Religion. The GM should design the religions of his world. The easiest way to outline a Religion is to decide on the alignment of the religion and what worshippers should not do. If a worshipper does something he isn't supposed to do, he has performed a *sin*. Sins can be further subdivided into Minor Sins and Major Sins.

Example: *A Healer of the "Good Order of the Healers of Yavanna" must be of Good alignment. He performs a "Minor Sin" if he: a) eats meat, b) learns a Grey Magic or Dark Magic spell list, c) kills or harms someone when he has a "correct" reason, or d) cures an Enemy's worshipper. He performs in a "Major Sin" if he: a) uses a Dark Magic spell, b) kills or harms someone without a "correct" reason, c) refuses to heal someone without a "correct" reason.*

Sin Level — A pure, hybrid, or semi spell user of Channeling must keep track of his Sin Level (SiL). A SiL is increased by one for each Minor Sin performed and by two for each Major Sin performed.

The only way to lower a SiL is for the sinner to cast *Prayer* (Ceremonies list) for a period of time equal to five minutes times the level of the sinner — this lowers the sinner's SiL by one (i.e., one level of Sin is forgiven). A character that can not cast such a spell must seek out a Channeling spell user of his own religion that can cast the *Prayer* spell; then the two of them can "pray" together.

When a spell user of Channeling with a SiL greater than zero attempts to cast a Channeling spell, he must make an ESF roll with a modification equal to five times his SiL.

Alignment and Religion — Normally, alignment is secondary to "sin definitions" in a religion's affairs. But alignment becomes very important when a character wishes to change religions (e.g., he becomes disillusioned, disgusted or disappointed by his religion).

Changing religions is automatic if the old religion and the new religion have the same alignment (i.e., you choose a religion with similar convictions). However, if you want to worship a god with an alignment different from your own, you have to change your alignment! A character's subconscious is normally very resistant to such a change.

To complete such an alignment shift, a character has to win a "will to will" contest (RMCI 5.1) against his subconscious "Will", which is assumed to be equal to 100 minus the character's SiL. A character cannot try to convince himself more than once a day. Note that the higher the SiL, the easier the shift.

A SiL of 100 automatically causes an instant alignment shift — i.e., from Good or Evil to Neutral, neutral to Good or Evil.

SELF-ESTEEM: ESSENCE AND MENTALISM

This section assumes that the act of casting a spell requires a considerable amount of self-confidence and conviction. Pure and semi spell users of Essence and Mentalism, Essence-Mentalism hybrid spell users, and the Archmage start play with a Good, Neutral, or Evil alignment. So, we have Dark Illusionists, White Seers, Grey Mystics, Dark Magicians, Dark Mentalists, etc. In general, we call such spell users, "*lay spell users*."

Self Esteem Level — Lay spell users have an index of their mortality called: Self Esteem Level (SeL). It can be negative, null or positive. Negative SeL shows that the character (Neutral or Good) is approaching the Evil side of the world. Positive SeL shows that the character (Neutral or Evil) is approaching the Good side of the world. A null SeL shows that the character is perfectly in line with his alignment.

Each time that a Good character casts a Dark Magic spell (a spell of a Dark Magic spell list), his SeL decreases by 2. When he learns a Dark Magic spell list, his SeL decreases by 5.

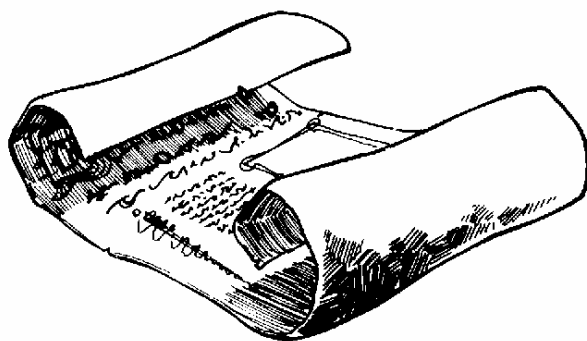
Each time that a Neutral character casts a Dark Magic spell, his SeL decreases by 1, while it increases by 1 when he casts a White Magic spell. When he learns a Dark Magic spell list, his SeL decreases by 2. When he learns a White Magic spell list, his SeL increases by 2.

Each time that a Dark character casts a White Magic spell, his SeL increases by 2. When he learns a White Magic spell list it increases by 5.

When a Lay spell user has a SeL greater than 4 or less than -4, he must make an ESF roll when attempting to cast an Essence or Mentalism spell. The ESF modification is equal to the absolute value of his SeL divided by 5 (round off).

Whenever a character wants to move his SeL towards zero, he must have a "will to will contest (RMCI 5.1) with his subconscious (will of 100 - SeL). This process takes an uninterrupted hour for every five experience levels that the character has. If successful, the character may move his SeL 5 towards zero.

A SeL of 100 automatically causes an instant alignment shift — i.e., from Good or Evil to Neutral, neutral to Good or Evil.



NON SPELL USERS

For non spell users, the GM should make a list of general Good and Evil acts — based on the ideals above, but not bounded to a particular religion.

When a non spell user starts play, he must choose his Alignment Degree (AID), a number from 1 to 100. AIDs greater than 70 indicate Good alignment, while AIDs less than 31 indicate Evil alignment (31-70 indicates Neutral).

Whenever a Good character wants to perform an Evil act, he must roll D100 and add his Will. If the result is greater than his AID, he may act normally and his AID is decreased by one. Otherwise, the character is in a crisis and gets a -25 to all related actions other than defending himself. Further development of the situation may allow him to make another roll.

Whenever a neutral character performs a Good action add 3 to his AID, and lower it by 3 for an Evil action.

Whenever an Evil character wants to perform a Good act, he must roll D100 and subtract his Will. If the result is less than his AID, he may act normally and his AID is increased by one. Otherwise, the character is in a crisis and gets a -25 to all related actions other than defending himself. Further development of the situation may allow him to make another roll.

In this case the Will determination does not take in account the RR racial bonuses!

Example: Tegher the Fighter is Good, but his friends in the group are neutral. When the group see a party of peaceful Dwarves, his friends decide to ambush them. Tegher wants to join in the ambush, but he fails his will vs will contest and must either stand by or fight with a -25 penalty. The Dwarves are tough, and Tegher's best friend is severely injured. So the GM allows Tegher to make another will vs will roll with a +10 bonus for the situation. Tegher makes this roll and joins the combat with his AID lowered by one.

7.2 EQUIPMENT PRICING

RM Sections 7.3.2-7.3.4 in *ChL&CaL* present guidelines for computing the prices of various magic items and special items. Those guidelines are based upon the limitations inherent in the standard SL magic item creation guidelines (SL 9.2). However, certain powerful items and artifacts do not have to adhere to those limitations — they can be created using special ceremonies, rituals, special equipment, special spells, spell mastery, etc. For high powered games where such artifacts have a "price", this section presents extensions to the RM 7.3 pricing guidelines. See also RMCI 5.3 for more high-powered item pricing guidelines.

MAGIC BONUSES BASED ON ITEM TYPE

This material extends the Base Cost Multipliers (BCM) for an item's magical bonus (RM 7.3.3). The Base Cost Multiplier is determined by the item's magical bonus and its "type." An item's type is based upon the Alchemist spell (SL 13.5) needed to enchant the bonus: Weapon, Armor, General, or Special; a "Special" item requires a non-standard enchantment.

Magical Bonus	ITEM TYPE			
	Weapon	Armor	General	Special
+5	15x	20x	30x	40x
+10	50x	60x	90x	120x
+15	135x	180x	240x	300x
+20	400x	500x	700x	1000x

Example: In the standard RM pricing system, a +15 mace would have a BCM of 200x; in this system, the BCM is only 135x. However, for a +15 lockpick kit, the BCM is increased from 200x to 240x.

SPECIAL CRAFTING AND DESIGN BONUSES

Superior Crafting (Base Cost Multiplier: 5x) — If a GM decides that the creator of a non-spell item was especially skilled at his craft, he can allow an additional +5 non-magic bonus in addition to any bonus due to magic or to material (i.e., non-magic material).

Superior Design (Base Cost Multiplier: 2x) — If a GM decides that a non-spell item is especially well designed, he can allow an additional +5 non-magic bonus in addition to any bonus due to magic or to material (i.e., non-magic material). Superior design is usually only available in certain cultures, and only for a few very specific items in each culture (e.g., Elven bows, Dwarven chain-mail, etc.).

Example: A very fine long bow is made of Dir Wood (+10 bonus, BCM: 20x); in addition, it is of special Elven design and was personally made by the Elven master crafter, Dana Panad. The GM rules that the bow has a +20 (10+5+5) non-magic bonus and a BCM of 27 = 20+5+2.

GENERAL COST MULTIPLIERS

Item of different realm from Enchanters	2x
Item has been used	2x
Item has already been enchanted	2x
Armor, Staff or larger Size, and Books	1x
Weapon, Rod or Crown Sized, and Scrolls	2x
Dagger, Wand, Garment, or Tiara Sized	3x
Brooch, Bracelet, or Amulet Sized	4x
Ring, Necklace, or Gem Sized	5x



SPELL BONUS COSTS

Spell Bonus	Standard Cost	Optional Cost †
+1 Spell Adder	+50	+50
+2 Spell Adder	+100	+100
+3 Spell Adder	+200	+200
+4 Spell Adder	+400	+500
+5 Spell Adder	+800	+1000
+6 Spell Adder	+2000	+2000
+7 Spell Adder	+5000	+5000
+8 Spell Adder	+10000	+10000
+10 Spell Adder	+20000	+20000
+12 Spell Adder	+40000	+40000
+15 Spell Adder	+80000	+80000
x2 Multiplier	+200	+200
x3 Multiplier	+400	+1000
x4 Multiplier	+800	+5000
x5 Multiplier	+2000	+20000
x6 Multiplier	+80000	+80000

† — The optional cost given above are for GMs who feel that the standard spell bonus costs are too cheap.

INTELLIGENCE COST MULTIPLIERS

Empathy (Cost Multiplier: 5x) — Allows wielder to cast imbedded 1st level spells without a Staves & Wands roll.

Low Intelligence (Cost Multiplier: 10x) — Allows wielder to cast imbedded 1st-2nd level spells without a Staves & Wands roll.

Medium Intelligence (Cost Multiplier: 20x) — Allows wielder to cast imbedded 1st-5th level spells without a Staves & Wands roll. *Optional increased Cost Multiplier: 40x.*

High Intelligence (Cost Multiplier: 50x) — Allows wielder to cast imbedded 1st-10th level spells without a Staves & Wands roll. *Optional increased Cost Multiplier: 100x.*

Very High Intelligence (Cost Multiplier: 200x) — Allows wielder to cast imbedded 1st-20th level spells without a Staves & Wands roll. *Optional increased Cost Multiplier: 600x.*

Artifact Level Intelligence (Cost Multiplier: 1100x) — Allows wielder to cast imbedded 1st-35th level spells without Staves & Wands roll.

Legendary Artifact Level Intelligence — Allows wielder to cast imbedded 1st-50th level spells without a Staves & Wands roll. This level of intelligence cannot normally be imbedded. Items have been known to develop this level of intelligence by themselves after being imbedded with a lower intelligence. Alternatively, this can be the result of an accidental random occurrence during the creation process.

ALTERNATIVE METHOD FOR GENERATING AN ITEM'S WILL

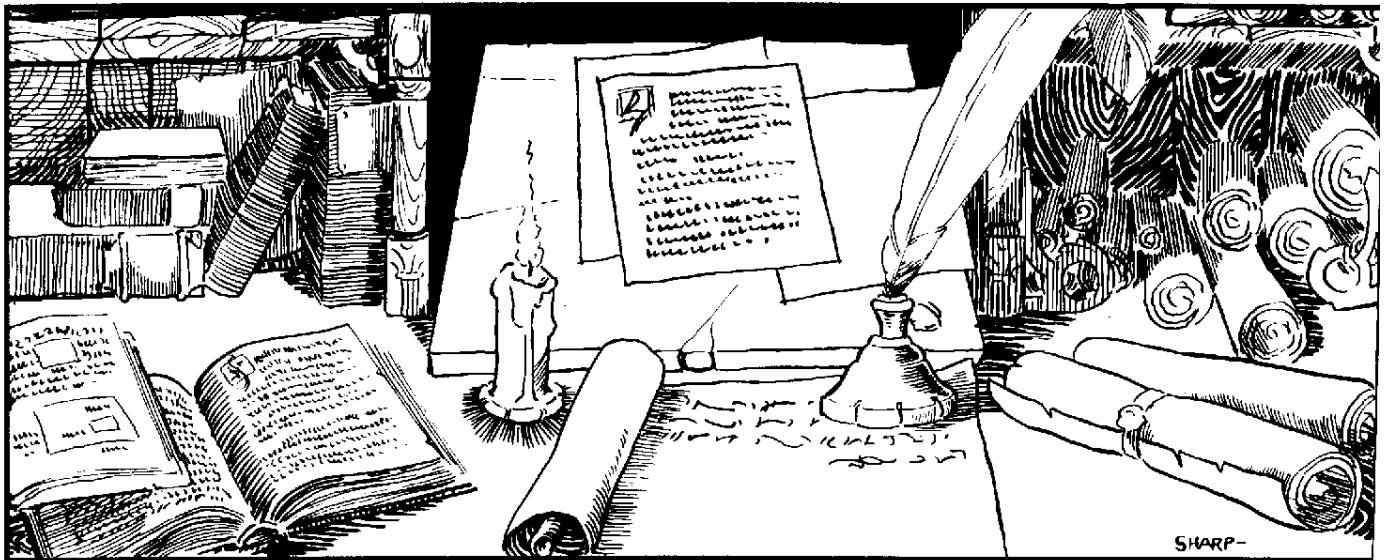
An intelligent item can be given a Will equal to:

$$\text{Will} = \text{Open ended D100} - 50 \\ + (10 \times \text{maximum imbedded spell level})$$

ALTERNATIVE METHOD FOR GENERATING AN ITEM'S PURPOSE

Many intelligent items have purposes — i.e., basic objectives. This can be something basic, like having famous wielders; or something significant, like exterminating all Elves. The creator has some control over the purpose of the items he creates items, but the more intelligent items have a fair share of free will. So, a GM may wish to roll on the following chart to determine the purposes of certain items; the roll can be modified by the maximum imbedded spell level for the item. If a modified, roll is 96+, it is treated as being "open-ended."

Roll	Purpose
1-40	No specific purpose. Some minor personality factors might be present.
41-95	Has the goals intended by creator. Some minor personality factors might be present.
96-100	Item has a personality perversion, like a passion for slaying blonde women or burning people alive. Otherwise as creator desired.
101-140	Item has a personality flaw, like a passion for fame, blonde owners, or burning things. Otherwise as creator desired.
141-160	Item has a randomly determined purpose similar to the intended purpose.
161-180	Item has a randomly determined purpose agreeable to the creator.
181-200	Item has a randomly determined purpose different from the intended purpose.
201-230	Item has a purpose exactly opposite to the intended purpose.
231-240	Item has a randomly determined purpose opposed to the intended purpose.
≥ 241	As originally intended, but carries a subconscious drive to make its possessor unhappy or meet a fateful end.



7.3 ITEM QUALITY BASED ON SKILL

The material in this section can be used if a GM wants skill to be a major factor in the creation of an item. This system assumes that an experienced weapon-smith should be able to make a much better sword out of a given lump of steel than some tin-pot armorer who doesn't know one end of an anvil from the other — lucky flukes notwithstanding.

Note: *This system can result in higher than normal bonuses for items.*

To determine an item's bonus, the "maker" first makes a "creation skill roll" equal to an open-ended D100 roll plus his skill bonus for making the item.

Creation Skill Roll =

Open-ended D100 + maker's skill bonus - Balancing Factor

The appropriate skill depends upon the item being made; it is usually a Smithing or a Crafting skill. The Balancing Factor is a fixed number reflecting the power and magic item level of a campaign. We suggest -90 for a low-power campaign, -60 for a medium-power campaign, -30 for a high-power campaign, and +0 for a very-high-power campaign.

The normal bonus of an item is modified by two factors:

Modified Item Bonus = Normal Bonus

+ [(Creation Skill Roll ÷ 100) × (Normal Bonus ÷ 5)]
+ (Creation Skill Roll ÷ 30) [round off]

Example: *In a high-power campaign, Miraj the smith is a master craftsman with a smithing skill of +110 with Mithril. She produces a Mithril rapier with a Normal Bonus of +20, and makes a D100 roll of 92. Thus, her Creation Skill Roll is 172 = 92 + 110 - 30. So the item's bonus is: 33 = 32.61 = 20 + 6.88 + 5.73*

= 20 + [(172 ÷ 100) × (20 ÷ 5)] + (172 ÷ 30).

BREAKAGE FACTOR

Superior craftsmen may also increase an item's breakage factor — we suggest:

Modified Breakage Factor =

Normal BF + (Creation Skill Roll ÷ 10)

Example: *In the example above the rapier's normal breakage factor is 100+, so the Modified Breakage Factor is 117+ = (100+) + (172 ÷ 10).*

PRICE MODIFIERS

Due to the value of his time, facilities, and material used, superior craftsmen often increases the price items that he makes. In addition to normal price modifiers, we suggest the following price modifier:

Item Bonus Modification	Modified Price
≤ +5	normal cost × item bonus modification × 1
+6-10	normal cost × item bonus modification × 2
+11-15	normal cost × item bonus modification × 4
≥ +16	normal cost × item bonus modification × 8

Example: *In the example above the rapier's item bonus modification is +13, so the modified price is equal to: the normal cost × 52 (= 13 × 4).*

7.4 USES OF STRESS CRITICALS

The *RMCH* Stress Critical Table 12.5 is very useful in several common situations that arise in a role playing game. A GM should keep this table in mind when a character takes an action that involves stress and strain. Some examples are consecutive row use of Haste/Speed (e.g. through the use of spells, devices, potion Adrenal Speed, etc.), spell failure, bungled magical rituals, etc.

Example: *Kellendil is in his third consecutive round of using Haste/Speed spells. The Gamemaster rolls an 'A' stress critical on Kellendil. In the fourth round, if another Haste is used, the GM might roll a 'B' crit.*

Example: *Cassie the Sorceress is about to be eaten by a huge Drake. She badly fails an ESF casting with her last remaining PPs. The Gamemaster decides to apply a 'C' stress critical (and possibly a Depression critical as well) as well as the spell failure and whatever the Drake may do.*

7.5 RATIONS & LIFE STATUS

This section presents a system and a Chart to be used when characters are starving and/or dying of thirst. When the chart is used, three markers (coins, chits, etc.) are required for each character. These mark the character's current status with regards to Water and Food deprivation as well as overall Life Status. Markers are placed in the boxes and move in either direction along the tracks, depending on whether rations are consumed or not.

Each character's "Water" marker, "Food" marker, and "Life Status" marker are placed in the appropriate box on their respective indices. They start in the "Start Here" and "A-100%" boxes. Whenever characters must eat or drink, the chart is consulted and markers are moved:

- If rations are eaten/drunk, the "Food" and "Water" markers move one box closer to the "Start Here" position.
- If rations are not consumed, markers are moved toward the "Dead" position.
- Consuming "half rations" keeps the markers in their current box.
- If a Food or Water marker crosses a "1 (2, 3, etc.) Life Level" gap, the "Life Status" marker is moved accordingly, either toward "A-100%" (when rations are consumed) or "DEAD" (when rations are not consumed). A percentage within a Life Status box is used to determine how much of a character's skill bonus is still usable at that Life Status level. A maximum of one Life Status level can be regained in a given day.
- Some terrain and environments alter the basic requirement of one ration of both food and water per day:
 - mountainous, rough double requirements
 - extremely hot additional water ration required
 - extremely cold additional food ration required

Option: The Life Levels lost or gained on the "Food" and "Water" indices may be treated as the Life Levels mentioned in *RMCH* 6.1. In such a case the Life Status Index would not be used.

Example: Cato is attempting to cross the Vasty Desert. Near the midpoint of his journey he runs out of food and water. His normal daily needs are for one ration of both food and water. Since the desert is extremely hot, Cato needs an additional water ration; for a total of 2 water rations and 1 food ration required per day. For each ration missed, Cato's "Water" and "Food" markers are moved down their respective tracks towards the "Dead" position. One day in such a situation would result in Cato's "Water" marker being moved 2 boxes and his "Food" marker 1 box to the right. A gap on the water index reading "1 Life Level" was crossed by the "Water" marker, so this results in the "Life Status" marker also being moved one box to the right to "B-90%." Cato may only use 90% of any ability due to his weakened condition.

Example: Continuing the above example through the next day would find poor Cato down 2 "Food" boxes and 4 "Water" boxes. Cato has lost 2 Life Levels due to thirst. From Life Status "B-90%" Cato's "Life Status" marker is moved 1 box to the right resulting in Life Status "C-80%." Cato may only use 80% of any ability now. This decline will continue until Cato either finds water or dies.

Example: Tressyl is trekking through a mountain pass in winter. In an avalanche caused by a particularly severe snowstorm he lost all his supplies save his tinder, flint, and dagger. Using the above items, water is not a problem, but food is. Tressyl requires double normal Rations, plus an additional Food Ration per day (i.e., 2 Water Rations and 3 Food Rations per day needed). By melting snow, he meets his requirements for Water and so the "Water Index" marker is in the "Start Here" position. He has not eaten in 7 days, so he is 21 boxes down on the "Food Index." A total of $1+1+1+1+1+1+1=6$ Life Levels have been lost on the "Life Status Index." Tressyl's "Life Status" marker is in the "F-50%" box. It will take a minimum of 21 Food Rations eaten over seven days to return to "Start Here" and "A-100%."

LIFE STATUS INDICES CHART

LIFE STATUS INDICES CHART																																																					
<div> <div> Water Index <table border="1"> <tr> <td>Start Here</td> <td></td> <td>1 Life Level</td> <td></td> <td>1 Life Level</td> <td></td> <td>2 Life Levels</td> <td></td> <td>4 Life Levels</td> <td></td> <td>7 Life Levels</td> <td></td> </tr> </table> </div> <div> Food Index <table border="1"> <tr> <td>Start Here</td> <td></td> <td></td> <td></td> <td>1 Life Level</td> <td></td> <td></td> <td></td> <td>1 Life Level</td> <td></td> <td></td> <td></td> <td></td> <td>1 Life Level</td> <td></td> <td></td> <td></td> <td></td> </tr> </table> </div> </div>																		Start Here		1 Life Level		1 Life Level		2 Life Levels		4 Life Levels		7 Life Levels		Start Here				1 Life Level				1 Life Level					1 Life Level										
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7.6 OMENS & PHENOMENA

Interesting effects can be achieved within a campaign with the use of natural phenomena. The effects can be as simplistic as people interpreting natural events as omens, or can be as complex as the potency and availability of spells being effected by events in the natural world.

OMENS (7.6.1)

Omens are easily introduced into a GM's world system. When people are superstitious, obvious events like eclipses, comets, storms, etc. can be interpreted as signs of good or ill. A GM can also make omens much more specific. For example, a GM can make a certain bird a sacred animal — if it is seen flying east to west, it is a good omen; if it is seen flying west to east, it implies disaster. This can affect gameplay on a large scale: e.g., Lord Drac will not send his troops into battle after his Astrologer sees that the two moons are in direct alignment. It can also affect gameplay on a smaller scale: e.g., Tesoro the Cleric sees a white mouse enter a building, so he knows it is probably a sign from the gods that it is a safe structure. Clerics, Astrologers, Shamans, Witches and possibly Barbarians should be most identified with the knowledge of omens.

OMEN LORE — A NEW SKILL

A GM can include a secondary skill, *Omen Lore*, that can be bought with the same skill cost as Divination. This skill would act like other lore skills, giving a character knowledge about omens and their interpretations. Omen interpretation should never be completely exact and specific information should rarely be revealed — for example, Lord Drac knows something bad may happen to his armies, but he has no idea what. If using this skill, the GM should take the time to make a detailed set of omens or at least omen guidelines, making omens in his world fairly accurate (at least 80% of the time).

SAMPLE SET OF OMEN GUIDELINES

East	Orderly
West	Chaotic
North	Evil
South	Good
White or light colored animal	Good
Black or dark colored animal	Evil
Event seen in the sky	Effects the world on a grand scale
Event seen on or near the ground	Effects the world on a small scale
Omen seen going into or behind something else	Beginning of something
Omen seen coming out of something else	Ending or death of something

Example: A black bird seen coming out of a tree in the east and flying into the sky towards the west. This may mean that something evil is becoming disorganized and is falling apart, signalling its death and that it will effect much of the world. Alternatively, it could mean something completely different.

NATURAL PHENOMENA (7.6.2)

Natural phenomena directly effecting player characters and the rest of the world should be handled even more carefully, with much preparation on the part of the GM. An example of the effects of natural phenomena already exists in *RM*, that being the Moon Mage of *RMCH*. In the same way that the phases of the moon can effect those spellcasters, other phenomena can effect other, or perhaps all character professions. All of the rules should be drawn up for specific situations and specific effects.

SIMPLISTIC EXAMPLE

In a certain world, everyone is born under a certain celestial sign (like our Zodiac), and every year each sign is dominant over the others for one month — giving anyone born under that sign certain privileges and powers. This can be translated into game turns as an additional +5 luck bonus, or even a +5 to all actions during that time. The GM may decide to have things work both ways, and when a person's opposing celestial sign was dominant, he would be penalized (-5 to all rolls, etc.). This can be easily handled by the GM, but he should be careful that the bonuses and penalties are not so great as to throw anything out of balance.

MODERATELY COMPLEX EXAMPLE

In another world (or the same world, theoretically), natural events can directly effect the three realms of magic. An event in the sky can effect how well Mentalism works, events in or on the ground effect Essence, but Channeling remains stable.

For example, a meteor storm in the sky would increase the flow of Mentalism for the next week, allowing all who cast spells from that realm to add +10 to all spell rolls. Alternatively, if the event is more dramatic (GM discretion), PP cost can be reduced for Mentalism spells by 25% to 50%. Similar effects can happen to Essence users if a startling event happens on the ground (or possibly in a large body of water), such as a tremor, an earthquake, a volcano erupting, etc. Of course, if an event takes place in both elements, such as a meteor falling from the sky and landing on the earth, both realms may be effected.

Effects usually last a week. All Mentalists who view a sky event are effected, while all Essence users within a 1 to 50 mile radius of an earthbound event are effected (depends on the size of the event). To balance things, a GM may wish to apply penalties for a week after the effect wears off — an affected character has a penalty equal to the bonus he received (e.g., either -10 to spell rolls or a PP cost of 25% to 50% more).

VERY COMPLEX EXAMPLE

In yet another world, there are three suns: a red sun, a blue sun and a white sun. These suns move, and depending on which sun is where in the sky in relation to the other two, certain spells are more effective and some are not effective at all. Such effects can add variety and new challenges for the players, and can make a GM's world even more interesting.

Normally, a sun configuration lasts about 1 week before it changes. A GM can decide whether the configurations appear in order or randomly.

Below is a list of the various combinations that appear in the skies above the world and the effects they have on magic. "W" means that sun is in that position and towards the west. "E" means that the sun is in that position and towards the east.

Highest	Centered	Lowest	Effective Spells	Not Effective Spells
Red(E)	Blue	White(W)	Teleportation	Mental Influence
Red(E)	White	Blue(W)	Elemental	Informational
Blue(E)	White	Red(W)	Healing	Illusions
White(E)	Red	Blue(W)	Destructive	Phy. Enhance.
White(E)	Blue	Red(W)	Defensive	Nature
Red(W)	Blue	White(E)	Nature	Defensive
Red(W)	White	Blue(E)	Phy. Enhance.	Destructive
Blue(W)	White	Red(E)	Illusions	Healing
White(W)	Red	Blue(E)	Informational	Elemental
White(W)	Blue	Red(E)	Mental Influence	Teleportation

- When the red and white suns eclipse, Symbolic spells (runes, circles, symbols, words of power, etc) are more effective, and all other spells are not.
- When the blue and white suns or the blue and red suns eclipse, summoning spells and interdimensional travel spells are most effective and all other spells are not.
- When all three suns eclipse, Arcane spells are more effective, and other spells do not function at all.
- When a spell type is *effective* — ranges, durations and areas of effect are increased by 50% **and** PP costs are only 75% of normal **and** an additional +5 is added to all spell rolls.
- When a type is *not effective* — ranges, durations and areas of effect are decreased by 50% **and** PP costs are 150% of normal **and** an additional -10 is added to all spell rolls.
- If a spell that is effective for a time is cast within an Earthnode, the range, duration and area of effect are five times greater than normal **and** there is no PP cost.

UNNATURAL PHENOMENA — SUPERNATURAL WEATHER (7.6.3)

A GM may wish to introduce "unnatural phenomena" into his world. Such phenomena are handled in the same fashion as natural phenomena, but they usually spring from a magical or supernatural source. Thus, they can often be stopped or at least slowed down.

As examples of such phenomena, this section presents several instances of "supernatural weather."

Black Rain — A foul, acidic, and dangerous form of weather. Black rain comes during normal-looking storms, but its effects are not that of normal rain. Any living thing exposed to black rain will take an 'A' Acid critical for every minute exposed. Black rain usually only lasts for 3-12 minutes, and it is said that it only occurs as an aftermath to the opening of a gate or portal to a demonic plane in the immediate area. This usually happens 1-10 days after the gate opening, but only occasionally (3% chance per gate). Such a gate can easily taint the delicate balance of an world as well as its stability and purity.

Sending Shower — This type of supernatural weather is usually the result of fervent prayer to a "good" deity and is results as a reward for a good deed. This sparkling, silvery rain heals all it touches, cleans objects, removes taints, etc. Any living being exposed to a "sending shower" is healed of 1-10 concussion hits and receives an additional RR versus any poison or disease in their system. Plants will become vibrant and fruitful — no matter what their previous condition was. Objects are cleaned and shiny.

Blue Lightning — Thought to be a very good omen when seen from a distance, this lightning does not have to occur with a storm; but there is always at least a cloud for it to come through. Blue lightning always strikes a target. It is the retribution of some god on a wayward or offending follower. It is always flamboyant and impressive if seen from a distance, but it can deal death to those it strikes. Treat it as a +200 OB *Lightning Bolt* that inflicts an additional 'Holy' critical.

Firestorms — A rare and destructive storm, this is one of the greatest fears of farmers and common people. It only lasts for 1-8 minutes, but every other round anything exposed to it (including buildings, trees, etc.) is subject to an unmodified *Firebolt*. Obviously, many fires are started by this type of storm; but, thankfully, rain usually follows (stopping the majority of firestorm-caused blazes). Firestorms are thought to be caused by a dimensional crossover of the material plane with another plane (possibly the elemental plane of fire).

Icestorms — Akin to firestorms, these storms are somewhat less dangerous, but can be deadly nonetheless. These storms are also referred to as "icicle storms" because they consist of a shower of ice (like hail) particles that are 1" to 8" long and very sharp. Anyone caught out of shelter in such weather will be subject to 1-3 dagger attacks (+0-99 OBs, random) as they are hit by these "icicles" which have been falling through the atmosphere building up tremendous speeds. Icestorms are thought to simply be freaks of nature. Usually 1 out of 100 hailstorms will be icestorms.

Powerstorm — These incredibly rare events probably have something to do with Essence flows or earthnodes. It will appear much like a thunderstorm accompanied by an overabundant amount of lightning. Waves of Essence roll over the land, spinning into magical cyclones, most of this will not be visible to those without abilities to perceive such things.

A powerstorm can also cause very random and uncontrollable events. Magical portals may open, magical items may be altered or drained. Creatures and objects may be destroyed, transported to or from the area and they can be altered in any number of ways. The exact details must be determined by the GM and they should always be different.

A spell user of the Essence realm can try to have a "will to will" (*RMCI* 5.1) battle with the storm. If he wins, he can absorb power from the storm in the form of temporary PPs (1-100 open ended). If he fails, he will be drained of all PPs for 1 week.

Godwinds — An excess amount of "godpower" exists in the universe, even more than the gods can wield (godpower is the unique power that gods alone can wield, the power that makes them gods). Very rarely, this excess power will wash over an area in the form of a powerful wind. Any Channeling user in that area will temporarily gain 1-30 PP from such a wind (they will last until they are used), but anyone else must make an RR or be knocked over and take an 'A' Unbalancing critical. These winds last but a moment. Often one person or object will be the recipient of a random Channeling spell (e.g., a healing spell, lifegiving, blessing, etc.).

Mindstorm — This is a very rare but powerful storm, much like a powerstorm or the godwinds. Mental energy is continually being emitted by all sentient creatures, whether they are Mentalists or not. This energy usually is scattered out into the universe, never heard from again. But sometimes, this energy will coalesce into a swirling mass of mental energy (invisible to the human eye, of course), which grows larger and larger as more and more energy is given off around it. Finally, this energy will begin to move about the surface of the world.

Each thinking creature caught within a mindstorm (there is no shelter against such a storm) is subject to a 'C' Shock critical. In addition, there is a 10% chance that each such creature will be subject to a random spell from the Mind Erosion, Mind Subversion, Mind Death, or Mind Disease spell lists (Evil Mentalist base). RRs apply to all effects. A Mentalism spell user can absorb PPs the same manner as an Essence spell user in a powerstorm (see above).

7.7 POWDER & STEEL — FIREARMS FOR FRP

This section contains some background material, new skills, and weapons tables to allow a quick and dirty simulation of the age of powder and steel within the **RM** system. The material requires the use of several **Space Master** attack tables and includes muzzle and breech loading pistols, rifles, carbines, and cannon. For a more detailed presentation of these types of firearms, refer to ICE's Campaign Classic, *Pirates*.

Note: As a change of pace variation for one evening's gaming, the author threw together some information to run a scenario set in what would be the equivalent of Earth's 19th century. Tired of bashing PCs with swords it was decided to try pistols and rifles instead.

The generic Cavalry characters were armed with Sabre, Lance, a Revolver, and a metal Helmet and Breastplate (AT 17). The generic Infantry characters were armed with breech-loading Rifles and Pistols, a Grenade or two, and a uniform with Helmet and Chain Mail shirt (AT 13).

FIREARM WEAPON SKILLS

Several new Weapon skill categories (*ChL* 3.5) are included to cover the use of firearms. For a **RM** character with access to proper training and knowledge, the DP cost for each is equal to his largest Weapon skill DP cost.

Infantry Brawling (St/St/Ag) (OB) — This skill covers fighting with both bayonet and rifle butt when ammo runs out. The **RM** DP cost is equal to the character's largest Weapon skill DP cost.

Handling infantry Brawling is fairly simple — a character may use the bayonet or the butt of an appropriate weapon. The bayonet attack uses the *AL* Spear Attack Table 8.7.4, while the butt attack uses the *AL* Club Attack Table 8.4.2.

Powder Missile Weapons (Ag/St) (OB) — This skill covers using Pistols, Rifles, and Shotguns. The **RM** DP cost is 10 for non spell users, 12 for semi spell users, and 15 for all of the others.

Rifles and Pistols use the **SM** Small Projectile Attack Table 15.1. Shotguns use the **SM** Shotgun Attack Table 15.2.

Powder Thrown Weapons (Ag/St) (OB) — This skill covers the use of hand grenades. The **RM** DP cost is 10 for non spell users, 12 for semi spell users, and 15 for all of the others.

Grenade throws can use the **SM** mechanisms (*SM* P 14.8) and the following procedure. The thrower makes a throwing skill roll, to see if the grenade gets to the target (100+ indicates success); the Gamemaster then rolls a D100: 01-10 a Dud, 11-50 explodes next round; 51-100 explodes this round. Grenade explosions use the **SM** Grenade Attack Table 15.3, but use the *SL* Impact Critical Strike Table chart.

Powder Missile Artillery (In/Ag) (OB) — This skill covers the use, maintenance, and firing of cannons, mortars and howitzers. The **RM** DP cost is 10 for non spell users, 12 for semi spell users, and 15 for all of the others.

Cannon can use either the old *Tech Law* Automatic Handheld Projectile Attack Table 5.74 (Shrapnel crits for results over 135) or the **SM** Blaster Attack Table 15.5 (Puncture crits under 135; Shrapnel over 135).

Note: When using **SM** attack tables, use the standard limits for "Maximum Results for Mark #" on the tables (do **not** use the limits based on **RM** ATs). Black powder firearms are not as powerful as **SM** firearms.

FIREARMS CHARACTERISTICS CHART									
Weapon Type	Type of Reload	Reload Time	Rate of Fire	Fumble Range	Range (ft) / Range Mod.				Table Used
					PB	SR	MR	LR	
Pistol	Muzzle	3	1	3	10/+10	50/-	100/-40	250/-80	Sml Proj Mk.3
	Breech	1	1	5	10/+10	50/-	100/-40	250/-80	Sml Proj Mk.2
	Revolver	1†	1‡	5	10/+10	50/-	100/-40	250/-80	Sml Proj Mk.1
Rifle	Muzzle	3	1	5	20/+20	250/-	750/-40	1500/-80	Sml Proj Mk.4
	Breech	1	1	7	20/+20	250/-	750/-40	1500/-80	Sml Proj Mk.4
Shotgun	Muzzle	3	1	5	10/+20	75/-	150/-40	225/-80	Shotgun
	Breech	1	1	7	10/+20	75/-	150/-40	225/-80	Shotgun
Cannon	Muzzle	6	1	3	30/+30	600/-	1500/-40	3000/-80	Blaster or AHProj
	Breech	3	1	5	30/+30	600/-	1500/-40	3000/-80	Blaster or AHProj

* — Actually a 6 round revolver; † — Per shot; ‡ — Can also fire 2 at -50 each or reload 1 and fire 1 at -50.

Option: For cultures and regions where knowledge and training for these new skills is available, a GM may wish to decrease the DP costs for these skills. We suggest that each character get four new Weapon skill costs that are equal to the character's largest Weapon skill DP cost. Then the character can assign his 10 skill costs to his 10 Weapon categories (i.e., the 6 standard ones and the 4 new ones) in the standard fashion (*ChL* 3.5).

THE WEAPONS

Four types of projectile firing weapons were defined: Pistols, Rifles, Shotguns, and Cannon. There are also three reloading classes: muzzle loaders, breech loaders, and revolvers. Specific weapon characteristics are defined on the Firearms Characteristics Chart and the Quick Reload Penalty chart.

QUICK RELOADS

Like bows in *Arms Law*, there were penalties associated with trying to reload a weapon in less time than is normally required. The following chart presents those penalties for the firearms in this section.

QUICK RELOAD PENALTY CHART							
Item	Number of Reload Rounds						
	6	5	4	3	2	1	0
Pistol, m	0	0	0	0	-25	-50	—
Pistol, b	0	0	0	0	0	0	-50
Pistol, r	0	0	0	0	0	0	-50
Rifle, m	0	0	0	0	-25	-50	—
Rifle, b	0	0	0	0	0	0	-50
Shotgun, m	0	0	0	0	-25	-50	—
Shotgun, b	0	0	0	0	0	0	-50
Cannon, m	0	-25	-50	-75	—	—	—
Cannon, b	0	0	0	0	-50	-100	—

m — muzzle loader; b — breech loader; r — revolver.



7.8 EXHAUSTION POINTS

Character Law suggests that a character's Constitution stat be used for their exhaustion point total. Gamemasters may wish to use one or more of the options presented in this section. These options vary the number of exhaustion points based on Co, race, and the athletic prowess of the character involved.

Option 1: Exhaustion Points are figured with the Character's Constitution bonus taken into account, much like concussion hits. Thus:

Exhaustion Points =

$$\text{Co stat} \times [1 + (\text{Co stat bonus} \div 100)] \quad [\text{round up}]$$

Example: *Grond the Troll* has a 90 Co stat and a +20 Co stat bonus. His exhaustion point total is $108 = 90 \times [1 + (20 \div 100)] = 108$.

Option 2: Those professions with an Athletic Skills level bonus (*RMCH* Table 11.6) often have significant higher levels of regular physical training and thus should have a higher endurance. Their exhaustion point totals should have an extra factor based on level and Athletic Skill level bonus. Thus:

Exhaustion Points =

$$\text{Co stat} + (\text{Athletic Skill level bonus} \times \text{level})$$

Example: *Grond* is a Fighter and gets a +2 per level Athletic Skills level bonus. At fourth level he would have $98 = 90 + (2 \times 4)$ exhaustion points.

Option 3: In certain situations such as a frantic dash to a dropping portcullis or a long chase across a prairie, the Gamemaster may wish to modify available exhaustion points to include a bonus for an applicable skill. Two such skills from *RMCH* are Sprinting and Distance Running. In such cases, the skill rank bonus (only, not level or stat bonus) is added to the exhaustion point total. Thus:

Exhaustion Points =

$$\text{Co stat} + (\text{Skill Rank Bonus for an Applicable skill})$$

Example: *Grond* wishes to chase a squad of Warg-mounted Orc cavalry across the plains. He has 5 ranks (+25 bonus) in Distance Running and the Gamemaster decides the skill is appropriate for this sort of chase. *Grond* would have $115 = 90 + 25$ exhaustion points.

Option 4: Combine any of Options 1, 2, and/or 3. If all three are combined:

Exhaustion Points =

$$[\text{Co stat} + (\text{Athletic Skill level bonus} \times \text{level}) + (\text{Skill Rank Bonus for an Applicable skill})] \times [1 + (\text{Co stat bonus} \div 100)] \quad [\text{round up}]$$

8.0 SPELL LISTS

8.1 ASTRAL TRAVELLER BASE LISTS

OUTER PLANE LAW (Astral Traveller Base) (8.1.1)

	Area of Effect	Duration	Range
1—Gate Presence	100'R	—	self
2—Summon I	1 alien	1 rnd/lvl	10'
3—Alarm	self	12 hours	self
4—Alien Presence	100'R	—	self
5—Summon V	1 alien	1 rnd/lvl	10'
6—Planar Link	0.1"x0.1"	—	10'
7—Disguise	self	1 hour	self
8—Survival	self	1 hour	self
9—Summon X	1 alien	1 rnd/lvl	10'
10—Plane Travel I	self	—	self
11—Mass Disguise	10'R	1 hour	self
12—Plane Scale	1 object	1 day/lvl	touch
13—Disguise True	self	1 day	self
14—Alien Form	self	1 hour	self
15—Mass Survival	10'R	1 hour	self
16—Plane Travel II	self	—	self
17—Survival True	self	1 day	self
18—Lord Summon	1 alien	1 rnd/lvl	10'
19—Alien Form True	self	1 day	self
20—Gate	7'x4'	5 min	30'
25—Traveller	self	1 rnd/lvl	self
30—Returning *	self	—	self
50—Gate True	7'x4'	P	100'

1—Gate Presence (I) Caster is aware of any gates/links to other planes in his range.

2—Summon I (FM) Summons a 1st level being from any plane. The type and homeplane of the being has to be specified by the caster. He may Summon a specific person if he know the "true name" of that being. If the Summoned being is ill-tempered, he may control when he concentrates. A GM may wish to give the being a RR every minute to resist being controlled.

3—Alarm (I) If the caster is about to enter a plane that would physically harm him in some way (e.g., extreme temperatures, no oxygen, etc.), this spell will give him a mental warning.

4—Alien Presence (I) Caster is aware of any being from another plane of existence within his range.

5—Summon V (FM) As *Summon I*, except being may be up to 5th level.

6—Planar Link (FM) Caster establishes a small link to another plane. No being or object may pass through this link, it is used for mental contact only (e.g., by using the various *Mind Tongue* spells).

7—Disguise (E) This limited illusion, causes the caster to appear to be a member of a sentient/thinking race that inhabits the plane of his choice. He may not resemble a specific individual, but he may choose any race that he has seen before.

8—Survival (D) As *Alarm*, except caster's metabolism is altered to accommodate the life-conditions of the alien plane. If these conditions are very different from those of the caster's homeplane, they may require an *Alien Form* spell in order to survive them.

9—Summon X (FM) As *Summon I*, except being may be up to 10th level.

10—Plane Travel I (F) Caster travels to another plane of existence. He may specify the plane, but his arrival location is completely random. There is a special chance of failure in this spell, especially when the caster visits the plane for the first time: Never seen = 10%; Been Briefly (1 hr) = 5%; Studied (24 hr) = 2%; Studied carefully (1 week) = 0.2%; Lived in (1 year) = no chance of failure.

11—Mass Disguise (P) As *Disguise*, except it affects everyone in the area of effect. If an affected target moves more than 10' away from caster, the spell ceases to affect him; this applies even if the target moves back into the area.

12—Plane Scale (I) Caster links part of his mind to a target object. This object will reflect the Elemental Plane that the caster occupies by means of colors, patterns, etc. (e.g., the Plane of Fire is reflected by a red color, the plane of the dead with an angelic symbol, etc.).

13—Disguise True (D) As *Disguise*, except for duration.

14—Alien Form True (F) As *Disguise*, except caster takes on all physical characteristics of the aliens.

15—Mass Survival (D) As *Survival*, it affects everyone in the area of effect. If an affected target moves more than 10' away from caster, the spell ceases to affect him; this applies even if the target moves back into the area.

16—Plane Travel II (F) As *Plane Travel I*, except caster may specify the target plane and the destination point on that plane. Chances for failure are as for *Teleport I*, except when the roll for failure is less than or equal to 1/10th of the normal failure chance (e.g., 5 or less if the normal chance is 50%); in which case, the caster does not just miss the destination point, he misses the entire plane and gets to some other random plane.

17—Survival True (D) As *Survival*, except for duration.

18—Lord Summon (FM) As *Summon I*, except being may be up to 20th.

19—Alien Form True (P) As *Alien Form*, except for duration.

20—Gate (F) Caster opens a Gate to another plane. The arrival location is completely random. The Caster may close the Gate at any time during the spell's duration. If the Gate is still open at the end of its duration, roll D10 to see what happens (all modifiers mentioned are cumulative):

- 1-4: The Gate shrinks, disappearing completely after 3 rnds.
- 5-7: The Gate shrinks, leaving a small link (see *Planar Link*). No more rolls are made.
- 8: The Gate moves 1-50' in a random direction, sending all in its way to the target plane -- then, it disappears.
- 9: As 8 above, but after the move, roll again (apply a +1 Modifier until the Gate shrinks or disappears).
- 10: The Gate grows to a ball with a D10+10' Diameter then it shrinks again to normal size. roll again after one round (apply a +1 Modifier until the Gate shrinks/disappears).
- 11+: A being/creature from another plane uses the gate to visit the plane in which the gate was created (i.e., usually the Prime Plane). The Door collapses after he uses it. Roll an encounter for Enchanted Area with a +50 modification (see C&T 4.2).

25—Traveller (F) Caster may use *Plane Travel II* once every round for duration of this spell.

30—Returning (F*) Caster returns to a "prepared, previously selected" place on his homeplane.

50—Gate True (F) As *Gate*, except caster may close a Gate or create a Gate with a permanent duration.

ELEMENTAL TRAVEL

(Astral Traveller Base) (8.1.2)

Note: See Notes in Section 8.1.3.

	Area of Effect	Duration	Range
1—Detect Main Link	100'R	—	self
2—Resist Main	self	1 min/lvl	self
3—Detect Elemental Link	100'R	—	self
4—Resist Element	self	1 min/lvl	self
5—Main Armor	self	1 min/lvl	self
6—Dismiss	1 object	—	30'
7—Main Survival	self	1 hour	self
8—Elemental Armor	self	1 min/lvl	self
9—Main Travel	self	—	self
10—Main Survival True	self	1 day	—
11—Main Form	self	1 hour	self
12—Elemental Survival	self	1 hour	self
13—Main Travel True	self	—	self
14—Elemental Travel	self	—	self
15—Main Form True	self	1 day	self
16—Elemental Survival True	self	1 day	self
17—Elemental Form	self	1 hour	self
18—Main Gate	7'x4'	5 min	10'
19—Elemental Travel True	self	—	self
20—Elemental Gate	7'x4'	5 min	10'
25—Elemental Form True	self	1 day	self
30—Main Gate True	7'x4'	P	100'
50—Elemental Gate True	7'x4'	P	100'

1—Detect Main Link (I) Caster detects any Gates or minor links to the Elemental Plane of his "Main Element" (see above).

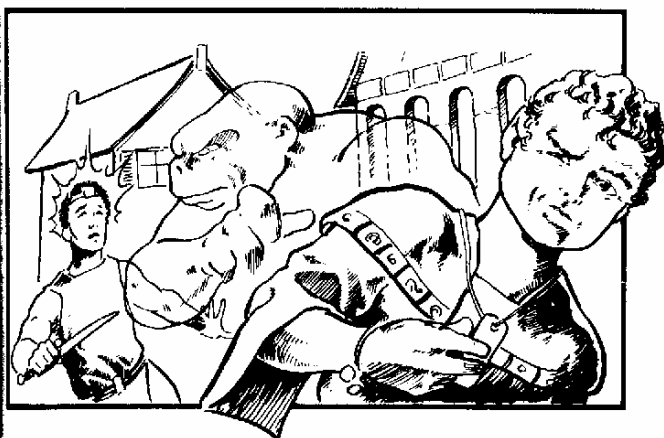
2—Resist Main (D) Caster is totally protected from his Main Element in its normal form, he gets a +10 Bonus on RRs against it and attacks made against him with it receive a -10.

3—Detect Elemental Link (I) As *Detect Main Link*, except Caster may specify gates/links to any one Elemental Plane.

4—Resist Element (D) As *Resist Main*, except may apply to any one element.

5—Main Armor (D) As *Resist Main*, except bonus is 20.

6—Dismiss (F) Target object is transported to a random location on the Elemental Plane of caster's Main Element. If the object is held by someone, it gets a RR based on the holder's level; otherwise its RR is based upon its bonuses and/or special capabilities.



7—Main Survival (D) As *Resist Main*, except caster cannot be harmed in any way his Main Element; he is even able to breathe it. Elemental Attacks with it have only a Chance of hurting the caster, if they inflict Impact Crits. Even in this case, they are modified by -50 and the normal Elemental Crits are ignored.

8—Elemental Armor (D) As *Main Armor*, except may apply to any one Element.

9—Main Travel (F) Caster travels to a random location on the Elemental Plane of caster's Main Element.

10—Main Survival True (D) As *Main Survival*, except for Duration.

11—Main Form (E) Caster takes the form of a lesser Elemental of his Main Element.

12—Elemental Survival (D) As *Main Survival*, except may apply to any one element.

13—Main Travel True (F) As *Main Travel*, except caster may specify the location (accuracy as *Teleport* on the Closed Essence list, Lofty Bridge).

14—Elemental Travel (F) As *Main Travel*, except location can be on any Elemental Plane chosen by the caster.

15—Main Form True (E) As *Main Form*, except for Duration.

16—Elemental Survival True (F) As *Elemental Survival*, except for Duration.

17—Elemental Form (E) As *Main Form*, except caster may take the form of any one elemental.

18—Main Gate (F) Caster opens a Gate between his current plane and the Elemental Plane of his Main Element. If he is on his Main Element plane the Gate may be opened to the caster's "Prime Plane". The Gate is only one way, and the arrival location is completely random. If he is within Range, the Caster may close the Gate at any time during the spell's duration. If the Gate is still open at the end of its duration, roll D10 to see what happens (all modifiers mentioned are cumulative):

- 1-4: The Gate shrinks, disappearing completely after 3 rds.
- 5-7: The Gate shrinks, leaving a small link (see *Planar Link* in 8.1.2). No more rolls are made.
- 8: The Gate moves 1-50' in a random direction, sending all in its way to the target plane — then, it disappears.
- 9: As 8 above, but after the move, roll again (apply a +1 Modifier until the Gate shrinks or disappears).
- 10: The Gate grows to a ball with a D10+10' Diameter then it shrinks again to normal size. roll again after one round (apply a +1 Modifier until the Gate shrinks or disappears).
- 11+: A being/creature from another plane uses the gate to visit the plane in which the gate was created (i.e., usually the Prime Plane). The Door collapses after he uses it. Roll an encounter for Enchanted Area with a +50 modification (see C&T 4.2).

19—Elemental Travel True (F) As *Elemental Travel*, except caster may specify the location (accuracy as *Teleport* on the Closed Essence list, Lofty Bridge).

20—Elemental Gate (F) As *Main Gate*, except any Elemental Plane may be chosen.

25—Elemental Form True (E) As *Elemental Form*, except for duration.

30—Main Gate True (F) As *Main Gate*, except Caster can specify destination location (accuracy as *Teleport* on the Closed Essence list, Lofty Bridge). Alternatively, this spell can be used to close a Gate or decrease the size of a Gate that is larger than 7'x4'.

50—Elemental Gate True (F) As *Elemental Gate*, except Caster can specify destination location (accuracy as *Teleport* on the Closed Essence list, Lofty Bridge). Alternatively, this spell can be used to close a Gate or decrease the size of a Gate that is larger than 7'x4'.

ELEMENTAL SUMMONS

(Astral Traveller Base) (8.1.3)

Note: Each Astral Traveller should chose his "Main Element" (i.e., Elemental "Color") upon reaching 1st lvl (see Section 2.2). An Astral Traveller's capabilities with his "Main Element" are increased considerably.

Note: The spell levels used on this list are used for the spells using the normal 6 SL elements: heat, cold, light, water, air, and earth. Other Elements, or mixtures of the existing ones (see EC), are more difficult to use. Therefore, for a spell involving a element other than the 6 normal ones, one of the following modifications to the spell's level should be applied:

Compounds

(Fog, Lava, Ice, or any EC compound element)Level + 2

Plasma (or Vacid, see EC)Level + 5

Nether (or any other EC Complex Element)Level +10

	Area of Effect	Duration	Range
1—Main Summon II	1 target	1 rnd/lvl(C)	10'/lvl
2—Main Summon V	1 target	1 rnd/lvl(C)	10'/lvl
3—Elemental Summon II	1 target	1 rnd/lvl(C)	10'/lvl
4—Elemental Summon V	1 target	1 rnd/lvl(C)	10'/lvl
5—Elemental Master V	1 target	1 hr/lvl	5'/lvl
6—Main Summon X	1 target	1 rnd/lvl(C)	10'/lvl
7—Main Link	1"x1"	—	10'
8—Elemental Master X	1 target	1 hr/lvl	5'/lvl
9—Main Summon XV	1 target	1 rnd/lvl(C)	10'/lvl
10—Elemental Summon X	1 target	1 rnd/lvl(C)	10'/lvl
11—Elemental Link	1"x1"	—	10'
12—Elemental Master XV	1 target	1 hr/lvl	5'/lvl
13—Main Conflagration	1 target	—	touch
14—Elemental Summon XV	1 target	1 rnd/lvl(C)	10'/lvl
15—Lord Main Summon	1 target	1 rnd/lvl(C)	10'/lvl
16—Elemental Conflagration	1 target	—	touch
17—Lord Elemental Master	1 target	1 hr/lvl	5' lvl
18—Gate Main	7'x4'	5 min	30'
19—Lord Elemental Summon	1 target	1 rnd/lvl(C)	10'/lvl
20—Elemental Gate	7'x4'	5 min	30'
25—Mass Conflagration	30'R	—	self
30—Gate Main True	7'x4'	P	100'
50—Elemental Gate True	7'x4'	P	100'

1—Main Summon II (F) Summons a 2nd level elemental being from caster's the plane of the caster's Main Element. There must be a source for the elemental material within 100'. The Caster chooses the type of elemental being. He may Summon a specific elemental being if he know the "true name" of that being. If the Summoned being is ill-tempered, he may control when he concentrates. A GM may wish to give the being a RR every minute to resist being controlled.

2—Main Summon V (F) As *Main Summon II*, except the elemental being may be up to 5th level.

3—Elemental Summon II (F) As *Main Summon II*, except the elemental being can be from any Elemental Plane.

4—Elemental Summon V (F) As *Elemental Summon II*, except the elemental being may be up to 5th level.

5—Elemental Master V (M) As *Elemental Summon V*, except caster can control the elemental without concentration; the elemental will obey caster until he dies, until he releases them, or until he gets out of range. At any one time, the caster cannot master more levels of elemental beings than his own level times 5. Intelligent elemental beings will get a RR once a week.

6—Main Summon X (F) As *Main Summon II*, except the elemental being may be up to 10th level.

7—Main Link (E) Caster creates (or closes) a small "Wormhole" from some place on the plane of his Main Element. Roll D100, if the result is 50+, Elemental Material will "flow" out of this hole; if the result is 75+, everyone in front of the hole will take a +50 Bolt attack corresponding to that element.

8—Elemental Master X (M) As *Elemental Master V*, except the elemental being may be up to 10th level.

9—Main Summon XV (F) As *Elemental Summon II*, except the elemental being may be up to 15th level.

10—Elemental Summon X (F) As *Elemental Summon II*, except the elemental being may be up to 10th level.

11—Elemental Link (E) As *Main Link*, except the link can be to any Elemental Plane.

12—Elemental Master XV (M) As *Elemental Master V*, except the elemental being may be up to 15th level.

13—Main Conflagration (F) Target takes an elemental crit corresponding to the caster's Main Element. The severity is determined by the amount of the target's RR failure: ≥ 0 = no effect; 1-10 = 'A'; 11-20 = 'B'; 21-30 = 'C'; 31-40 = 'D'; 41+ = 'E'.

14—Elemental Summon XV (F) As *Elemental Summon II*, except elemental being may be up to 15th level.

15—Lord Main Summon (F) As *Main Summon II*, except elemental being may be up to 20th level.

16—Elemental Conflagration (E) As *Main Conflagration*, except caster chooses the critical's elemental type.

17—Lord Elemental Master (M) As *Elemental Master V*, except the elemental being may be up to 20th level.

18—Gate Main (F) Caster opens a Gate between his current plane and the Elemental Plane of his Main Element (location is random). If he is on his Main Element plane the Gate may be opened to the caster's "Prime Plane" (location is random). Roll D100, if the result is 50+, Elemental Material will "flow" out of the Gate from the plane of the caster's Main Element plane — the higher the roll, the faster the flow. There is a 1-10% chance each round that some elemental being "flows" through the gate with the material. The chance is based upon the GM's concept for the elemental planes. If he is within Range, the Caster may close the Gate at any time during the spell's duration. If the Gate is still open at the end of its duration, roll D10 to see what happens (all modifiers mentioned are cumulative):

- 1-4: The Gate shrinks, disappearing completely after 3 rnds.
- 5-7: The Gate shrinks, leaving a small link (see *Planar Link* in 8.1.2). No more rolls are made.
- 8: The Gate moves 1-50' in a random direction, sending all in its way to the target plane — then, it disappears.
- 9: As 8 above, but after the move, roll again (apply a +1 Modifier until the Gate shrinks or disappears).
- 10: The Gate grows to a ball with a D10+10' Diameter then it shrinks again to normal size. roll again after one round (apply a +1 Modifier until the Gate shrinks/disappears).
- 11+: A being/creature from another plane uses the gate to visit the plane in which the gate was created (i.e., usually the Prime Plane). The Door collapses after he uses it. Roll an encounter for an Enchanted Area, +50 mod. (C&T 4.2).

19—Lord Elemental Summon (F) As *Elemental Summon II*, except elemental being may be up to 20th level.

20—Elemental Gate (E) As *Gate Main*, except caster may choose the elemental plane.

25—Mass Conflagration (E) As *Main Conflagration*, except it affects everyone in the area of effect (except the caster).

30—Gate Main True (E) As *Gate Main*, except for duration and range.

50—Elemental Gate True (E) As *Elemental Gate*, except for duration and range.

XENO-LORES (Astral Traveller Base) (8.1.4)

Note: The various knowledge spells on this list are neither cumulative with each other, nor are they cumulative with any normal skill the caster has developed. However, they may be used with the complementary skill rules (RMCII 4.4)

	Area of Effect	Duration	Range
1—Presence *	—	C	10'/lv
2—Speech I	10'	C	self
3—Stone Lore	1 stone	—	touch
4—Plant Lore	1 plant	—	touch
5—Mind Tongue I	100'	C	self
6—Animal Lore	1 animal	—	touch
7—Speech II	10'	C	self
8—Knowledge I	self	—	self
9—Mind Tongue II	100'	C	self
10—Xeno-Lores I	self	1 visit	self
11—Sentient Lore	1 being	—	touch
12—Dimension Lore I	self	P	self
13—Knowledge II	self	—	self
14—Xeno-Lores II	self	1 visit	self
15—Speech III	10'	C	self
16—Dimension Lore II	self	P	self
17—Knowledge III	self	—	self
18—Mind Tongue III	100'	C	self
19—Xeno-Lores III	self	1 visit	self
20—Dimension Lore III	self	P	self
25—Knowledge True	self	—	self
30—Xeno Lores True	self	1 visit	self
50—Dimension Lore True	self	P	self

1—Presence (I) Caster is aware of the presence of all sentient/thinking beings within his range.

2—Speech I (P) Caster is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, peace, etc.); equivalent to skill rank 2. However, the caster has to be biologically able to use that language (e.g., it would be quite difficult for a humanoid being to use a sign language that incorporates 8 arms, 7 tails, and several other odd appendages); an *Alien Form* spell (on Outer Plane Law list) can be useful for overcoming this restriction.

3—Stone Lore (I) Caster learns the nature and history of any 1 piece of unliving, solid, non-intelligent material.

4—Plant Lore (I) Caster learns the nature and history of any living thing with "plant-intelligence."

5—Mind Tongue (P) As *Speech I*, except caster speaks directly to the mind of any 1 being. He does not need to know the language of the being, the words "translate themselves".

6—Animal Lore (I) Caster learns the nature and history of any 1 being with "animal-intelligence."

7—Speech II (P) As *Speech I*, except caster can communicate in more complex concepts, although there is a good chance of misinterpretations.

8—Knowledge I (I) For one question/topic, caster has the equivalent of skill rank 5 (+25 bonus, no stats apply) in the appropriate lore/knowledge skill (see *RMCII* Table 11.5, p. 101).

9—Mind Tongue II (P) As *Mind Tongue I*, except caster can communicate in more complex concepts, although there is a good chance of misinterpretations.

10—Xeno-Lores I (I) Caster may use one of his lore/knowledge skills (see *RMCII* Table 11.5, p. 101) as the corresponding Xeno-Lore skill for the plane/dimension he currently occupies. The spell lasts as long as the caster remains in the plane/dimension. He may not have more than 5 Xeno-Lore spells operating simultaneously.



11—Sentient Lore (I) Caster learns the nature and history of any 1 sentient/thinking being.

12—Dimension Lore I (I) As *Xeno-Lores I*, except effect is permanent (until canceled). Dimension Lore spells do count against the maximum of 5 Xeno-Lore spells — but, a caster may only have 2 Dimension Lore spells active at any one time.

13—Knowledge II (I) As *Knowledge I*, except the bonus is a +50 (i.e., 10 skill ranks).

14—Xeno-Lores II (I) As *Xeno-Lores I*, except the caster may use two of his lore/knowledge skills as Xeno-Lores.

15—Speech III (P) 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.

16—Dimension Lore II (I) As *Dimension Lore I*, except the caster may use two of his lore/knowledge skills as Xeno-Lores.

17—Knowledge III (I) As *Knowledge I*, except the bonus is +70 (i.e., 20 skill ranks).

18—Mind Tongue III (P) As *Mind Tongue I*, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation.

19—Xeno-Lores III (I) As *Xeno-Lores I*, except caster may use three of his lore/knowledge skills as Xeno-Lores.

20—Dimension Lore III (I) As *Dimension Lore I*, except the caster may use three of his lore/knowledge skills as Xeno-Lores.

25—Knowledge True (I) As *Knowledge I*, except the bonus is +80 (i.e., 30 skill ranks).

30—Xeno-Lores True (I) As *Xeno-Lores I*, except the caster may use five of his lore/knowledge skills as Xeno-Lores.

50—Dimension Lore True (I) As *Dimension Lore I*, except the caster may use five of his lore/knowledge skills as Xeno-Lores.

8.2 HOURS BASE LISTS

KISSES (Hourly Base) (8.2.1)

Note: If the caster of a "Kiss" spell actually kisses a receptive target (as defined in 8.2.2), his RR receives a special -30 modification in addition to normal mods. If the caster of a "Kiss" spell merely touches the target, there is no special RR mod.

	Area of Effect	Duration	Range
1—Kiss of Pain *	1 target	—	touch
2—Kiss of Stunning *	1 target	1 rnd/5% failure	touch
3—			
4—Kiss of Fire *	1 target	—	touch
5—Kiss of Weakness *	1 target	1 hr/10% failure	touch
6—Kiss of Sleeping *	1 target	1 hr/10% failure	touch
7—Kiss of Slavery *	1 target	1 hr/10% failure	touch
8—Kiss of Blinding *	1 target	1 hr/10% failure	touch
9—Kiss of Agony *	1 target	—	touch
10—Kiss of Linking *	1 target	1 hr/10% failure	touch
11—Kiss of Paralysis *	1 target	1 rnd/5% failure	touch
12—Kiss of Coma *	1 target	1 hr/10% failure	touch
13—Kiss of Change *	1 target	1 hr/10% failure	touch
14—Kiss of Torment *	1 target	—	touch
15—Kiss of Amnesia *	1 target	1 day/10% failure	touch
20—Kiss of Death *	1 target	—	touch
25—Kiss of Infancy *	1 target	1 hr/10% failure	touch
30—Blown Kiss *	1 target	—	100'
50—Kiss of Draining *	1 target	—	touch

1—Kiss of Pain (M*) The target loses 20% of his total (not current) hits and is stunned for one round.

2—Kiss of Stunning (M*) Target is stunned.

4—Kiss of Fire (M*) As *Kiss of Pain*, except that target takes 40% of his hits.

5—Kiss of Weakness (M*) Targets Strength is reduced to 1.

6—Kiss of Sleeping (M*) Target falls into a deep sleep.

7—Kiss of Slavery (M*) Target must obey the caster in all things that are not completely alien to him.

8—Kiss of Blinding (M*) The target is blind.

9—Kiss of Agony (M*) As *Kiss of Pain*, except that the target takes 60% of his hits.

10—Kiss of Linking (M*) The target is mentally linked to the caster and either might be in control of either body, depending on the outcome of a contest of Wills.

11—Kiss of Paralysis (M*) The target is paralyzed.

12—Kiss of Coma (M*) The target is in a coma.

13—Kiss of Change (M*) Target is "changed" into a frog (or a toad). This spell can be canceled if the target is kissed by a "royalty" of the opposite sex. A GM should feel free to modify this spell to fit into his campaign.

14—Kiss of Torment (M*) As *Kiss of Pain*, except that target takes 90% of his hits.

15—Kiss of Amnesia (M*) Target is an amnesiac, remembering of his past for the duration of the spell.

20—Kiss of Death (M*) As *Kiss of Pain*, except that the target is dead.

25—Kiss of Infancy (M*) Target regresses to infantile state.

30—Blown Kiss (M*) If a *Kiss* spell is cast immediately after this spell its range is 100'. This still requires a cooperative target for the -30 RR modification.

50—Kiss of Draining (M*) As *Kiss of Pain*, except that target is drained of his "life force" as in *Absolution*. This life force is absorbed by the caster, healing all of her wounds and restoring her "Mana" to the fullest.

INFLUENCES (Hourly Base) (8.2.2)

	Area of Effect	Duration	Range
1—Charm Man	1 target	1 hour/lvl	100'
2—Quarrels III	1 target	1 min/5% failure	100'
3—Confusion	1 target	1 rnd/5% failure	100'
4—Suggestion	1 target	V	10'
5—Impotence	1 target	1 week/5% failure	100'
6—Hold Man	1 target	C	100'
7—Master of Man	1 target	10 min/lvl	50'
8—Jealousy	1 target	1 day/5% failure	100'
9—True Charm	1 target	1 hour/lvl	100'
10—Quarrels VI	1 target	1 min/5% failure	100'
11—			
12—Impotence True	1 target	P	100'
13—True Hold	1 target	C	100'
14—Hate	1 target	1 day/5% failure	100'
15—Antipathy	1 target	1 day/lvl	touch
20—Lovesick Man	1 target	1 day/lvl	100'
25—Quarrels True	1 target/lvl	1 min/5% fail.	100'
30—Hate True	1 target	P	100'
50—Antipathy True	1 target	P	touch

1—Charm Man (M) Target believes caster is a good friend.

2—Quarrels III (M) Three targets who are near each other (and all within the range) begin to quarrel with one another. If they had reason to dislike each other before this spell, this might cause them to start to fight.

3—Confusion (M) Target is incapable of making decisions.

4—Suggestion (M) Target will follow a single suggested act that is not completely alien to him.

5—Impotence (M) Target is totally impotent.

6—Hold Man (M) Target is held to 25% of normal action.

7—Master of Man (M) Target obeys caster as in *Suggestion*.

8—Jealousy (M) Target is extremely jealous of a person chosen by caster.



9—True Charm (M) As *Charm Man*, but will affect any sentient creature.

10—Quarrels VI (M) As *Quarrels III*, except affects 6 targets.

12—Impotence True (M) As *Impotence*, except for duration.

13—True Hold (M) As *Hold Man*, except that it will affect any sentient creature.

14—Hate (M) As *Jealousy*, except that the emotion is hate.

15—Antipathy (M) A "antipathy" effect is cast on an object, making sentient/thinking beings want to keep away from it.

20—Lovesick Man (M) The target is in love with the caster and will "waste away" if denied his loved one: he will lose 1 pt of temporary Co each day they aren't together, going into a coma if it reaches zero.

25—Quarrels True (M) As *Quarrels III*, except it affects 1 target/lvl.

30—Hate True (M) As *Hate*, except duration is permanent.

50—Antipathy True (M) As *Antipathy*, except for duration.

ALLURING WAYS (Houri Base) (8.2.3)

Note: In the spell descriptions on this list, the caster is assumed to be female and the target is assumed to be male. However, the target "Man" is defined as any creature that would find the spell caster (i.e., the Houri) attractive. This obviously includes most humanoid males, but some might not be affected. Beside the obvious exceptions, some racial prejudices have to be taken into account. E.g., Elves will not be very interested in Goblins, but Dragons often lust for human princesses (heaven knows why).

	Area of Effect	Duration	Range
1—Attention *	1 target	—	100'
2—Glibness *	1 target	10 min	self
3—Enthrall Men III	1 target	C	30'
4—Seduce *	1 target	—	self
5—Silver Tongue *	1 target	10 min	self
6—Attraction *	1 target	1 rnd	100'
7—Ecstasy	1 target	1 rd/5% failure	touch
8—Great Attention *	1 target	1 rnd	100'
9—Transfer Charm	1 target	P	10'
10—Enthrall Men X	1 target	C	30'
11—Seduce Men	1 target	special	10'
12—Love Spell	1 target	1 day/5% failure	100'
13—Youth	1 target	1 month/lvl	self
14—Sympathy	1 target	1 day/lvl	touch
15—Seduce Fema	1 target	10 min/lvl	self
20—Seduction True *	1 target	—	self
25—Love True	1 target	P	100'
30—Sympathy True	1 target	P	touch
50—True Youth	1 target	P	touch

1—Attention (M*) The target's attention will focus on caster.

2—Glibness (P*) Regardless of whether the caster is lying or not, she appears to believe everything she says (for the purposes of lie perception skill, spells, etc.).

3—Enthrall Men III (M) The caster enthralls 3 men with her flowing speech, making them forget their surroundings. They will continue to listen as long as she keeps the words coming.

4—Seduce (P*) Caster gets a +25 bonus to her seduction skill.

5—Silver Tongue (M*) Allows the caster to lie so well that a listener will believe anything that isn't obviously out of touch with observed reality.

6—Attraction (M*) The target will try to approach the caster until they are no more than 3 feet apart.

7—Ecstasy (M) Target is in seventh heaven (i.e., extreme ecstasy/joy). For the duration of the spell, he is at 50% of normal activity. Later, he will have a tendency to "come back for more."

8—Great Attention (M*) The attention of everyone in the radius will focus on the caster.

9—Transfer Charm (M) A Charmed being transfers his adoration to a person chosen by the caster.

10—Enthrall Men X (M) As *Enthrall III*, except that up to 10 targets can be affected.

11—Seduce Men (M) A target is "seduced" and will, if properly manipulated, do what the caster wishes. The spell lasts as long as the caster does not repel/reject the victim too harshly. The RR against this spell is directly influenced by the victims "Chastity/Virtue" as well as the circumstances of the occasion. As an alternative approach, treat this spell as a double-strength *Seduce* spell that gives +50 bonus to the caster's seduction skill.

12—Love Spell (M) The target will fall in love with someone chosen by the caster.

13—Youth (F) The caster appears to be any age desired.

14—Sympathy (M) A "sympathy" effect is cast on an object, making sentient/thinking beings want to be near it.

15—Seduce Female (M*) The caster may seduce another "female" without penalties. Any humanoid target under the effects of this spell may also be affected by the "Men" spells on this list that normally only affect male targets. Seduction and/or "Men" spell effects end when this spell expires.

20—Seduction True (M*) As *Seduction*, except that any sentient being of the opposite sex may be seduced.

25—Love True (M) As *Love Spell*, except for duration.

30—Sympathy True (M) As *Sympathy*, except for duration.

50—True Youth (F) The target has two years of his age "removed" (i.e., rejuvenation). If the spell fails, the target is killed and his total true age returns immediately. The spell may be cast repeatedly and effects are cumulative; however, each time it is cast on the same target, the unmodified failure chance increases by 1 (cumulative separately for each caster-target combination).

HOURI'S CHANGE (Houri Base) (8.2.4)

	Area of Effect	Duration	Range
1—Study	1 target	—	300'
2—Face Shifting True	self	1 hr/lvl	self
3—Glamour	self	10 min/lvl	self
4—Change To Kind	self	10 min/lvl	self
5—Misfeel Kind •	self	C	self
6—Glamour True	self	10 min/lvl	self
7—Misfeel Calling •	self	C	self
8—Enhance I	self	10 min/lvl	self
9—Dream Girl	self	10 min/lvl	self
10—Change Sex	self	1 month/lvl	self
11—Misfeel Power •	self	C	self
12—Enhance II	self	10 min/lvl	self
13—Unpresence	self	C	self
14—Enhance III	self	10 min/lvl	self
15—Misfeel c	self	C	self
20—Lord Enhance	self	10 min/lvl	self
25—Misfeel True	self	10 min/lvl	self
30—Change Sex True	self	1 month/lvl	touch
50—Holy Presence	self	C	self

1,2,5,7,11,13,15,25,50 — As the spells by the same names on the Mystic base list, Mystical Change.

3—Glamour (F) The caster can enhance her facial features, giving her an Appearance of 100.

4—Change to Kind (F) The caster can alter her entire body to the form of another humanoid race within 20% of her own mass. This can't be used to assume the form of a specific person.

6—Glamour True (F) The caster can enhance her facial features, giving her an Appearance of 102.

8—Enhance I (F) The caster can enhance her facial features, giving her an additional +5 to her Appearance bonus.

9—Dream Girl (PM) Caster "changes" into a form that is for appearances purposes the "ideal mate" of one target studied. The target gets a RR that represents his resistance to being studied in this manner. No range modifiers apply.

10—Change Sex (F) Caster changes to become a member of the opposite sex in terms of all physical factors.

12—Enhance II (F) As *Enhance I*, except bonus is +10.

14—Enhance III (F) As *Enhance I*, except bonus is +15.

20—Lord Enhance (F) As *Enhance I*, except bonus is +20.

30—Change Sex True (P) As *Change Sex*, except that the caster becomes a true member of the opposite sex (i.e., genetics, personality, and all psychological factors are also changed).

8.3 ENCHANTER BASE LISTS

ILLUSION LAW (Enchanter Base) (8.3.1)

	Area of Effect	Duration	Range
1—Light/Sound Mirage	10'R	10 min/lvl	100'
2—Smell/Taste Mirage	10'R	10 min/lvl	100'
3—Illusion II	10'R	1 min/lvl	100'
4—Glamour I	1 target	1 min/lvl	100'
5—Feel/Presence Mirage	10'R	10 min/lvl	100'
6—Phantasm I	10'R	1 min/lvl	100'
7—Illusion III	10'R	1 min/lvl	100'
8—Glamour II	1 target	1 min/lvl	100'
9—Phantasm II	10'R	1 min/lvl	100'
10—Waiting Illusion II	10'R	24 hrs	100'
11—Glamour III	1 target	1 min/lvl	100'
12—Waiting Glamour II	1 target	24 hrs	100'
13—Waiting Phantasm II	10'R	24 hrs	100'
14—Illusion V	10'R	1 min/lvl	100'
15—Glamour V	1 target	1 min/lvl	100'
16—Phantasm III	10'R	1 min/lvl	100'
17—Waiting Illusion III	10'R	24 hrs	100'
18—Waiting Phantasm III	10'R	24 hrs	100'
19—Illusion X	10'R	1 min/lvl	100'
20—Glamour X	1 target	1 min/lvl	100'
25—Phantasm V	10'R	1 min/lvl	100'
30—Glamour True	1 target	Permanent	100'
50—Illusion True	10'R	Permanent	100'

1,2 — As the spells of the same name on the Open Essence list, Lesser Illusions.

4,8,11,12,15,20,30 — As Spells of the same name on the Witch Base List, Glammers.

3,7,9,10,13,14,16,17,18,19,25,50 — As spells of the same name on the Illusionist Base list, Illusion Mastery.

5—Feel/Presence Mirage (F) As either *Feel Mirage I* on the Feel-Taste-Smell list (Illusionist base) or *Presence Mirage* on the Mind Sense Molding list (Illusionist base).

ENCHANTING LAW (Enchanter Base) (8.3.2)

	Area of Effect	Duration	Range
1—Study	1 target	—	300'
2—Change Size	self	10 min/lvl	self
3—Face Shifting True	self	1 hour/lvl	self
4—Invisibility (1'R)	1 target	24 hrs or V	touch
5—Facade	self	10 min/lvl	self
6—Change to Kind	self	10 min/lvl	self
7—Misfeel Kind •	self	C	self
8—Impersonate Facade	self	10 min/lvl	self
9—Misfeel Calling •	self	C	self
10—Impersonate Voice	self	10 Min/lvl	self
11—Mind Tongue	self	C	20'
12—Change		10 min/lvl	self
13—Misfeel Power •	self	C	self
14—Shadow Enchanter	self	1 min/lvl	100'
15—			
16—Nondetect	self	C	self
17—Reduce Power Emanations	1 item	10 min/lvl	touch
18—True Change	self	10 min/lvl	self
19—			
20—Misfeel	self	C	self
25—Unpresence	self	C	self
30—Misfeel Tru	self	10 min/lvl	self
50—True Form	self	10 min/lvl	self

1,3,6,7,9,11,12,13,18,20,25,30 — As spells of the same name on the Mystic Base list, Mystical Change.

4,16 — As spells of the same name on the Mystic Base list Hiding.

2,5,50 — As spells of the same name on the Nightblade Base list, Phantom's Face.

8,10 — As spells of the same name on the Illusionist Base list Guises.

14—Shadow Enchanter (F) As *Shadow Mystic* on the Mystic Base list, Hiding.

17 — As the Spell of the same name on the Illusionist Base List, Mind Sense Molding.



8.4 MISCELLANEOUS BASE LISTS

ARACHNEMANCY (Evil Magician Base) (8.4.1)

Note: This list could also be an Evil Cleric Base List.

Note: The spiders mentioned in this list are taken from C&T, but a GM should feel free to substitute other creatures of a "spidery" nature such as: Jadebacks, Jemstings (also from C&T), Aracats, or Multi-spiders (from C&T II) — match appropriate spell levels with appropriate creature levels.

	Area of Effect	Duration	Range
1—Spider Familiar	1 target	P	touch
2—Web Movement	1 target	10 min/lvl	touch
3—Minor Web	1 target	5 min/lvl	50'
4—Charm Spider	1 spider	10 min/lvl	100'
5—Spider Climb	1 target	10 min/lvl	touch
6—Poison Resistance II	1 target	—	touch
7—Lesser Spider Summons	1 spider	1 min/lvl	10'
8—Major Web	2 targets	5 min/lvl	50'
9—Unpoison	1 target	P	touch
10—Spider Control	1 spider	1 min/lvl	100'
11—Spider Strength	1 target	10 min/lvl	touch
12—Poison Injection	1 target	10 min/lvl	touch
13—Gr. Spider Summons	1 spider	1 min/lvl	10'
14—Ls. Spider Shapechange	self	10 min/lvl	self
15—Web True	varies	5 min/lvl	100'
16—Web Cocoon	1 spider	10 min/lvl	100'
17—Spider Bolt	1 target	1 round	100'
18—Ceilingwalking	1 target	10 min/lvl	touch
19—Major Spider Summons	1 spider	1 min/lvl	10'
20—Spider Plague	10'R	1 min/lvl	100'
25—Gr. Spider Shapechange	self	10 min/lvl	self
30—Spider Mastery	50'R	1 min/lvl	self
50—Arachnemastery	self	1 rnd/lvl	varies

1—Spider Familiar (M) As *Familiar* on the Gate Mastery list, except a normal spider will be obtained as a familiar; there is a 10% chance per level of the caster that it will be poisonous.

2—Web Movement (U) Allows target to move along the webs of giant spiders easily. Webs will not stick to the caster and he will be able to move freely through a "web" spell.

3—Minor Web (F) There are two ways of using this spell. The first is offensive — web strands shoot out of the caster's index finger at one target. If the target fails an RR, the amount of his body that is covered in the web is equal to the percent of failure. For example, if a target fails his RR by 25, 25% of his body is covered in webs. The portion of the body that is covered must be determined randomly by the GM. If a limb or limbs are covered, they cannot be used. Breaking the web requires a 'very hard' static maneuver (modified by Strength bonus).

The second way of using this spell is for the caster to use the web strands to move (ropes to climb, swing from, etc.). Each round of the duration, a 10' strand can be produced that will support 200 lbs. One end will be sticky so that it will stick to ceilings and walls; the rest of the strand will not be sticky so it may be climbed, tied, etc. Alternatively, the strand produced on a previous round may be extended by another 10'. This second option cannot be used offensively (the strands are too weak to take that much strain).

4—Charm Spider (M) This spell will work on any arachnid-type creature. The target will think of the caster as a friend. This spell will also allow the caster to speak the language of spiders (Arachnis).

5—Spider Climb (U) Target may move along (at half walking pace) any solid surface angled up to 90° so long as he maintains at least 3 of his four limbs in contact with the surface.

6—Poison Resistance II (H) Target gets two additional RRs versus any poison.

7—Lesser Spider Summons (FM) Caster will *Summon* a lesser great spider that will obey his wishes when he concentrates.

8—Major Web (F) As *Minor Web*, except caster can "web" two separate targets or two targets together or one target to a non-mobile object (object gets no RR). The breaking maneuver is 'extremely hard'. As in *Minor Web*, the second, non-offensive option can be chosen with up to two strands or one 20' strand produced each round.

9—Unpoison (H) Caster can remove one poison completely from a target.

10—Spider Control (M) As *Charm Spider*, except target will obey one *Suggestion* per round.

11—Spider Strength (F) Target gains an additional +5 Strength bonus for every two levels of the caster (round down), maximum bonus of +50.

12—Poison Injection (F) Allows either the bite or the touch of the caster to be able to inject a 8th level muscle poison when a critical is inflicted. This spell will last until used or until the duration is over, whichever comes first.

13—Greater Spider Summons (FM) As *Lesser Spider Summons*, except a greater great spider is *Summoned*.

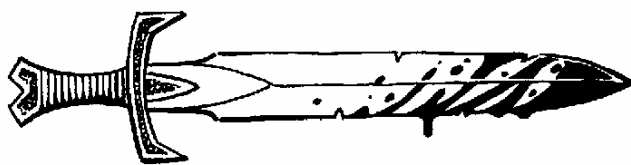
14—Lesser Spider Shapechange (F) Caster can take the form and have all of the abilities of a lesser great spider.

15—Web True (F) As *Major Web*, except up to one target for ever two levels of the caster can be webbed or webbed together or half of that number can be webbed to non-mobile objects.

16—Web Cocoon (F) Completely encases target in webbing. Breaking the cocoon requires a -20 'absurd' static maneuver (modified by Strength bonus).

17—Spider Bolt (F) Hundreds of normal-sized, poisonous spiders are shot from the caster's palm in a stream or bolt. Roll an attack using the Fire Bolt attack table; ignore normal damage, but any critical result indicates that the target is "hit" by the bolt. If the target is "hit", either the GM can roll 10-100 spider attacks on the target, or (preferably) the target must make 10 RRs vs. poison. The GM can determine the poison's level, or he can use a reduction poison with a level equal to the caster's divided by 5, round down. The spiders will disappear after the attack is made.

18—Ceilingwalking (U) As *Spider Climb*, except only one limb need be in contact with the surface and any angled surface, even ceilings, can be moved along at full movement rate.



19—Major Spider Summons (FM) As *Lesser Spider Summons*, except a major great spider is *Summoned*.

20—Spider Plague (F) Summons hundreds of normal-sized, poisonous spiders that swarm over a 10'R area and can move into a new 10'R area each round. Anyone in the area of effect must make five RRs vs. poison each round. The GM can determine the level poison, or he can use a level 2 reduction poison.

25—Greater Spider Shapechange (F) As *Lesser Spider Shapechange*, except caster takes the form of a greater great spider

30—Spider Mastery (M) As *Spider Control*, except all spiders in the radius can be controlled.

50—Arachnemancy (F) Caster can use one spell from this list each round. All spiders who see the caster will regard him as master and obey him.

FOUL CHANGES I (Evil Magician Base) (8.4.2)

Note: This list could also be an Evil Cleric or Evil Mentalist Base list.

Note: These spells are inherently evil. No "good" character can use them without eventually becoming evil — i.e., Detect Evil spells will "detect" his person, he will feel more and more prone to committing evil acts, etc. Once a caster of any alignment begins casting these spells on himself, he will begin feeling his body slowly changing. Appearance will drop by 1 point per week. When his appearance reaches 1, the caster has a demonic visage, with grey scaly skin, a red forked tongue, small horns, clawed hands, etc.

Note: The major difference between these spells and the spells of Foul Changes II is that the spells on this list generally deal with changes rather than additions to the caster's body. The changed parts still take damage.

	Area of Effect	Duration	Range
1—Body Preparation *	self	varies	self
2—Talon Fingers I *	self	1 min/lvl	self
3—Shifting Defense *	self	1 min/lvl	self
4—Viper Jaw I *	self	1 min/lvl	self
5—Malleable Body	self	1 min/lvl	self
6—Bat Wings *	self	10 min/lvl	self
7—Talon Fingers II *	self	1 min/lvl	self
8—Major Malleable Body	self	1 min/lvl	self
9—Viper Jaw II *	self	1 min/lvl	self
10—Snake Arms *	self	1 min/lvl	self
11—Mortal Form	self	10 min/lvl	self
12—Demon Form	self	1 min/lvl	self
13—Talon Fingers III *	self	1 min/lvl	self
14—Shifting Defense True *	self	1 min/lvl	self
15—Viper Jaw III *	self	1 min/lvl	self
16—Snake Fingers *	self	1 min/lvl	self
17—Talon Fingers True *	self	1 min/lvl	self
18—Mortal Form True	self	10 min/lvl	self
19—Viper Jaw True *	self	1 min/lvl	self
20—Snake Hair *	self	1 min/lvl	self
25—Demon Form True	self	1 min/lvl	self
30—Gorgon Eyes	self	1 min/lvl	self
50—Foul Changes True	self	1 rnd/lvl or P	self

1—Body Preparation (U•) Prepares the caster's body for the rigors of any of the other spells on this list. If this spell is not cast immediately before one of these spells is cast, the caster will take D10 hits and an 'A' Disruption critical for each level of the spell.

2—Talon Fingers I (F•) Fingers on one of caster's hands become sharp, like talons. Caster can make a Small Claw attack with an OB equal to [his directed spell bonus minus the result from a roll on the 'General' column of the SL Base Attack Roll Table 15.1]. This result is subtracted because the higher rolls on that table result in negative numbers, so subtracting them will make those results bonuses instead of penalties).

3—Shifting Defense (D•) Allows caster to make his body somewhat malleable and flexible to avoid attacks. This spell gives the caster an additional Defensive Bonus equal to [+10 plus his Agility bonus].

4—Viper Jaw I (F•) As *Talon Fingers I*, except attack is a Small Bite attack (caster's mouth becomes larger and fills with razor-like teeth).

5—Malleable Body (F) Caster's body becomes very malleable. Caster can stretch any part of his body up to three times its normal length. Parts of the body for the purposes of this spell are torso, arms, fingers, legs, and neck so that a person could stretch his legs, torso, arms and fingers each three times their normal length to reach very high, etc. Since the caster's body is so malleable, Grapple attacks can be made with stretched body parts as an octopus would with its tentacles. Caster can make a Small Grapple attack as outlined for *Talon Fingers I*.

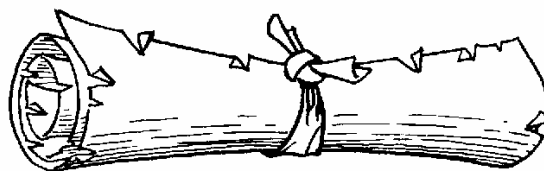
6—Bat Wings (F•) Changes caster's arms into huge bat-like wings (15' wingspan) that he can use to fly at a rate of 75'/rnd.

7—Talon Fingers II (F•) As *Talon Fingers I*, except attack is a Medium Claw attack with an additional +10 bonus.

8—Major Malleable Body (F) As *Malleable Body*, except body parts can be stretched up to six times their normal length and attack is a Medium Grapple attack.

9—Viper Jaw II (F•) As *Viper Jaw I*, except attack is a Medium Bite attack with an additional +20 bonus or an additional mouth can be created next to the caster's normal mouth; the two mouths can each attack make a Small Bite attack as outlined in *Viper Jaw I* (both attacks must be against the same opponent).

10—Snake Arms (F•) Caster's arms become poisonous snakes that can each bite with a +70 Medium Bite attack that injects a 5th level circulatory poison if a critical is achieved.



11—Mortal Form (F) A limited illusion that makes the caster look like (to spells and normal vision) a normal human (or whatever race he was originally). This spell is useful to casters who have had their appearance altered by the long-term use of this list, and to non-humans such as Demons, etc. This spell will only make the caster appear as he did before his appearance was changed by this list. If used by a non-human it will not let him appear as a specific human. It will also not conceal changes from specific spells from this list already cast.

12—Demon Form (F) As *Mortal Form*, except that this spell makes the caster look like a Demon. No specific demon form can be chosen, and no special abilities are gained through this spell.

13—Talon Fingers III (F•) As *Talon Fingers I*, except attack is a Large Claw attack with an additional +20 bonus.

14—Shifting Defense True (D•) As *Shifting Defense*, except caster's additional Defensive Bonus is equal to [+25 plus his Agility Bonus].

15—Viper Jaw III (F•) As *Viper Jaw II*, except that attack may be one Large bite attack with an additional +30 bonus or three Small Bite attacks (i.e., from three mouths).

16—Snake Fingers (F•) As *Snake Arms*, except the fingers of one hand also become snakes, so one +70 Medium Bite attack and four +70 Small Bite attacks can be made each round.

17—Talon Fingers True (F•) As *Talon Fingers I*, except attack is a Huge Claw attack with an additional +30 bonus.

18—Mortal Form True (F) As *Mortal Form*, except it will allow the caster to appear as any specific humanoid (or a member of race if he is non-humanoid) that he has seen and concentrated on for at least one minute.

19—Viper Jaw True (F•) As *Viper Jaw II*, except that attack may be one Huge bite attack with an additional +40 bonus or four Small Bite attacks (i.e., from four mouths).

20—Snake Hair (F•) As *Snake Arms*, except that the top of the caster's head is covered with snakes (as a Gorgon). Each round, caster can make a number of +70 Small Bite attacks equal to his level divided by four (round up).

25—Demon Form True (F) As *Demon Form*, except that a specific demon type can be chosen and the caster may receive some (GM discretion) of the Demon's abilities.

30—Gorgon Eyes (F) All who meet the caster's gaze must make an RR or be turned to stone for (D10 min/5% failure). Only one target can be effected each round.

50—Foul Changes True (F) Caster can cast any one spell on this list each round or this spell can be cast in order to make the effects of any spell on this list a permanent change to the caster's body.

FOUL CHANGES II (Evil Magician Base) (8.4.3)

Note: This list could also be an Evil Cleric or Evil Mentalist Base list.

Note: These spells are inherently evil. No "good" character can use them without eventually becoming evil — i.e., Detect Evil spells will "detect" his person, he will feel more and more prone to committing evil acts, etc. Once a caster of any alignment begins casting these spells on himself, he will begin feeling his body slowly changing. Appearance will drop by 1 point per week. When his appearance reaches 1, the caster has a demonic visage, with grey scaly skin, a red forked tongue, small horns, clawed hands, etc.

Note: The major difference between these spells and the spells of Foul Changes I is that the spells on this list generally deal with additions to the caster's body. These additions come from the planes of the Demons and are made of the same protoplasm that Demonic physical bodies come from. These additional body parts still take damage.

	Area of Effect	Duration	Range
1—Body Preparation *	self	varies	self
2—Minor Body Switch *	self	1 min/lvl	self
3—Demon's Wings *	self	1 min/lvl	self
4—Spider Legs *	self	1 min/lvl	self
5—Extra Limb *	self	1 min/lvl	self
6—Eye Spy	self	1 min/lvl	self
7—Spine *	self	1 rnd/lvl	self (100')
8—Tongue Ties *	self	—	10'
9—Major Body Switch *	self	1 min/lvl	self
10—Tentacles *	self	1 min/lvl	self
11—Mortal Form	self	10 min/lvl	self
12—Spine II *	self	1 rnd/lvl	self (100')
13—Demon Form	self	10 min/lvl	self
14—Regeneration	self	—	self
15—Ethereal Arm *	self	1 min/lvl	self
16—Poison Spine *	self	1 rnd/lvl	self (100')
17—Multi-tentacles *	self	1 min/lvl	self
18—			
19—Spine III *	self	1 rnd/lvl	self (100')
20—Demonic Assistant	self	1 rnd/lvl	self
25—Demon Form True	self	10 min/lvl	self
30—Rapid Regeneration	self	—	self
50—Foul Changes True	self	1 rnd/lvl or P	self

1—Body Preparation (U*) As *Body Preparation* on the Foul Changes I list.

2—Minor Body Switch (F*) Moves one small part of the caster's body to another location on his body. For example, an eye could be moved to the tip of a finger to look down a small hole, a finger could be moved to a wrist to untie a rope bond, etc. This spell can only move a small body part such as a finger, eye, or mouth.

3—Demon's Wings (F*) Caster grows large (20' wingspan) demonic wings. Caster can fly at a rate of 75/round. Weight equal to the caster's normal carrying capacity can be carried while flying.

4—Spider legs (F*) Causes eight long, spider like legs to grow quickly out of the caster's sides. These legs can be up to 20' long, raising the caster 15' in the air when they are used for walking. They move at the caster's normal movement rate, but can easily navigate giant webs, walk through water, mud, and similar substances. If this spell is cast as a 7th level spell, the legs can also be used to walk on ceilings and walls.

5—Extra Limb (F*) Caster grows an extra arm or leg. This limb will function as a normal limb in all respects and will form wherever on the caster's body that he would like it. An extra leg will add +20 to any balancing maneuvers and will make the caster 20% more likely to stay on his feet as he will be much sturdier and stable. It will not slow the caster down when he is moving. An extra arm can use a shield, wield a weapon (with half of caster's normal OB), or be used to cast spells, grab objects, etc. The caster may find problems finding clothes that will fit around this extra limb, and will most likely have to rip a hole in them. If the caster is wearing armor, he'll just have to be creative.

6—Eye Spy (F) One of the caster's eyes grows tiny bat-like wings and is able to fly away from the caster's body (AT1, DB:100). The caster has complete control of the eye and is able to see through it. The eye does not have a range, but flies at a rate of 50'/round and if it is not back to the caster by the time the duration runs out, it will wither and die, and the caster will be left with only one eye, taking will take 3-30 hits of damage from the loss. If the eye takes damage, the caster takes the damage too.

7—Spine (F*) Creates a 6" spine somewhere on the caster's body; suggested areas would be on the forearm, chest, forehead, backhand or palm (if the hand is not needed to grasp anything). As outlined in *Talon Fingers I* on the Foul Changes I list (i.e., OB = directed spell bonus—result from a BAR), the spine can be used for a Medium Horn attack with an additional +10 bonus. The spine can also be fired once (then its gone) as a Light Crossbow attack with an additional +20 bonus (use the same standard modifiers as the Horn attack).

8—Tongue Ties (F*) Caster is able to spit out of his mouth 3' long tongue-like projectile that makes a Medium Grapple attack (OB as for *Spine*) as it wraps around the limbs, head, etc. of the target. Caster is able to spit one tongue tie for every three levels he has, but all must be spat out in the same round.



9—Major Body Switch (F*) As *Minor Body Switch*, except any part of the caster's body can be moved to a different location on his body. Examples are: moving an arm to another place where it will be more useful in a given situation or moving the head, a hand, the face, etc.

10—Tentacles (F*) Two black tentacles grow from the caster's sides. Each tentacle is 10' long and can be used to make a Large Grapple attack with an additional +20 bonus (OB as for *Spine*). Each tentacle has a Strength of 100.

11—Mortal Form (F) As *Mortal Form* on the Foul Changes I list.

12—Spine II (F*) As *Spine*, except that two spines are created; they can be used for separate attacks or as a Large Horn attack with an additional +20 bonus.

13—Demon Form (F) As *Demon Form* on the Foul Changes I list.

14—Regeneration (F) Allows caster to regenerate any lost body part over a period of 2-20 days. The new body part will be fully functional, but will be demonic in appearance. It may have minor additional capabilities (GM's option). Suggested capabilities are increased Strength or a Small Claw attack (if it is a arm or leg) or a better AT for the regenerated part or etc.

15—Ethereal Arm (F*) An additional arm grows from the caster's torso identical in size and shape to his normal arms; but this arm is invisible and intangible on this plane. The arm can feel and interact with things on the "Ethereal Planes" (and thus it would be very helpful to have the ability of ethereal sight to go along with this spell). It passes through all substances on this plane. If three more PP are expended (treat as an additional instantaneous 3rd level spell), the hand on the arm can take on solid form and can grasp/touch objects (and can be seen) on this plane while the arm remains non-solid. Thus, a caster could reach through a wall and then make his hand solid to do some desired task (e.g., trip a lock, make a martial arts attack, explore, etc.). A GM must decide what happens if the caster intangibly reaches into someone's body and grabs the victim's heart with a solid hand. We suggest that the GM prohibit this or at least make such an action do serious injury to the caster.

16—Poison Spine (F*) As *Spine*, except the spine is coated with a circulatory poison that has a level equal to half the caster's level (round down).

17—Multi-tentacles (F*) As *Tentacles*, except that the number of tentacles is equal to the caster's level divided by four (round down).

19—Spine III (F*) As *Spine*, except that three spines are created; they can be used for separate attacks or as a Huge Horn attack with an additional +30 bonus.

20—Demonic Assistant (F) A minor demon is conjured and it inhabits the caster's body. A small Demonic face will appear on the caster's body somewhere (chest, shoulder, cheek). There is also a possibility that it will have two small arms as well. This minor Demon will cast spells as the caster does, so for each spell the caster casts, the demon will cast an identical one, simultaneously. The demon will use up the caster's PPs for these spells. The Demon can do nothing but cast spells, and can only mimic what the caster does — it cannot cast spells on its own. (A GM may wish to have the Demon make rude comments now and then.)

25—Demon Form True (F) As *Demon Form True* on the Foul Changes I list.

30—Rapid Regeneration (F) As *Regeneration*, except the new body part grows in 2-20 rounds.

50—Foul Changes True (F) Caster can cast any one spell on this list each round or this spell can be cast in order to make the effects of any spell on this list (except *Tongue Ties*, *Regeneration* or *Rapid Regeneration*) a permanent change to the caster's body.

ENRICHMENT (Animist and/or Druid Base) (8.4.4)

	Area of Effect	Duration	Range
1—Determine Fertility	5'R	1 min/lvl(C)	100'
2—Enrich Soil	10'x10'	1 season	10'
3—Cultivation	10'x10'	1 planting	10'
4—Sowing	10'x10'	1 planting	10'
5—Propagation	10'x10'	1 season	10'
6—Enrich Soil True	10'x10'/lvl	1 season	10'/lvl
7—Cultivation True	10'x10'/lvl	1 season	10'/lvl
8—Sowing True	10'x10'/lvl	1 season	10'/lvl
9—Animal Fertility	1 animal	1 breeding	10'
10—Disease Resistance	10'x10'	1 week/lvl	10'
11—Propagation True	10'x10' lvl	1 season	10'/lvl
12—Cure Plant Disease	10'x10'	P	10'
13—Cure Animal Disease	1 animal	P	10'
14—Remove Infestation	10'x10'/lvl	1 day/lvl	10'
15—Animal Fertility True	1 animal/lvl	1 breeding	10'/lvl
20—Restore Plants	10'x10'	P	10'
25—Restore Animal	1 animal	P	10'
30—Harvest	10'x10'/lvl	—	10'/lvl
50—Enrichment Mastery	caster	1 rnd/lvl	self

1—Determine Fertility (I) Caster knows how fertile soil, plants, and animals are and whether they need any enrichment. Caster can examine a different 5'R area each round.

2—Enrich Soil (H) Enriches barren or depleted soil, turning it into arable land.

3—Cultivation (F) Prepares soil for seeding.

4—Sowing (F) Distributes seed evenly for maximum growth.

5—Propagation (H) Causes crops to become fertilized; they will grow with vigor, bearing healthy fruit. Ensures large crop yield.

6—Enrich Soil True (H) As *Enrich Soil*, except for Area of Effect and Range.

7—Cultivation True (F) As *Cultivation*, except for Area of Effect and Range.

8—Sowing True (F) As *Sowing*, except for Area of Effect and Range.

9—Animal Fertility (H) Removes barrenness and ensures conception.

10—Disease Resistance (H) All within Area of Effect get an additional RR vs disease.

11—Propagation True (H) As *Propagation*, except for Area of Effect and Range.

12—Cure Plant Disease (H) Removes blights or diseases (RR) from all crops within the Area of Effect.

13—Cure Animal Disease (H) Removes diseases (RR) from one animal.

14—Remove Infestation (P) Removes all insect infestation in Area of Effect.

15—Animal Fertility True (H) As *Animal Fertility*, except for Area of Effect and Range.

20—Restore Plants (H) Restores damage done to plants due to drought, disease, insects, etc.

25—Restore Animal (H) Caster restores one animal with non-fatal damage into a healthy and vigorous state.

30—Harvest (F) Gathers up the desired crop and places it in a specified location (must be within Area of Effect).

50—Enrichment Mastery (U) Caster can use any one lower level spell

8.5 OPEN AND CLOSED LISTS

PLEASURES (Open List for All Realms) (8.5.1)

	Area of Effect	Duration	Range
1—Entertain	10'R	1 rnd/lvl	10'
2—Relaxation	1 target	1 min/lvl	10'
3—Laugh	1 target	1 rnd/10% failure	10'
4—Pleasure I	1 target	1 min/lvl	touch
5—Dance	1 target	1 rnd/10% failure	10'
6—Daydream	1 target	1 min/lvl	touch
7—Magic Targets	varies	1 min/lvl	500'
8—Tasad	varies	1 hr/lvl or V	50'
9—Kingdom Come	varies	1 hr/lvl or V	10'
10—Pleasure II	1 target	1 min/lvl	touch
11—Mass Pleasure I	1 target/lvl	1 min/lvl	25'
12—Fencing Partner	varies	10 min/lvl	10'
13—Grand Tasad	varies	1 hr/lvl or V	100'
14—Mass Daydreams	1 target/lvl	10 min/lvl	25'
15—Entertain True	1'R/lvl	1 rnd/lvl	5'/lvl
16—Recall Pleasure	1 target	varies	touch
17—Pleasure III	1 target	1 min/lvl	touch
18—Mass Laugh	1 target/lvl	1 rnd/10% failure	25'
19—Mass Dance	1 target/lvl	1 rnd/10% failure	25'
20—Mass Pleasure II	1 target/lvl	1 min/lvl	25'
25—Pleasure IV	1 target	1 min/lvl	touch
30—Mass Pleasure III	1 target/lvl	1 min/lvl	25'
50—True Pleasure	1 target	10 min/lvl	touch

1—Entertain (MF) Causes small objects to float, to temporarily disappear, to appear to be something else, etc. The effects can last only as long as the duration; they are mostly illusory in nature (i.e., no real changes are made). One target watching must make an RR or be thoroughly entertained.

2—Relaxation (M) Causes one target to relax. This will not effect someone much unless they want to relax.

3—Laugh (M) Causes one target to laugh uncontrollably. Target is limited to 50% of normal activity.

4—Pleasure I (M) Affects the target's pleasure center so that he feels pleasure and acts accordingly. Note that this spell has an addiction factor of 2 (like an herb).

5—Dance (M) Causes one target to dance flamboyantly. Target can do nothing but defend himself and dance. If there is a dangerous area nearby (e.g., a firepit, the edge of a cliff, etc.), the target must make an additional RR modified by +10 or dance into that area.

6—Daydream (M) Target has one pleasurable daydream of a non-informational nature.

7—Magic Targets (F) Creates magical spheres of energy that can range from 2' to 2" in diameter; one can be created each round that the caster concentrates. Their movement can be controlled if the caster concentrates. They are very useful for target practice (AT1,DB:1-50 random). If one is hit, it disappears with a "pop" noise.

8—Tasad (F) Creates a magical energy "ball" and two "mallets;" with which two players can play a game of physical prowess. The game consists of trying to hit the ball past an opponent and into a "goal" area. Maneuver rolls modified by Athletic Games skill bonuses can be made to determine the winner. The ball and mallets last up to an hour/lvl or until the game is over, which ever comes first.

9—Kingdom Come (F) Creates a magical energy 2'x2' gamegrid and magical gamepieces. These pieces can represent soldiers, royalty, monsters, spellcasters, or any combination thereof. The game is played somewhat like chess, as the winner is the one who takes over the kingdom (eliminates his opponent's pieces). The caster can make the pieces move and even appear to fight (according to the rules of the game). Those playing simply tell the caster what pieces they want moved. Last up to an hour/lvl or until the game is over, which ever comes first.

10—Pleasure II (M) As *Pleasure I*, except twice as much pleasure is felt. This spell has an addiction factor of 4.

11—Mass Pleasure I (M) As *Pleasure I*, except the maximum number of targets is equal to the caster's level.

12—Fencing Partner (FM) Creates an illusory Fighter with a weapon of the caster's choice. It can be used to practice swordplay and has the skill of a 10th level Fighter, but it can inflict no harm upon anyone. It is not intelligent, but it can fight without the concentration of the caster (i.e., the caster does not have to know swordplay to make this illusion an appropriate fencing partner).

13—Grand Tasad (F) As *Tasad*, except the number of mallets is equal to twice the caster's level and the game can be played individually or with teams.

14—Mass Daydreams (M) As *Daydreams*, except the maximum number of targets is equal to the caster's level and the duration is longer.

15—Entertain True (MF) As *Entertain*, except for the area of effect and range.

16—Recall Pleasure (M) Target recalls a pleasurable experience from the past in exact detail; he actually "re-lives" the event.

17—Pleasure III (M) As *Pleasure I*, except three times as much pleasure is felt. The addiction factor is 6.

18—Mass Laugh (M) As *Laugh*, except the maximum number of targets is equal to the caster's level.

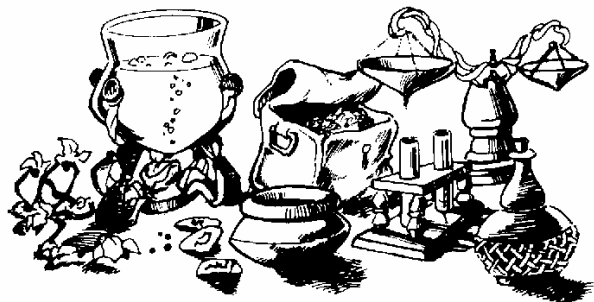
19—Mass Dance (M) As *Dance*, except the maximum number of targets is equal to the caster's level.

20—Mass Pleasure II (M) As *Pleasure II*, except the maximum number of targets is equal to the caster's level.

25—Pleasure IV (M) As *Pleasure I*, except four times as much pleasure is felt. The addiction factor is 8.

30—Mass Pleasure III (M) As *Pleasure III*, except the maximum number of targets is equal to the caster's level.

50—True Pleasure (M) Target experiences the most pleasure possible. The addiction factor is 25. There is a percentage chance equal to [100 minus the target's Constitution], that the target will have a heart attack and die from the effects of this spell.



MIND'S GRIP (Open Mentalist) (8.5.2)

	Area of Effect	Duration	Range
1—Stonegrip	self	1 min/lvl	self
2—Fargrip II	varies	1 min/lvl	10'
3—Irongrip	self	1 min/lvl	self
4—Far Stonegrip II	varies	1 min/lvl	10'
5—Fargrip V	varies	1 min/lvl	25'
6—Steelgrip	self	1 min/lvl	self
7—Far Irongrip II	varies	1 min/lvl	10'
8—Fargrip X	varies	1 min/lvl	50'
9—Far Stonegrip V	varies	1 min/lvl	25'
10—Moving Grip II	varies	1 min/lvl	10'
11—Far Steelgrip II	varies	1 min/lvl	10'
12—Fargrip XV	varies	1 min/lvl	75'
13—Far Irongrip V	varies	1 min/lvl	25'
14—True Grip	self	1 min/lvl	self
15—Far Stonegrip X	varies	1 min/lvl	50'
16—Fargrip XX	varies	1 min/lvl	100'
17—Moving Grip V	varies	1 min/lvl	25'
18—Far Steelgrip V	varies	1 min/lvl	25'
19—Far Irongrip X	varies	1 min/lvl	50'
20—Far Stonegrip XV	varies	1 min/lvl	75'
25—Lord Fargrip	varies	1 min/lvl	5'/lvl
30—Moving Grip True	varies	1 min/lvl	50'
50—True Fargrip	varies	1 min/lvl	5'/lvl

1—Stonegrip (F) Strengthens caster's grip. If this spell is cast while the caster is wielding a weapon, the weapon's fumble range is reduced by one (to a minimum of one). Alternatively, he may make a Small Grapple attack during melee (OB is equal to any unarmed combat skill bonus, e.g., MA Strikes, MA Sw&Th, wrestling, etc.). No normal damage is delivered, but if a critical is obtained, the caster may "grip" the target; the location of the grip is: 01-25 Left Arm; 26-50 Right Arm; 51-70 Right Leg; 71-90 Left Leg; 91-100 Neck. Victim may make a 'medium' maneuver modified by his St bonus to escape. If the neck is gripped, the victim will go unconscious in (Co/5) rounds; he will die in three times as many rounds.

2—Fargrip II (F) As *Stonegrip*, except that, when the caster concentrates, the "grip" can be made by an "invisible magical force" to a range of 10'. The attack's OB is: [caster's Directed Spells OB with this spell minus the result from a BAR roll]. Only a 'light' maneuver is required to break the grip. This spell only reduces fumble range when the caster is using a hand-held weapon in his own hand. All *Far ...grip* spells on this list are similar for Directed Spell skill purposes.

3—Irongrip (F) As *Stonegrip*, except a 'hard' maneuver is required to break the grip, a neck-gripped victim will go unconscious in (Co/7) rounds, and he will die in three times as many rounds. A weapon's fumble range can be lowered by 2 (to a minimum of 1).

4—Far Stonegrip II (F) As *Fargrip II*, except a 'medium' maneuver is required to break the grip.

5—Fargrip V (F) As *Fargrip II*, except for range.

6—Steelgrip (F) As *Stonegrip*, except a 'very hard' maneuver is required to break the grip, a neck-gripped victim will go unconscious in (Co/10) rounds, and he will die in three times as many rounds. A weapon's fumble range can be lowered by 3 (to a minimum of 1).

7—Far Irongrip II (F) As *Fargrip II*, except the effects of *Irongrip* apply.

8—Fargrip X (F) As *Fargrip II*, except for range.

9—Far Stonegrip V (F) As *Far Stonegrip II*, except for range.



10—Moving Grip II (F) Caster can hold a weapon or manipulate an object with his ranged "grip." For the purposes of this spell, treat the "grip" to be as strong as the caster's normal grip, and can use half of his Agility bonus, OBs, and other skills. For example, the caster could "grip" a weapon 10' away and attack with it using half of his normal OB with that weapon. Also useful for pulling levers, untying ropes, etc.

11—Far Steelgrip II (F) As *Fargrip II*, except the effects of *Steelgrip* apply.

12—Fargrip XV (F) As *Fargrip II*, except for range.

13—Far Irongrip V (F) As *Far Irongrip II*, except for range.

14—True Grip (F) As *Stonegrip*, except that it is a 'sheer folly' maneuver to break the grip. A neck-gripped victim will go unconscious in (Co/20) rounds, and die in three times as many rounds. A weapon's fumble range is lowered to 1.

15—Far Stonegrip X (F) As *Far Stonegrip II*, except for range.

16—Fargrip XX (F) As *Fargrip II*, except for range.

17—Moving Grip V (F) As *Moving Grip II*, except for range.

18—Far Steelgrip V (F) As *Far Steelgrip II*, except for range.

19—Far Irongrip X (F) As *Far Irongrip II*, except for range.

20—Far Stonegrip XV (F) As *Far Stonegrip II*, except for range.

25—Lord Fargrip (F) As *Fargrip II*, except the range is equal to the five times the caster's level in feet.

30—Moving Grip True (F) As *Moving Grip II*, except range is 50' and the caster's full OB may be used.

50—True Fargrip (F) As *Lord Fargrip*, except the effects of *True Grip* apply.

WEAPON ALTERATIONS

(Open Essence) (8.5.3)

Note: The term, "Blade", as used in this list is a relative term and can apply to any weapon.

Note: While this list enables a spell user to create temporary magical weapons, it was not meant to supplement the Alchemist base lists.

Note: While this list is listed as an Open Essence list, a GM may also wish to make it available as a Closed Channeling list and a Closed Mentalism list.

	Area of Effect	Duration	Range
1—Empowerment I	1 weapon	1 min/level	touch
2—Blade Change	1 weapon	1 min/level	touch
3—Combine *	1 weapon	varies	touch
4—Empowerment II	1 weapon	1 min/level	touch
5—Major Blade Change	1 weapon	1 min/level	touch
6—Armor Change	1 armor	10 min/level	touch
7—Empowerment III	1 weapon	1 min/level	touch
8—True Power I	1 weapon	1 day/lvl	touch
9—Dull Blade	1 weapon	P	10'
10—Empowerment IV	1 weapon	1 min/level	touch
11—True Power II	1 weapon	1 day/lvl	touch
12—Element Blade	1 weapon	1 min/level	touch
13—Empowerment V	1 weapon	1 min/level	touch
14—Break Blade	1 weapon	P	10'
15—True Power III	1 weapon	1 day/lvl	touch
16—Hurl Weapon	1 weapon	1 attack	touch
17—Permanent Change	varies	1 day/lvl	touch
18—Weapon Burst	1 weapon	1 attack	touch
19—			
20—Element Blade True	1 weapon	1 min/level	touch
25—True Power IV	1 weapon	1 day/lvl	touch
30—Fuse Weapons	varies	1 min/lvl	touch
50—True Power V	1 weapon	1 day/lvl	touch

1—Empowerment I (F) Gives one weapon a +5 magical bonus. Not cumulative with any already-existing magical or non-magical bonuses (including other *Empowerment* and *True Power* spells).

2—Blade Change (F) Changes one weapon into another similar weapon (ChL 13.1.1) for all combat purposes. For example, a one-handed edged weapon into another one-handed edged weapon (a short sword into a broadsword). Any bonuses or powers that the weapon has are transferred in the change. GM's discretion must apply in order for weapon-like objects (meat cleavers, butterknives, etc.) to be effected by this spell. At the end of the spell's duration, the weapon changes back into its original form.

3—Combine (F*) Starting the next round, the caster may prepare/cast two spells from this list simultaneously. The preparation/casting is based upon the higher level spell.

4—Empowerment II (F) As *Empowerment I*, except it may give two weapons +5 bonuses or one weapon a +10 bonus.

5—Major Blade Change (F) As *Blade Change*, except that any weapon or weapon-like object can be changed into any other type of weapon. For example, a dagger can be changed into a warhammer.

6—Armor Change (F) As *Blade Change*, except that any type of armor can be changed into another type of approximately the same amount of covering: for these purposes, the grouping are ATs 5,9,13,17; ATs 6,10,14,18; ATs 7,11,15,19; and ATs 8,12,16,20. For example, a leather jerkin could be made into a plate breastplate. Shields and helms can also be altered via this spell.

7—Empowerment III (F) As *Empowerment I*, except it may give three weapons +5 bonuses or one weapon a +10 or one weapon a +10 bonus and one weapon a +5 bonus.

8—True Power I (F) As *Empowerment I*, except for duration.

9—Dull Blade (F) Causes any weapon with a non-magical bonus to lose that bonus, until it is reforged: a process that requires equipment, facilities, and 10% of the time of the original creation process.

10—Empowerment IV (F) As *Empowerment III*, except the total bonuses can not exceed +20.

11—True Power II (F) As *Empowerment II*, except for duration.

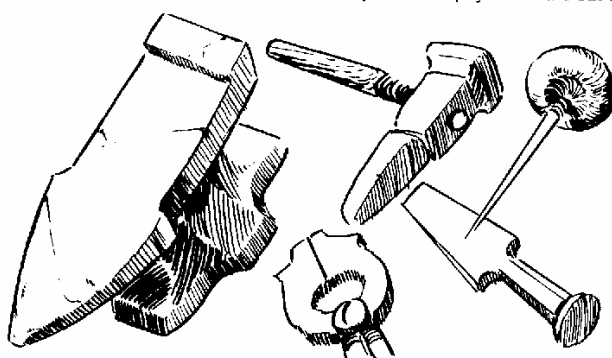
12—Element Blade (E) Empowers a weapon with the "basic elemental force" of the caster's choice (e.g., fire, cold, light, etc.). In addition to a normal critical, the weapon will inflict an additional critical based upon the element's type (e.g., heat, cold, electricity, etc.). The severity of the elemental critical is one degree less than that of the normal critical (one roll only).

13—Empowerment V (F) As *Empowerment III*, except the total bonuses can not exceed +25.

14—Break Blade (F) "Breaks" any one weapon. Magic weapons get an RR equivalent to the minimum level of the Alchemist required to make the weapon.

15—True Power III (F) As *Empowerment III*, except for duration.

16—Hurl Weapon (F) Draws all of the power and physical mass out of



a magic weapon and gathers it together into a sphere of concentrated energy. This mass can be used as a *Fireball* with a 500' range. "Modest" weapons will have enough power for a x2 *Fireball* (radius and concussion hit damage), "Potent" items act as x3 *Fireballs*, "Most Potent" items act as x4 *Fireballs*, and "Artifacts" items act as x5 *Fireballs*. The weapon is forever destroyed; this spell is usually used as a "last-ditch" effort.

17—Permanent Change (F) Increases the duration (to 1 day/lvl) of a *Blade Change* or *Armor Change* spell cast immediately after this spell.

18—Weapon Burst (F) All within a 10'R (excluding the caster) take the damage inflicted by the caster's next attack, regardless of their AT or Defensive Bonus. They all get RRs, of course.

20—Element Blade True (E) As *Element Blade*, except the severity of the elemental critical is equal to that of the normal critical (one roll only).

25—True Power IV (F) As *Empowerment IV*, except for duration.

30—Fuse Weapons (F) Combines two magic weapons and their special abilities (but not the bonus) into one weapon of the caster's choice. For example, if a +10 Orc-slaying longsword and a +5 battleaxe that inflicts extra cold crits are combined, the resulting weapon would be +10 (the greater of the two bonuses) and the weapon would be Orc-slaying and would inflict additional cold crits. The finished product could be either a battleaxe or a longsword, in this case, caster's choice. More than two weapons cannot be combined.

50—True Power V (F) As *Empowerment V*, except for duration.

COUNTERSPELLS (Closed Essence) (8.5.4)

Note: All spells on this list are 'difficult' (-50) to cancel or dispel.

	Area of Effect	Duration	Range
1—			
2—			
3—Counterspell I	1 target	1 hr/lvl	touch
4—			
5—Spelltrap I	1 target	1 hr/lvl	touch
6—Counterspell III	1 target	1 hr/lvl	touch
7—			
8—Counterspell IV	1 target	1 hr/lvl	touch
9—Spelltrap III	1 target	1 hr/lvl	touch
10—Counterspell V	1 target	1 hr/lvl	touch
11—Spelltrap V	1 target	1 hr/lvl	touch
12—Counterspell VIII	1 target	1 hr/lvl	touch
13—Reverse Essence *	1 spell	C	10'
14—Reverse Channeling *	1 spell	C	10'
15—Reverse Mentalism *	1 spell	C	10'
16—Spelltrap X	1 target	1 hr/lvl	touch
17—			
18—Counterspell XV	1 target	1 hr/lvl	touch
19—Spelltrap XV	1 target	1 hr/lvl	touch
20—Reverse Effect *	1 target	C	10'
25—Lord Counterspell	1 target	1 hr/lvl	touch
30—Anti-magic Aura	1 target	P	touch
35—Lord Spelltrap	1 target	1 hr/lvl	touch
40—Counterspell True	1 target	1 hr/lvl	touch
50—Spelltrap True	1 target	1 hr/lvl	touch

3—Counterspell I (F) When casting this spell on a target, the caster must specify one 1st level spell to be "counterspelled." If the exact spell specified is later cast on that target, that spell will fail automatically (roll for spell failure on the appropriate table), and this counterspell will be canceled. At any one time, a target can only have a limited number of *Counterspells* active — the total number of spell levels being counterspelled can not exceed the target's level (e.g., each *Counterspell I* counts as 1 spell level, each *Counterspell III* counts as 3 spell levels, etc.).

5—Spelltrap I (F) As *Counterspell I*, except if the specified spell is cast on the target, that spell can either be reflected back on the caster or it can be cancelled and it will trigger a first level spell stored within the target via this spell. The caster must choose which option he will use when he casts the spell. If the "trigger" option is chosen, the PPs must be expended for the "stored" spell.

6—Counterspell III (F) As *Counterspell I*, except that three levels of spells can be countered. This can be a specific 3rd level spell or a specific 2nd and a specific 1st or three specific 1st's. Note that the three 1st level spells can be the same spell, so that if the spell is cast on the target repeatedly it can be countered more than once.

8—Counterspell IV (F) As *Counterspell III*, except affects 4 lvls.

9—Spelltrap III (F) As *Spelltrap I*, except three spell levels can be trapped. This can be a specific 3rd level spell or a specific 2nd and a specific 1st or three specific 1st's.

10—Counterspell V (F) As *Counterspell III*, except 5 lvls can be countered.

11—Spelltrap V (F) As *Spelltrap III*, except 5 lvls can be trapped.

12—Counterspell VIII (F) As *Counterspell III*, except eight spell levels can be countered.

13—Reverse Essence (F*) As *Cancel Essence* on the Dispelless Ways list (Closed Essence), except if the spell fails its RR, the effect will be reversed (if possible). For example, elemental attack spells will heal hits and wounds, *Hold* spells will *Haste* the target, *Curses* will *Bless*, etc. The exact nature of the reverse is up to the GM. If there is no appropriate reverse effect, the spell is merely cancelled.

14—Reverse Channeling (F*) As *Reverse Essence*, but Channeling spells are reversed.

15—Reverse Mentalism (F*) As *Reverse Essence*, but Mentalism spells are reversed.

16—Spelltrap X (F) As *Spelltrap III*, except that 10 lvls can be trapped.

18—Counterspell XV (F) As *Counterspell III*, except fifteen spell levels can be countered.

19—Spelltrap XV (F) As *Spelltrap V*, except that 15 lvls can be trapped.

20—Reverse Effect (F*) As *Reverse Essence*, except any spell can be reversed.

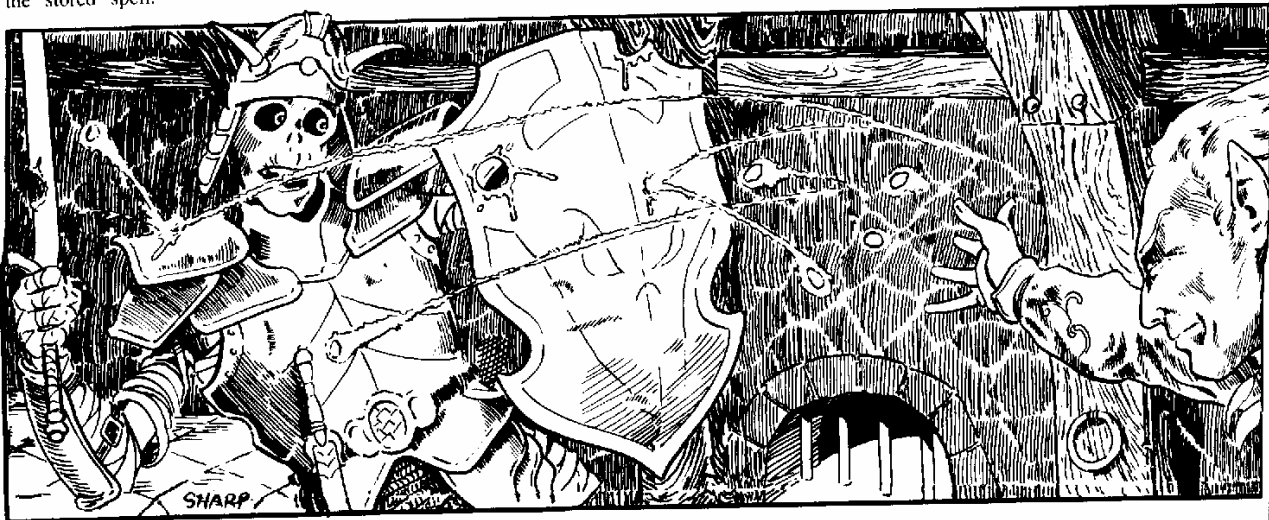
25—Lord Counterspell (F) As *Counterspell III*, except twenty spell levels can be countered.

30—Anti-magic Aura (F) This spell allows the caster to create an aura of "anti-magic" around an object, device, or area. Any substance which has been so enchanted has a *Counterspell* effect against any one type of spells (e.g., "scrying spells", "fire spells", "diving spells", etc.) — *GMs: Don't let this become too broad*. The maximum area of effect is 10 cubic feet, and only one such spell can be cast on a single object. Large objects can have the same spell immunity if several spells are cast in succession.

35—Lord Spelltrap (F) As *Spelltrap III*, except 20 lvls can be trapped.

40—Counterspell True (F) As *Counterspell III*, except any one spell can be countered, regardless of level.

50—Spelltrap True (F) As *Spelltrap III*, except any one spell can be trapped, regardless of level. If the spell is reflected back upon the caster, it will be doubled in power and damage.



8.6 ARCANES LISTS

ACID LAW (Arcane List) (8.6.1)

Note: This list assumes the use of the Acid Critical Strike Table 12.2 from RMCH. However, if RMCH is not available, that critical table and a GM still wants to use this list, the Heat Critical Strike Table can be used, modifying the damage descriptions to reflect an acid damage rather than heat damage.

Note: Although this list is organized like a Magician's base elemental list, acid should not be treated as a separate element.

	Area of Effect	Duration	Range
1—Work With Acids	self	10 min/lvl	self
2—Corrode Leather	varies	1 rnd/lvl (C)	10'
3—Corrode Wood	varies	1 rnd/lvl (C)	10'
4—Corrode Stone	varies	1 rnd/lvl (C)	10'
5—Corrode Metal	varies	1 rnd/lvl (C)	10'
6—Protection From Acid	1 target	1 min/lvl	touch
7—Acid Bolt	1 target	—	100'
8—Acid Mass	5'R	1 min/lvl	100'
9—Acid Weapon	1 weapon	1 min/lvl	touch
10—Acid Ball	10'R	—	100'
11—Acid Bolt (300')	1 target	—	300'
12—Control Acid Mass	1 mass	1 min/lvl	100'
13—Acidic Armor	1 target	1 min/lvl	touch
14—Waiting Acid	5'R	24 hrs	10'
15—Corrode Magic	varies	1 rnd/lvl (C)	10'
16—Acid Bolt III	varies	3 rnds	100'
17—Acid Bolt (500')	1 target	—	500'
18—Acid Ball (20'R)	20'R	—	100'
19—Corner Acid Bolt	1 target	—	300'
20—Triad of Acid	varies	—	100'
25—Following Acid	1 target	—	300'
30—Acid Storm	100'R	1 rnd/lvl	200'
50—Acid Mastery	self	1 rnd/lvl	self

1—Work Acids (F) Allows caster to work with acids safely if he has the proper equipment.

2—Corrode Leather (F) Corrodes 1 cu'/lvl of non-magical leather and/or cloth as if exposed to acid; rate is 1 cu'/rnd. This spell will also effect magical leather/cloth if it fails its RR.

3—Corrode Wood (F) As *Corrode Wood*, except it affects non-magical wood.

4—Corrode Stone (F) Corrodes 0.5 cu'/lvl of non-magical stone as if exposed to acid; rate is 0.5 cu'/rnd. This spell will also effect magical stone if it fails its RR.

5—Corrode Metal (F) As *Corrode Stone*, except it affects non-magical metal.

6—Protection From Acid (D) Target is immune to natural acid and modifies spells dealing with acid by 15 (+15 to RRs and -15 to EARs).

7—Acid Bolt (E) A bolt of powerful acid is shot from the caster's hand. Use the Firebolt attack table with Acid criticals.

8—Acid Mass (E) Creates a 5'R bubbling layer of acid that will coat an area. Any living creature in that area will take a 'B' Acid crit each round. The acid will eat through wood (0.5"/rnd) and stone and metal (0.25"/rnd). It will continue to eat through all objects (e.g., floors, walls, etc.) until the duration runs out.

9—Acid Weapon (E) Causes a weapon to be coated with acid (but protects it from acid damage). In addition to normal criticals delivered, it will inflict an Acid critical of one degree of severity less than the normal critical (one roll).

10—Acid Ball (E) A 1' ball of acid is shot from the palm of the caster, it explodes to affect a 10'R area; results are determined on the Fireball table with Acid criticals.



11—Acid Bolt (300') (E) As *Acid Bolt*, except for range.

12—Control Acid Mass (F) Allows caster to concentrate and control an *Acid Mass*, making it move up to 10'/rnd across a surface. The acid mass cannot fly and its corrosion rate will not increase. The acid mass can travel to attack opponents if they are touching the surface (floor, wall, etc) that the acid mass is covering ('B' criticals). The mass must maintain its 5'R shape.

13—Acidic Armor (F) As *Protection From Acid*, except the modifier is +25 and all who touch the target take an 'A' Acid criticals (a small amount of acid coats the target).

14—Waiting Acid (E) As *Acid Mass*, but the effect can be delayed up to 24 hours; triggered by time, sound, violent action; etc.

15—Corrode Magic (F) As *Corrode Metal*, any magic object that fails a RR can be affected.

16—Acid Bolt III (E) As *Acid Bolt*, except three acid bolts are fired from the caster's hand, at a rate of one per round.

17—Acid Bolt (500') (E) As *Acid Bolt*, except range is 500'.

18—Acid Ball (20'R) (E) As *Acid Ball*, except radius is 20'R.

19—Corner Acid Bolt (E) As *Corner Lightning Bolt* on Light Law (Magician Base), except an *Acid Bolt* is shot.

20—Triad of Acid (E) As *Triad of Water* on Water Law (Magician Base), except *Acid Bolts* are shot.

25—Following Acid (E) As *Following Lightning Bolt* on Light Law (Magician Base), except an *Acid Bolt* is shot.

30—Acid Storm (E) Causes a 100'R area to be engulfed in acid. All beings within take a 'C' Acid critical. All materials are corroded at the rates specified in the lower level *Corrode* spells.

50—Acid Mastery (E) Caster may use any one lower level spell (on this list) each round and is completely immune to acid.

SONIC LAW (Arcane List) (8.6.2)

	Area of Effect	Duration	Range
1—Minor Vibration	1 target	C	100'
2—Quiet I	1'R	1 min/lvl	100'
3—Sudden Sound	1 target	—	100'
4—Soundwall I	20'x20'	10 min/lvl	50'
5—Silence (10')	10'R	1 min/lvl	100'
6—Sonic Bolt (100')	1 target	—	100'
7—Sound Control (50')	50'R	C	self
8—Wall of Sonics	10'x10'x1'	1 min/lvl	10'
9—Major Vibration	1 target	C	100'
10—Soundwall V	5x(20'x20')	10 min/lvl	50'
11—Quiet V	5x(1'R)	1 min/lvl	100'
12—Silence (100')	100'R	1 min/lvl	100'
13—Sonic Bolt (300')	1 target	—	300'
14—Sonic Blade	1 blade	1 rnd/lvl	touch
15—Sonic Prison	10'x10'x10'	10 min/lvl	100'
16—Sound Control (10'R/lvl)	varies	C	self
17—Triad of Sonics	varies	—	100'
18—Waiting Sonics	10'R	24 hrs	100'
19—Mass Soundwalls	varies	10 min/lvl	50'
20—Sonic Slayer	1 target	—	50'
25—Sound to Matter	varies	1 rnd/lvl (C)	100'
30—Sound to Energy	varies	1 rnd/lvl (C)	100'
50—Soundmaster	self	1 rnd/lvl	varies

2,4,5,10,11,19 — As the spells of the same names on the Open Channeling list, Sound's Way.

3,7,12,16 — As the spells of the same names on the Illusionist Base list, Sound Molding.

1—Minor Vibration (F) Creates sound waves that cause one target to begin to vibrate. If it is a fragile object, it may break (RR). If it is an object held by a being, the being must make an RR (each round) or fumble it. If it is a being, it must make an RR (each round) or take an 'A' Unbalance critical.

6—Sonic Bolt (E) A bolt of intense sound (sonic energy) is shot from the palm of the caster. Resolve the attack on the Ice Bolt attack table with Shock criticals (RMCH 12.6), if RMCH is unavailable, use Electricity criticals.

8—Wall of Sonics (E) Creates a 10'x10'x1' wall of sound energy. All passing through it take a 'C' Shock critical (RMCH 12.6), if RMCH is unavailable, use Electricity criticals (no RR).

9—Major Vibration (F) As *Minor Vibration*, except no RRs are given to fragile objects and beings holding objects have a RR modification of -30. A being effected by this spell takes a 'B' Unbalance critical.

13—Sonic Bolt (300') (E) As *Sonic Bolt*, except range is 300'.

14—Sonic Blade (E) Creates a blade of sonic energy that can be wielded by the caster. It is incredibly thin and can cut through many substances (magical substances get an RR). It acts as a +20 broadsword, and attacks all foes as AT 1. The OB for wielding it is a Directed Spells skill bonus, not a weapon skill.

15—Sonic Prison (E) As *Wall of Sonics*, except a hollow cube of sonic energy is created, trapping all within the area not making an RR (based on Qu).

17—Triad of Sonics (E) As *Triad of Water* on Water Law (Magician Base), except *Sonic Bolts* are shot.



18—Waiting Sonics (F) All within the radius will be effected as in *Sudden Sound* (Illusionist base: Sound Molding), but effect can be delayed by up to 24 hours. Spell can be triggered by time, movement, sound, etc.

20—Sonic Slayer (F) A beam of ultrasonic energy is shot from the hand of the caster, it automatically strikes its target. Damage is based on RR failure: 01-50 'E' Disruption critical (RMCH 12.7); 51+ death.

25—Sound to Matter (F) This powerful spell turns current sounds around the caster into matter, as the caster concentrates. The material created will be the durability of hard stone (or softer if the caster wishes), but can be of any shape or form that the caster dictates. The matter will be non-magical and the items created will be normal. The more sound, the more matter the caster can create during the duration, subject to the discretion of the GM. For example, a hammer striking a wall might be enough noise to create a sword, but significantly more noise (i.e., louder and more sustained, like a jackhammer or a 500 member choir) might be needed to make a bridge. Material created will last for 1 hour/lvl beyond the end of the spell's duration.

30—Sound to Energy (F) Similar to *Sound to Matter*, this spell changes sound into something else, but in this case it is energy on the visible spectrum — i.e., light. A loud shout might be enough to create enough light to equal a *Sudden Light* spell (Light Law, Magician Base list), while normal conversation could sustain an equivalent to a *Light* spell. A very loud noise might produce the effects of a *Lightning Bolt*. Normally, only one "effect" can be achieved per round, and it all depends on the amount of sound around the caster. The GM must be very careful not to let this spell and *Sound to Matter* unbalance game play.

50—Soundmaster (F) Caster may use any one 20th level or less spell (on this list) each round.

INDIVIDUAL SPELLS

If a GM is using the Individual Spell Development rules in *RMCIH* 4.5, these spells can be easily worked into any campaign. Alternatively, any of them can be placed into an existing list or used as alternates or replacements for existing spells. Other spells are unique and stand on their own.

FRESHEN — **Realm:** Essence

— **List:** None — **Class:** Force

— **Range:** Touch — **Level:** 1 — **Duration:** Permanent

Removes dirt, dust, sweat, blood, etc. from the body of one target. Eliminates body odor. Cleans, but does not repair clothing and/or armor. Does not clean inanimate objects other than worn clothing.

STONE BOLT — **Realm:** Essence

— **List:** Earth Law — **Class:** Elemental

— **Range:** 100' — **Level:** 6 (11,16,17) — **Duration:** —

A bolt of rock and earth is shot from the palm of the caster. Results are determined on the Ice Bolt Table, with all cold criticals being treated as additional Impact criticals. If this spell is used, similar spells could also be used with longer ranges at 11th level (Stone Bolt 300') and 17th level (Stone Bolt 500') and even a spell at 16th level called "Triad of Stone," with the same rules as a "Triad of Water," (Water Law, Magician Base) with stone bolts rather than water bolts.

WARDROBE — **Realm:** Essence

— **List:** None — **Class:** Passive

— **Range:** 10' — **Level:** 7 — **Duration:** Permanent

Changes target's clothing into another type of clothing (no armor) that the caster is familiar with (e.g., a work smock and sandals into a banquet dress and glass slippers). Costume (worthless) jewelry can be created as well. Target must be wearing clothes; any clothes changed must be worn when the spell is cast.

MINOR IMPROBABILITY — **Realm:** Channeling

— **List:** Chaotic Mastery — **Class:** Force

— **Range:** 10' — **Level:** 7 — **Duration:** Varies

This spell is intended for use by Chaotic Lords (*RMCIH* 2.2.3). With this spell the caster causes something to happen that is entirely improbable, such as a brand new rope breaking, someone tripping when there is nothing to trip upon, etc. Due to the nature of chaos, upon which this spell is based, the event will tend to take orderly objects and break them down into chaos, rather than the reverse. So this spell will never repair broken objects, turn a gas to solid, etc. The effects of this spell should be very minor, dealing with objects that weigh no more than 10 pounds as a general rule. The events should also be improbable, not impossible. While the caster can specify a general target and a basic intent (to cause weal or woe), the exact improbable event is up to the GM.

CHAOS BOLT — **Realm:** Channeling

— **List:** Chaotic Mastery — **Class:** Elemental

— **Range:** 100' — **Level:** 8 (13, 18) — **Duration:** —

This spell is also intended for use by Chaotic Lords (*RMCIH* 2.2.3). This spell fires a bolt of chaos (which soon after dissolves on its own) out of the caster's palm. The attack is resolved on the Plasma Bolt Attack Table (*RMCIH* 13.1) substituting physical alteration criticals or acid criticals (both in *RMCIH*, GM must decide which to use) rather than plasma criticals. An additional pair of spells identical to this spell but with longer ranges are "Chaos Bolt 300'" and "Chaos Bolt 500'" at 13th and 18th levels respectively.

CLEAVE EARTH — **Realm:** Essence

— **List:** Earth Law — **Class:** Elemental

— **Range:** 100' — **Level:** 8 — **Duration:** 1 min/level

This spell causes a chasm to open up in the earth. The chasm is 1' deep/level, 1/2' wide/level, and 2' long/level. This spell can also close up such chasms (if they are of the same size or smaller than a chasm the caster could create with this spell). If something is caught in a closing chasm, they will take a +50 Huge Crush attack.

TELEPORT BEACON — **Realm:** Essence / Mentalism

— **List:** Lofty Bridge / True Perception — **Class:** Utility

— **Range:** varies — **Level:** 10 — **Duration:** 1 hr/level

This spell creates a shining golden orb that sends out mental signals allowing someone (i.e., anyone mentally thinking about it) to cast a teleport spell taking them to that location without error, even if they have never been to or even seen the area before. Note that this spell does not give the power of teleportation nor does it increase any spell ranges.

BLACK TENTACLES — **Realm:** Essence / Channeling

— **List:** (Dark) Summons / Gate Mastery — **Class:** Force

— **Range:** 25' — **Level:** 12 — **Duration:** 1 rnd/level

Conjures one black tentacle for every four levels of the caster. These tentacles are each 10' long and come up from the ground together in a mass from the target point chosen by the caster. They drip a dark acidic substance. Anyone within 10' of the target point is subject to a +80 Large Grapple attack. Anyone who is held by tentacles also takes an 'A' acid critical due to their coating. Each tentacle can take 30 hits (ignores criticals) before it is destroyed.



MAJOR IMPROBABILITY — Realm: Channeling— **List:** Chaotic Mastery — **Class:** Force— **Range:** 50' — **Level:** 14 — **Duration:** Varies

As *Minor Improbability*, except for the longer range and the fact that a more significant improbable event can happen. This event can effect objects up to 100 pounds and can even effect magical objects (they get a RR, however). Magical weapons can be broken, boulders can be made to fall, the wheels of a chariot can be made to all fall off, and other such improbable events can be initiated.

COMMUNIQUE — Realm: Essence — List: None— **Class:** Force and Information — **Range:** 1 mi/lvl— **Level:** 20 — **Duration:** 1 min/lvl(C)

This spell causes the an image of the casters head, enshrouded in energy, to appear at some location known to him or to a person known to him if they are within range. The caster will not receive the location of a person if he does not already know it, but the spell will function. The caster may also be able to figure out the target's location because he is able to see (and of course, hear) through the image of his head, wherever it appears. The main purpose of this spell is to communicate and carry on a conversation with whom-ever is within speech range of the image. Spells cannot be cast through the image either way, although language spells will work. The spell lasts until the duration or the conversation is over.

EYE TARGETING — Realm: Essence— **List:** Spell Enhancement — **Class:** Utility— **Range:** self — **Level:** 20 — **Duration:** 1 rnd/level

This potent spell allows the next elemental spell cast (within the duration) by the caster to emanate from the caster's eye rather than his hand. The effect of this is, simply, whatever the caster looks at (if within the normal range of the spell), he can attack. One half of the caster's perception skill bonus is added to the attack roll (but not his directed spells bonus).

SEJANUS'S SPELL OF DUPLICATION— **Realm:** Essence— **List:** Physical Enhancement — **Class:** Force— **Range:** self — **Level:** 20 — **Duration:** 1 day/level

This spell allows the caster to create a duplicate of himself. This duplicate will look, sound, and detect (for purposes of spells) exactly like the caster himself. It will also act like the caster would (it thinks on its own and has free will), but it is controlled by the GM unless the caster concentrates. He will have a mental link with the duplicate as long as it is within 1 mile. The duplicate will have 1/4 (round down) of the levels, hits, skill bonuses, etc. of the caster. Their physical attributes will be identical. Spell failure for this spell will mean that the duplicate is created, but it cannot be controlled by the caster, and the duplicate will be diametrically opposed in outlook and alignment to (and will hate) the caster. The spell user may only have one duplicate in existence at any one time.

RAY OF BANISHMENT — Realm: Essence— **List:** None — **Class:** Force— **Range:** 25' — **Level:** 25 — **Duration:** Permanent

This powerful spell shoots a beam of power out of the caster's hand that sends the target back to a place it would call "home." For a demon, this would be another plane, but for a human, it would be his house in his hometown, his castle, etc. This is up to the GM's discretion. For purposes of this spell, every being should have a "home" or "lair" or at least a spot that it frequents. This place could be far away, or it could be nearby.

SPELL OF CHALLENGE — Realm: Essence— **List:** Spirit Mastery — **Class:** Mental— **Range:** 100' — **Level:** 25 **Duration:** 1 day/level

Allows the caster to issue forth a challenge to a number of targets equal to his level divided by four (round down, all targets must be within range and face the same challenge) to combat or contest with him within the duration of the spell. The nature and location of the combat or contest must be stated within the challenge honestly. All targets can either accept the challenge (and then make no RR and must meet the conditions of the challenge normally) or decline the challenge (so then they do make an RR). If the RR is attempted and failed, the target must meet the condition of the challenge and further is at a -10 to all actions during the challenge. If the RR is attempted and succeeds, the spell has no effect. If a target must meet the challenge, treat him as though under a *Quest* spell (Spirit Mastery, 11th level, Closed Essence). Note that by casting this spell, the caster places himself under a *Quest* as well to take part in the challenge.

TRUE EYE TARGETING — Realm: Essence— **List:** Spell Enhancement — **Class:** Utility— **Range:** self — **Level:** 30 — **Duration:** 1 rnd/level

As *Eye Targeting* (20th level) except that the character's full perception skill bonus is added to the attack roll.

MAJOR DUPLICATION — Realm: Essence— **List:** Physical Enhancement — **Class:** Force— **Range:** self — **Level:** 30 — **Duration:** 1 day/level

As *Sejanus's Spell of Duplication*, except the duplicate has 1/2 of the level, hits, skill bonuses, etc. of the caster.

CRYSTAL ENCASEMENT — Realm: Essence— **List:** Crystal Mage List or None — **Class:** Force— **Range:** 10' — **Level:** 30 — **Dur:** Until Dispellled

Target is encased in a block of solid, transparent crystal. He is in suspended animation and the crystal is invulnerable (but not immovable). When the spell is dispelled, the crystal shatters giving an 'A' Puncture critical to all within 10' (unless it is dispelled by the caster). The crystal shards then melt into worthless black lumps.

DARK WIND — Realm: Essence / Channeling— **List:** Darkness / None — **Class:** Elemental— **Range:** 100' — **Level:** 30 — **Duration:** Variable

Allows the caster to create a 10' diameter cloud of swirling, black vapor which may be directed at any target within its range. This magical vortex travels at a rate of 200'/round (so it can reach any possible target within 1/2 of a round). Creatures in its path must make two RRs. Failing the first, they are knocked down, suffer an "E" Impact critical, and are swept away with the wind. Failing the second RR, a victim is blinded for 2-12 minutes. The Dark Wind can attack only each target within its range once. The spell ends when they are no unattacked targets in range, if there is no one within range, or if it is dispelled.

TRUE DUPLICATION — Realm: Essence— **List:** Physical Enhancement — **Class:** Force— **Range:** self — **Level:** 50 — **Duration:** 1 day/level

As *Sejanus's Spell of Duplication*, except that the duplicate's levels, hits, skill bonuses, etc. are 3/4's of the caster's.

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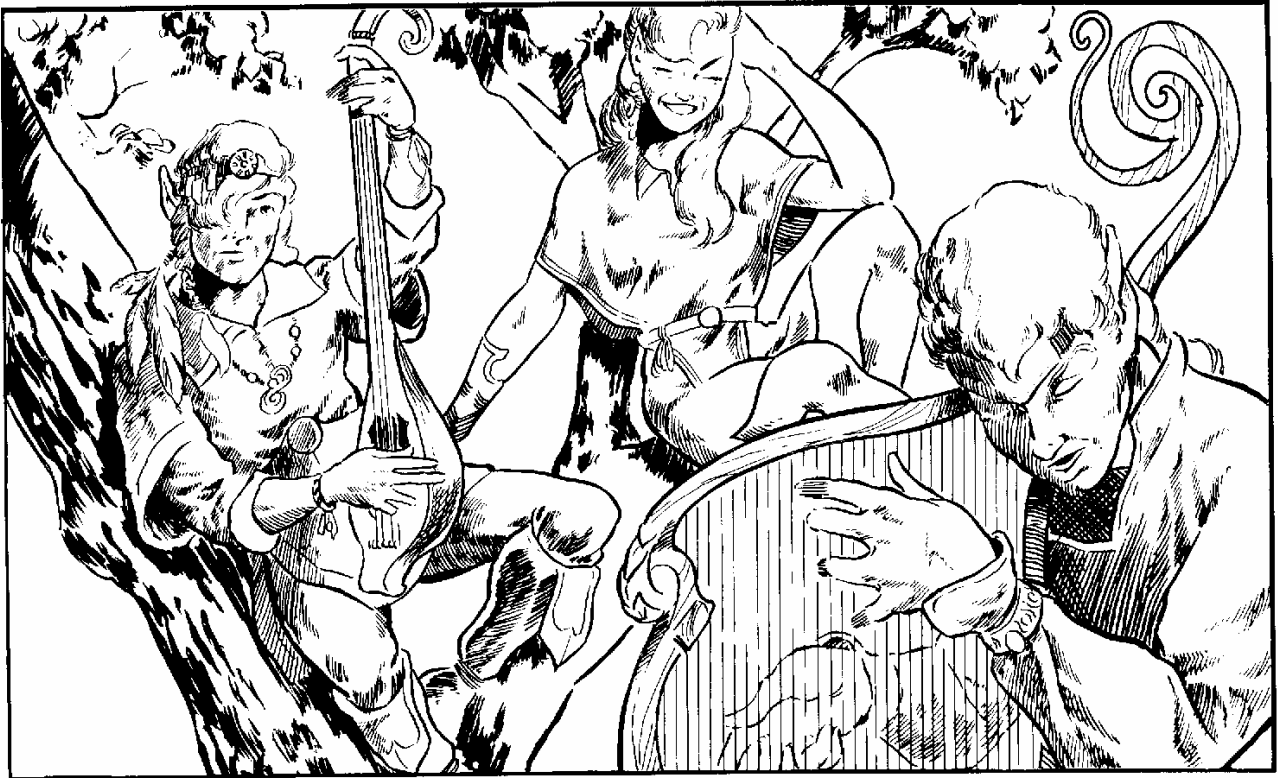
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DUPLICATE OTHER — **Realm:** Essence / Channeling

— **List:** Summons / Gate Mastery — **Class:** Force

— **Range:** 10' — **Level:** 50 — **Duration:** 1 hour/level

As *Major Duplication*, except a target is duplicated. Caster can decide if the duplicate will be exactly like the original, or will be the target's exact opposite as far as outlook and alignment go. If they are opposites, the duplicate will not rest until the original is destroyed.

IMPOSSIBILITY — **Realm:** Channeling

— **List:** Chaotic Mastery — **Class:** Force

— **Range:** 100' — **Level:** 50 — **Duration:** Varies

As *Minor Improbability*, except the range is much greater and the spell effects can be much more significant and far-reaching. Also, the effects can be completely impossible, rather than just improbable. Buildings can be swallowed up by the ground, a magical sword can be reverted back to its original ore, a person can grow a new limb, an object or being can be summoned/banished from/to another place, etc. The more impossible and/or creative the effect, the better.

NEGATIVE ILLUSIONS — **Realm:** Essence / Ment.

— **List:** Illusions / None — **Class:** Mental

— **Range:** 100' — **Level:** Varies — **Dur:** 1 min/level

This spell can be a number of different levels, corresponding to the spell *Phantasm* (Illusion Mastery, Illusionist Base list). It does simply the opposite of a normal phantasm—it makes a person believe that something that exists, does not exist. Added senses take that sense away (e.g., a "feel" illusion makes the object or person unable to be felt until it suffers one hard blow, a "sound"

illusion makes it impossible to hear, etc). Note that this is a mind effecting spell (i.e., the object or person is really there all the time) so all who could sense it get an RR (unlike normal illusion spells). Note also that it will work on only one target, so if a person is to be made to disappear, a spell level high enough to offer enough options to cover all of his equipment, clothes, etc must be used or the spell must be cast several times.

OMNIPRESENT NAME — **Realm:** Any

— **List:** None — **Class:** Force

— **Range:** Unlimited — **Level:** 60 — **Dur:** Permanent

It is the powerful magics within this spell that force people to speak the name of a powerful mage in hushed tones or (more wisely) not at all. When this spell is in effect, there is a percentage chance that the caster will know the name and location of the speaker: the % chance is equal to 1/2 (round up) the caster's level *minus* the speaker's level.

ENHANCEMENT — **Realm:** Any

— **List:** Physical Enhancement, etc. — **Class:** Force

— **Range:** Touch — **Level:** 75 — **Duration:** Permanent

This spell increases both the temporary and potential statistic of the target. The lower the stat, the more it will be increased by this spell. If the statistic is below 50, it is increased by 1-30. For stats between 51-75, the increase will be 1-20, between 76-90, the increase will be 1-10, between 90-100, the increase will be 1-6, over 100 and the increase is 1-3. This spell will only work on each stat of an individual once, unless it is cast by a god or similar being. A GM may wish to make the duration of this spell — 1 day/level or 1 week/level.

10.0 ROLEMASTER OPTIONS CHECKLIST

This checklist assumes the "core" *Rolemaster* rules are in use:

RM	Rolemaster (ChL&CaL p.6-31)	1.0-7.0
ChL	Character Law	1.0-12.0
SL	Spell Law	1.0-9.0 & 11.0-14.0
AL	Arms Law & Claw Law	1.0-8.0 & 11.0-13.0

Campaign Law consists only of options for a GM to use in developing his campaign world — so we will not include *CaL* options in this checklist. Similarly, the material in *C&T* and *C&T II* will only be listed in general terms and in terms of new races.

For the purposes of this list the *Rolemaster Companion* abbreviations will be further abbreviated to: *RI*, *RII*, *RIII*, and *RIV*.

The following codes are included to give you an idea of our impressions of some of the options:

Core Rules	Core
Highly Recommended	A
Recommended	B
Recommended but adds complexity	B ^c
Its up to you, not for everyone	C
Its up to you, adds a whole lot of complexity	C ^c
Recommended if all or most <i>RMCH</i> skills are used	II
For High-powered campaign, be careful	H

ROLEMASTER (ChL&CaL p. 6-31)

7.1 Healing, Injuries, and Death, ChL p. 8-13

<i>AL</i> -10.1, 27	Healing Guidelines	Core
<i>RI</i> -5.6, 58-59	Additional Poisons & Rotten Things	C [□]
<i>RI</i> -5.7, 60	Additional Herbs	C [□]
<i>RI</i> -9.2, 78-80	"Medical" Considerations for Childbirth	C [□]
<i>RII</i> -6.1, 20	Life Levels	C [□]
<i>RIII</i> -7.3, 43	Death Options — Traumatic Injuries	B [□]
Options	A GM may use these guidelines to mold the deadliness of his campaign	
<i>RIII</i> -7.3, 43	Brain Damage Guidelines	B [□]
<i>RIV</i> -7.4, 50	Using Stress Criticals for Various Actions	C [□]
<i>RIV</i> -7.5, 51	Rations/Life Status (Starving&Drowning)	C [□]
Option	If <i>RII</i> 6.1 is used, ignore "Life Status"	□

7.2 Movement, Encumbrance, & Exhaustion, ChL p. 14-16

<i>AL</i> -7.2, 21	Movement	Core
<i>RIV</i> -3.1, 8	Movement Pace Anomalies	B [□]
<i>RIV</i> -7.8, 55	Exhaustion Points (ExhPs)	B [□]
Option 1	ExhPs modified by Co bonus	□
Option 2	ExhPs modified by Athletic Skills level bonus	□
Option 3	ExhPs modified by skill bonus if applicable	□
Option 4	Any combinations of options 1, 2, 3	□

7.3 Equipment and Commerce, ChL p. 17-21

<i>C&T</i> -3.0, 64-82	Treasures (examine case-by-case)	B [□]
<i>C&T II</i> -14.0-15.0, 60-89	Treasures (examine case-by-case)	B [□]
<i>RIII</i> -6.2, 36-38	Arcane Artifacts and Items	C [□]
<i>RI</i> -5.1, 52-53	Items with Intelligence and Will	C [□]
	Deriving Mental Stats and Wills	□
	Will Contests	□
	Purpose and Alignment	□
	Sample Artifacts	□
<i>RI</i> -10.1, 80-81	Package Deals for Goods	B [□]
<i>RIII</i> -6.1, 36	Quick Treasure Generation	C [□]
<i>RIV</i> -7.2, 48-49	Extensions to Equipment Pricing	C [□]

RM Charts, p. 9-31

CHARACTER LAW

2.0 Stats, ChL p. 36-39

<i>ChL</i>	Stat Bonuses from Multiple Stats	
13.2.1, 80	Average the stats themselves	B [□]
14.1.2, 84	Average the stat bonuses	A [□]
14.1.3, 84	Average the race stat bonuses	A [□]
<i>ChL</i> -13.2.3, 81	Stat Reduction Due to Old Age	B [□]
<i>ChL</i> -13.2.4, 81	Extra Stat Gain Rolls	B [□]
<i>RIV</i> -5.1, 28	Extended Stat Gains	C [□]
Option	This only applies to prime requisite stats	□
<i>ChL</i>	Alternative Stat Generation Methods	
13.4.1, 82	Roll 10 temp, 10 pot. Then assign.	B [□]
14.1.1, 84	Roll 3 sets of 10. Assign 2 set to temp/pot.	C [□]
<i>RI</i> -4.22, 47	Elves and Self Discipline	
	The Sneaky Elf Approach (several GM decisions)	C [□]
	The "Lack of Focus Approach" (several GM decisions)	C [□]
<i>RI</i> -4.4, 49	Stat Bonuses	
	A "Linear" Distribution	C [□]
	A "Smoothed" Distribution & Stat Bonus Gain	B [□]
<i>RI</i> -4.8, 51-52	Very High Stats	
Option 1	Extended Stat Bonuses & Power Points	B [□]
Option 2	Extended Stat Bonuses & Power Points	H [□]
	Special Skills	H [□]
<i>RIII</i> -5.3, 32-34	Inate Stat Abilities	H [□]
<i>RIV</i> -5.2, 28	High Strength Abilities	H [□]
<i>RIII</i> -5.1, 31	Quickies Stat Generation	C [□]
<i>RIII</i> -5.2, 31	"Mods Only" Development	C [□]
<i>RIII</i> -5.4, 35	Luck	C [□]
Option 1	Stat bonus applied by GM to many situations	□
Option 2	Lucky Breaks to avoid death blows (Luck+10)	□
Option 3	Lucky Breaks to avoid death blows (Luck+5)	□
Option 4	Sometimes, stat bonus used as a skill modifier	□
<i>RIII</i> -5.6, 35	Eloquence (Mental Quickness)	C [□]
<i>RIII</i> -5.7, 35	Simple Potential Generation	C [□]

3.1-3.2 Skill Ranks and Development, ChL p. 40-41

<i>ChL</i>	Weapon Skills for Similar Weapons	
13.1.1, 79	Halve total skill rank bonus	B [□]
14.1.5, 87	Halve total skill rank	A [□]
<i>ChL</i> -15.2.3, 79	Similar Weapons Table	A [□]
<i>ChL</i>	Riding Skills for Similar Animals	
13.1.2, 80	Halve total skill rank bonus	B [□]
13.1.2, 80	Halve total skill rank	A [□]

SL-10.8, 31	DPs for Restricted Spell Lists	see Spell Lists
RH-4.5, 30	Individual Spell Dev.	see Spell Lists
RIV-4.9, 26	Multiple Spell Lists Dev.	see Spell Lists
RH-4.1, 15	General Similar Skills	
Option 1	"Base" rank is increased by similar skills	C□
Option 2	"Base" rank is not increased by similar skills	C□
Option 3	Opt 2, but similar skill ranks are not recorded	C□
Option 4	Opt 1, but similar skill ranks are cumulative	H□
RII-4.3, 47	Secondary Skill Acquisition Options	
Option 1	Free skill ranks	see 7.0 below
Option 2	Opt 1, but 10-20 free DPs	see 7.0 below
Option 3	20-30% extra DPs each development level	II□
Option 4	1 practice rank per 2ndary skill per half-level	H□
ChL-13.1.3, 80	Skill for Weapon Use in "Off" Hand	A□
ChL-13.4.2, 82	Hobbies: 5-1 or 4-2 or 3-3	A□
RII-4.2, 15	General vs. Specific Skill Development	
Standard	Standard penalties for very specific info.	B□
Optional	Increased penalties for info.	C□
RII-4.3, 16	Restricting Skills	
Option 1	GM restricts skills on a "world" basis	B□
Option 2	GM restricts skills on a "culture" basis	B□
Option 3	GM restricts skills on a "source" basis	B□
RII-4.4, 16-17	Complementary Skills	
Standard	Success gives +15 bonus	C□
Option 1	Success gives half of the comp. skill's bonus	H□
Option 2	Opt 1, but gives "half skill rank bonus"	H□
Option 3	Success lowers difficulty	C□
Option 4	Bonus is +15x(%) result from M/M Table)	C□
Option 5	Opt 1 or 2, but with mod. as in Opt 5	H□
RII-4.5, 17	Intra Skills (see also RH p. 101)	
Option 1	"Base" rank is increased by similar skills	C□
Option 2	"Base" rank is not increased by similar skills	C□
Option 3	Opt 2, but similar skill ranks are not recorded	C□
Option 4	Opt 1, but similar skill ranks are cumulative	H□
RII-4.7, 17	Universal Rapid Skill Development	B□
RII-11.4, 97	Lore Table	II□
RII-5.5, 35	Lvl Intensive Combat Skill Rank Bonuses	H□
Option	Minimum +2 bonus per skill rank	□
RIV-5.7, 30-31	Skills for Very Old Characters	B□

3.3 Resolving Actions and Maneuvers, ChL p. 43-46

AL-7.1, 20	Maneuvering	Core
RII-5.22, 18-19	Methods for Resolving Moving Maneuvers	
Standard RM "All or Nothing" resolution	Core	
Standard RM "Percentage" result	Core	
"Over 100%" results for "super-human" efforts	B□	
Using the Static Action Table for moving maneuvers	C□	
Opt. mods for the Static Action Table (RII-11.1)	C□	
Alternative Static Action Table (ChL 15.76 & RII-11.2)	C□	
RIV-3.3, 9	Moving Maneuver Fumbles	B□
RII-5.23, 19	Methods for Resolving Static Maneuvers	
Standard RM "Greater Than 100" resolution	Core	
Partial success for "Over 100" results	B□	
"Over 100" results for "super-human" efforts	B□	
Opt. mods for the Static Action Table (RII-11.1)	B□	
Alternative Static Action Table (ChL 15.76 & RII-11.2)	B□	
RIV-3.4, 10-11	New Difficulties for Maneuvers	B□
ChL-14.3.1, 96	Alternative Static Maneuver Table	B□
ChL-14.3.3, 96	Hiding and Stalking vs. Perception	A□
RIV-3.7, 13	Stalk & Hide Vs. Perception	B□
RII-5.1, 18	Handling Fear	C□
Standard	A static maneuver to negate "fear"	□
Option 1	Use Opt 1 for "awe"	□
Option 2	Use Alternative Static Action Table	□
RII-5.24, 19	Handling Technical Skills	C□
RII-5.24, 19	Handling Research Skills	C□
RII-5.24, 19	Handling Xeno Skills	C□

3.4-3.8 The Skills, ChL p. 46-55

ChL-13.2.2, 80	Stat Bonuses for Spell Gain Rolls	A□
ChL-14.1.4, 84	Secondary Skills & D.P. Cost Table	A□
□ Acrobatics	□ Acting	□ Animal Handling
□ Caving	□ Contortions	□ Cookery
□ Dance	□ Diving	□ Falsification
□ First Aid	□ Flething	□ Foraging
□ Frenzy	□ Gambling	□ Herding
□ Leather-working	□ Mathematics	□ Meditation
□ Music	□ Navigation	□ Public-speaking
□ Rope-mastery	□ Rowing	□ Sailing
□ Seduction	□ Signaling	□ Singing
□ Skiing	□ Smithing	□ Spell-mastery
□ Star-gazing	□ Stone-carving	□ Subduing
□ Tracking	□ Trading	□ Trap-building
□ Trickery	□ Tumbling	□ Weather-watching
□ Wood-carving		
RI-4.3, 47-48	New Secondary Skills	C□
□ Animal Training	□ Appraisal	□ Athletic Games
□ Chemistry (Alchemy)	□ Crafting	
□ Diplomacy	□ Disarming	□ Gimmickry
□ Heraldry	□ Iai	□ Interrogation
□ Ki (Meditation)	□ Lip Reading	□ Reverse Stroke
□ Tactical Games	□ Tactics	□ Yado
RII-7.0, 23-43	New Secondary Skills	C□
□ AM: Quick Draw	□ Advanced Math	□ Advertising
□ Animal Handling	□ Anthropology	□ Architecture
□ Armor Evaluation	□ Astronomy	□ Beast Mastery
□ Begging	□ Biochemistry	□ Boat Pilot
□ Body Damage Stabilization		□ Brawling
□ Bribery	□ Camouflage	□ Circle Lore
□ Control Lycanthropy	□ Demon/Devil Lore	□ Detect Traps
□ Diagnostics	□ Direction Sense	□ Disarm Foe, Unarmed
□ Disarm Foe, Armed	□ Disguise	□ Distance Running
□ Divination	□ Dowsing	□ Drafting
□ Dragon Lore	□ Driving	□ Drug Tolerance
□ Duping	□ Engineering	□ Faerie Lore
□ Fauna Lore	□ Flora Lore	□ Flying/Gliding
□ Grappling Hook	□ Herb Lore	□ Hide Item
□ Horticulture	□ Hostile Environments	□ Hypnosis
□ Juggling	□ Jumping	□ Lancing
□ Lie Perception	□ Loading	□ Locate Secret Opening
□ Lock Lore	□ Magical Ritual	□ Mapping
□ Machanition	□ Medit., Cleansing	□ Medit., Death
□ Medit., Healing	□ Medit., Sleep	□ Medit., Trance
□ Metal Evaluation	□ Metal Lore	□ Midwifery
□ Military Organization	□ Mimicry	
□ Mimery	□ Mining	□ Missile Artillery
□ Mnemonics	□ Painting	□ Phil./Rel. Doctrine
□ Physics	□ Pick Pockets	□ Planetology
□ Play Instruments	□ Poetic Improv.	□ Poison Lore
□ Poison Percep.	□ Pole Vaulting	□ Power Perception
□ PP Development	□ Power Projection	□ Propaganda
□ Racial History	□ Rappelling	□ Read Tracks
□ Region Lore	□ Sanity Healing Lore	□ Sculpting
□ Scrounge	□ Second Aid	□ Siege Engineer
□ Sense Ambush/Assassination		□ Sense Reality Warp
□ Set Traps	□ Silent Kill	□ Skating
□ Skinning	□ Spatial Location Awareness	
□ Sprinting	□ Stilt Walking	□ Stone Evaluation
□ Stone Lore	□ Streetwise	□ Stunned Maneuvering
□ Surfing	□ Surgery	□ Surveillance
□ Symbol Lore	□ Tale Telling	□ Targeting Skill
□ Tightrope Walking	□ Time Sense	□ Trading Lore
□ Transcend Armor	□ Tumbling Attack	□ Tumbling Evasion
□ Two Weapon Combo	□ Use/Remove Poison	□ Ventriloquism
□ Warding Lore	□ Weapon Evaluation	□ Xeno-Lores
RII-4.2, 26	Ritual Magic Skills (see Casting Spells)	
□ Alchemical	□ Alteration	□ Auxiliary
□ Clerical	□ Druidical/Natural	□ Elemental
□ Influence	□ Informational	□ Summoning/Possession
EC-3.4, 22-23	Element Based Skills	C□
□ Elemental Lore	□ Elemental Physics	
□ Evaluate Elemental Item	□ Elem. Banishment, Opt 1	
□ Elem. Banishment, Opt 2	□ Elem. Banishment, Opt 3	

RIV-2.4, 7-8	Magical Languages (see Casting Spells).....C□
Note: <i>Spell Casting options will vary for specific languages.</i>	
<input type="checkbox"/> Aionion	<input type="checkbox"/> Aisthasis
<input type="checkbox"/> Aster	<input type="checkbox"/> Anathema
<input type="checkbox"/> Eireney	<input type="checkbox"/> Conscious.
<input type="checkbox"/> Ihyma	<input type="checkbox"/> Graphay
<input type="checkbox"/> Parapateo	<input type="checkbox"/> Kubeia
<input type="checkbox"/> Purosis	<input type="checkbox"/> Iruaric
<input type="checkbox"/> Spoudazo	<input type="checkbox"/> Petra
	<input type="checkbox"/> Qadosh
	<input type="checkbox"/> Thanatos
	<input type="checkbox"/> Totem
	<input type="checkbox"/> Xzulou
RIV-5.8, 32	Magical LanguagesC□
Note: <i>These guidelines should be used with RI-2.4, 7-8.</i>	
<input type="checkbox"/> Base (Professional) Languages	<input type="checkbox"/> Open & Closed Languages
RIV-5.10, 34	Adrenal Defense Skills w/ EquipmentC□
<input type="checkbox"/> Armored Adrenal Defense	<input type="checkbox"/> Weapon Bugei
Option 1	AADef restricted to leather armor only□
Option 2	Weapon Bugei restricted to certain MA weapons□
Option 3	Skills restricted to certain races and cultures□
RIV-5.11, 34-35	New Secondary SkillsC□
<input type="checkbox"/> Body Rigidity	<input type="checkbox"/> Crafting Skills
<input type="checkbox"/> Shield Bash	<input type="checkbox"/> Expertise
<input type="checkbox"/> Tackling	<input type="checkbox"/> Spell Trickery
<input type="checkbox"/> Omen Law (RIV-7.6, 47) — see Campaign Material	<input type="checkbox"/> Summoning
RIV-5.12, 34	Nature SkillsC□
<input type="checkbox"/> Botany	<input type="checkbox"/> Nature Sense
<input type="checkbox"/> Plant Enhancing	<input type="checkbox"/> Nature Observance
<input type="checkbox"/> Plant Mix	<input type="checkbox"/> Plant Control
	<input type="checkbox"/> Plant Molding
RIV-7.7, 54	Firearm Weapon SkillsC□
Note: <i>See also Campaign Material.</i>	
<input type="checkbox"/> Infantry Brawling	<input type="checkbox"/> Powder Missile Weapons
<input type="checkbox"/> Powder Thrown Weapons	<input type="checkbox"/> Powder Missile Artillery
AL-9.6, 25	Shield BashB□
RI-4.9, 52	Using MERP Language Skill RanksB□
RIV-5.12, 35-36	More Restricted Language RatingsC□
RII-3.1, 12	Power Point Development see SL-6.0 below
RII-7.0, 28	Directed Spells Skill for Area SpellsH□
RII-7.0, 28	Similar Directed Spells SkillH□
RII-7.0, 30	Perception Skill for 7 Individual SensesC□
Option 1	No General Perception□
Option 2	General Perception allowed with a -30 mod□
RII-7.0, 39	Spell Mastery for Extending ParametersH□
RII-7.0, 39	Spell Mastery Requires ConcentrationC□
RIV-5.5, 29	Using Spell Mastery for ResearchC□
Option 1	Effects can apply to "similar" spells□
Option 2	Simultaneous spell mastery development□
RIV-5.14, 36	Increased PP usage for Spell MasteryC□
RII-7.0, 40	Normal Bonuses for Stunned ManeuveringH□
RII-7.0, 40	Separate Unarmed & Armed Subduing SkillII□
RII-7.0, 40	Separate Subduing Skill for CreaturesII□
RII-7.0, 40	Specialized Surgery SkillsII□
RII-7.0, 41	Targeting Skill for Non-directed SpellsH□
RII-7.0, 41	Transcend Armor
Option 1	Skill is applicable to carried objectsB□
Option 2	Separate skill required for each realmB□
Option 3	Skill is only applicable for ChannelingC□
RII-7.0, 42	Two Weapon Combo using 2-Handed Weapons
Option 1	Not AllowedB□
Option 2	Minimum strength bonuses requiredH□
Option 3	Penalties for not meeting minimum St bonusH□
RIV-5.9, 33	A Two Weapon Combo OptionC□
Option 1	TWC skill is limited by fumble range sum□
Option 2	Reciprocal mod. for negative OBs□
RII-7.0, 30	Increase DP Cost for Xeno-Lores SkillC□
RIII-4.1, 22	DP for Individual Great CommandsC□

RIII-7.4, 44	Linguistic AddendumC□
RIV-5.3, 29	Meditation as a Single SkillC□
RIV-5.4, 29	Maintaining AdrenalsB□
Option 1	Increased Recovery Penalties□
Option 2	Physical damage for extended use of Adrenals□
RIV-5.5, 29	Modified FrenzyC□
Option 1	Use Qu for frenzy OB instead of +30□
Option 2	Shield bash required unless "must parry" applies□
RIV-5.14, 29	Symbol Lore for Runes/Symbols/GlyphsC□
Option 1	Practice for learning "designs"□
Option 2	Designs learned based upon rank developed□
Option 3	Designs learned based upon skill rank□
RIV-5.14, 29	Attunement Attempts Based on Skill RanksB□

4.0 Professions, ChL p.56-58

SL-4.0, 6	Spell UsersCore
ChL-13.3.1, 81	Additional Capabilities for Martial ArtistsA□
ChL-13.3.2, 82	Animists as Herb SpecialistsB□
ChL-14.2.1, 88	<input type="checkbox"/> "No Profession" Profession
RI-4.1, 41-44	<input type="checkbox"/> Paladin (Semi-Chan)
<input type="checkbox"/> Burglar (Non)	<input type="checkbox"/> Barbarian (Non)
<input type="checkbox"/> High Warrior Monk (Non)	<input type="checkbox"/> Archmage (special)
<input type="checkbox"/> Nightblade (Semi-M)	<input type="checkbox"/> Delver (Semi-E)
RII-2.0, 4-9	<input type="checkbox"/> Dancer (Non)
<input type="checkbox"/> Scholar (Non)	<input type="checkbox"/> Trader (Non)
<input type="checkbox"/> Beastmaster (Semi-E)	<input type="checkbox"/> Dervish (Semi-C)
<input type="checkbox"/> Paladin, Opt. 1 (Semi-C)	<input type="checkbox"/> Paladin, Opt. 2 (Semi-C)
<input type="checkbox"/> Warrior Mage (Semi-E)	<input type="checkbox"/> Warrior Mage (Semi-M)
<input type="checkbox"/> Necromancer (Hybrid-C-E)	<input type="checkbox"/> Warlock (Hybrid-C-M)
<input type="checkbox"/> Witch (Hybrid-C-E)	<input type="checkbox"/> Conjuror (Pure M)
<input type="checkbox"/> Sage (Pure-M)	<input type="checkbox"/> Runemaster (Pure-E)
<input type="checkbox"/> Shaman (Pure-C)	
RIII-2.0, 4-16	<input type="checkbox"/> Bounty Hunter (Non)
<input type="checkbox"/> Assassin (Non)	<input type="checkbox"/> Bashkar (Non)
<input type="checkbox"/> Farmer (Non)	<input type="checkbox"/> Duelist (Non)
<input type="checkbox"/> Craftsman (Non)	<input type="checkbox"/> Cavalier (Non)
<input type="checkbox"/> Gypsy (Non)	<input type="checkbox"/> Sailor (Non)
<input type="checkbox"/> Warrior (Non)	<input type="checkbox"/> Crafter (Semi-Any)
<input type="checkbox"/> Noble Warrior (Semi-M)	<input type="checkbox"/> Chaotic Lord (Semi-C)
<input type="checkbox"/> Macabre (Hybrid-Semi)	<input type="checkbox"/> Montebanc (Semi-M)
<input type="checkbox"/> Moon Mage (Semi-C)	<input type="checkbox"/> Sleuth (Semi-C)
<input type="checkbox"/> The "Professional" (Special)	<input type="checkbox"/> Crystal Mage (Hybrid-E-C)
<input type="checkbox"/> Magus (Pure-E or Pure-C or Hybrid-E-C)	
<input type="checkbox"/> Dream Lord (Hybrid-E-M or Hybrid-C-M)	
<input type="checkbox"/> Navigator Member (see RIII-7.1, 41)	
<input type="checkbox"/> Coven Member (see RIII-7.1, 41-42)	
EC-3.0, 14-21	<input type="checkbox"/> Elemental Channeler (Pure)
<input type="checkbox"/> Elemental Enchanter (Pure)	<input type="checkbox"/> Elemental Healer (Pure)
<input type="checkbox"/> Elemental Summoner (Pure)	<input type="checkbox"/> High Elemental (Pure)
<input type="checkbox"/> Mystical Elementalist (Pure)	<input type="checkbox"/> Evil Elementalist (Hybrid)
<input type="checkbox"/> Elemental Chanter (Hybrid)	<input type="checkbox"/> Elemental Physician (Hybrid)
<input type="checkbox"/> Elemental Hunter (Semi)	<input type="checkbox"/> Elemental Warrior (Semi)
<input type="checkbox"/> Rogue Elementalist (Semi)	
RIV-2.0, 4-7	<input type="checkbox"/> Arcist (special) Opt1 <input type="checkbox"/> Opt2 <input type="checkbox"/> Opt3 <input type="checkbox"/> Opt4 <input type="checkbox"/> Opt5 <input type="checkbox"/>
<input type="checkbox"/> Astral Traveller (Hybrid-E-M)	<input type="checkbox"/> Houri (Semi-M)
<input type="checkbox"/> Enchanter (Hybrid-E-M)	<input type="checkbox"/> Leader (Non)
RII-2.7, 10-11	Changing Character ProfessionsC□
Option 0	90 stat in prime requisite required□
Option 1	Average the old and new DP costs□
Option 2	Opt 1 for more than two professions□
Option 3	Maintain separate professions and EPs□
Option 4	Opt 3, but with one EP total, EP + (# prof.)□
Option 5	Opt 3, but with one EP total, DP + (# prof.)□
Option 6	Opt 3, but old profession is "frozen" perm.□
Option 7	Opt 6, but old profession may be "unfrozen"□
Option 8	Opt 6, but old profession "fades away"□
Option 9	Level limits on changing professions□

5.0 Experience and Advancing Levels, ChL p. 59-61

<i>ChL</i> -15.4.2, 63	Experience Points	
	Spell Points	B
	Religious Points	B
	Essence Points	C
<i>ChL</i> -14.2.4, 92	More Experience Point Suggestions	
	Critical Points	B
	Kill Points	B
	Maneuver Points	B
	Spell Points	B
<i>ChL</i> -13.5.1, 83	Partial Skill Acquisition at Half-level	B
<i>ChL</i> -13.5.2, 83	Additional Requirements for Skill Acquisition	
	Meditation Period	A
	Practice & Studying	C
	Equipment & Facilities for Practice	C
	Material & Facilities for Studying	C
<i>ChL</i> -13.5.3, 83	Practice for 1 Skill Rank each Half-level	B
<i>ChL</i> -14.2.2, 88	Level Bonuses for Professions & Table	B
<i>RI</i> -4.7, 51	Variable Level Bonuses	H
<i>RII</i> -2.6, 10	Expanded Level Bonuses	I
<i>RII</i> -2.6, 10	Variable Expanded Level Bonuses	
	Option 1 Free shifting of level bonuses	H
	Option 2 Using a background opt. to shift lvl bonuses	C
<i>RIV</i> -5.13, 36	Level Bonuses for Non-Standard Skills	B
<i>RII</i> -2.8, 11	"Out of Play" Characters	C

6.0 Race and Culture, p. 64-66

<i>ChL</i> -6.1, 64	<input type="checkbox"/> Comm. Men	<input type="checkbox"/> High Men	<input type="checkbox"/> Half-elves
<input type="checkbox"/> Wood Elves	<input type="checkbox"/> High Elves	<input type="checkbox"/> Fair Elves	<input type="checkbox"/> Dwarves
<input type="checkbox"/> Halflings	<input type="checkbox"/> Lesser Orcs	<input type="checkbox"/> Greater Orcs	<input type="checkbox"/> Trolls
<i>C&T</i> -2.4.6.3, 52-59, 94	<input type="checkbox"/> Dwarves	<input type="checkbox"/> Gremlins	
<input type="checkbox"/> Nixies	<input type="checkbox"/> Pysk	<input type="checkbox"/> Sylphs	<input type="checkbox"/> Tylweth
<input type="checkbox"/> House Spirit	<input type="checkbox"/> Leprechaun	<input type="checkbox"/> Pech	<input type="checkbox"/> Fosse-Grim
<input type="checkbox"/> Nymphs	<input type="checkbox"/> Satyrs	<input type="checkbox"/> Undines	<input type="checkbox"/> Yaai
<input type="checkbox"/> Cyclops	<input type="checkbox"/> Forest Giants	<input type="checkbox"/> Hill Giants	<input type="checkbox"/> Stone Giants
<input type="checkbox"/> Fire Giants	<input type="checkbox"/> Frost Giants	<input type="checkbox"/> Water Giants	<input type="checkbox"/> Mountain Giants
<input type="checkbox"/> Cloud Giants	<input type="checkbox"/> Storm Giants	<input type="checkbox"/> Forest Trolls	<input type="checkbox"/> Hill Trolls
<input type="checkbox"/> Stone Trolls	<input type="checkbox"/> Cave Trolls	<input type="checkbox"/> Snow Trolls	<input type="checkbox"/> Mountain Trolls
<input type="checkbox"/> War Trolls	<input type="checkbox"/> Orges	<input type="checkbox"/> Titans	<input type="checkbox"/> Gnolls
<input type="checkbox"/> Gnomes	<input type="checkbox"/> Goblins	<input type="checkbox"/> Hobgoblins	<input type="checkbox"/> Kobolds
<input type="checkbox"/> Troglodytes	<input type="checkbox"/> Centaurs	<input type="checkbox"/> Garks	<input type="checkbox"/> Hira'razhir
<input type="checkbox"/> Idiyya	<input type="checkbox"/> Maazhat	<input type="checkbox"/> Mermen	<input type="checkbox"/> Neanderthals
<input type="checkbox"/> Sea-Kral	<input type="checkbox"/> Sohleugir	<input type="checkbox"/> Sstoi'isslythi	<input type="checkbox"/> Vulfen
<i>C&T II</i> -11.0&18.0, 50-55&95	<input type="checkbox"/> Avinarcs	<input type="checkbox"/> Cherubim	
<input type="checkbox"/> Dragonians	<input type="checkbox"/> Minoths	<input type="checkbox"/> Nycamerith	<input type="checkbox"/> Plynos
<input type="checkbox"/> Quishadi	<input type="checkbox"/> Rancids	<input type="checkbox"/> Shuikmar	<input type="checkbox"/> Sibbicai
<input type="checkbox"/> Scrav	<input type="checkbox"/> Sea Trolls	<input type="checkbox"/> Urluc	<input type="checkbox"/> Zrax
<input type="checkbox"/> Green Gratar	<input type="checkbox"/> Yellow Gratar	<input type="checkbox"/> Black Gratar	<input type="checkbox"/> Grey Gratar
<input type="checkbox"/> Red Gratar	<input type="checkbox"/> Black Ores	<input type="checkbox"/> Scrug Orcs	<input type="checkbox"/> Vard Ores
<input type="checkbox"/> Bull Centaurs	<input type="checkbox"/> Deer Centaurs	<input type="checkbox"/> Lion Centaurs	<input type="checkbox"/> Spider Centaurs
<input type="checkbox"/> Lizard Centaurs	<input type="checkbox"/> Scorpion Centaurs		
<i>RI</i> -4.21, 45-46	<input type="checkbox"/> Tallfellow Halflings	<input type="checkbox"/> Stout Halflings	
<input type="checkbox"/> Bear Tribes	<input type="checkbox"/> Dark Tribes	<input type="checkbox"/> Northmen	<input type="checkbox"/> Arctic Men
<input type="checkbox"/> Mixed Men	<input type="checkbox"/> Grey Elves	<input type="checkbox"/> Dark Elves	<input type="checkbox"/> Aquatic Elves
<input type="checkbox"/> Half-elves A	<input type="checkbox"/> Half-elves B	<input type="checkbox"/> Half-elves C	<input type="checkbox"/> Half-elves D
<input type="checkbox"/> Half-elves E	<input type="checkbox"/> Half-elves F	<input type="checkbox"/> Half-dwarves	<input type="checkbox"/> Half-orcs
<input type="checkbox"/> Half-ogres	<input type="checkbox"/> Half-trolls	<input type="checkbox"/> Great Men	

EC-5.0, 64-68

☐ Elf Crossbreeds, 22 Elements

☐ Human Crossbreeds, 22 Elements

☐ Pure Elemental Beings, 22 Elements

7.0 Background & Special Abilities, ChL p. 68

<i>ChL</i> -7.2, 68	Starting Money: _____ + D100 sp	A
<i>ChL</i> -13.1.4, 80	Ambidexterity	B
<i>ChL</i> -14.2.3, 88	Background Options & Table	A
<i>ChL</i> -14.2.6, 94	Height, Weight, and Size & Table	B
<i>RI</i> -6.42, 66-67	Weight for Human Forms	B
<i>RI</i> -4.6, 51	Adolescence Skill Ranks	
	Option 1 Extra adolescence skill ranks based on culture	B
	Option 2 All adolescence skill ranks based on culture	C
	Option 3 Combine Options 1 & 2	B
<i>RI</i> -4.3, 47	Secondary Skill Acquisition Options	
	Option 1 Free skill ranks during initial development	B
	Option 2 Opt 1, but free DPs	B
<i>RI</i> -4.5, 49-51	Background Options	
	Option 0 One roll per background option used	B
	Option 1 Three rolls per two background option used	H
	Option 2 A free roll for a "01-10" roll	C
	Option 3 Roll and then decide section to use	H
	Option 4 Reroll all results if total result is undesired	H
	Option 5 2 or 3 background options to choose a result	H
	Option 6 One roll per two background option used	C
<i>RII</i> -7.2, 42	Social Standing	C
	Option Profession restrictions based on social standing	C
<i>RIV</i> -6.1, 37-40	Selectable Background Options	H
	Option Double provided costs	B
<i>RIV</i> -6.3, 44	Starting Language Ranks	B

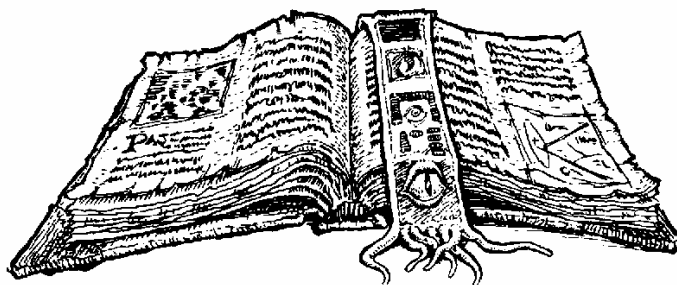
8.0 Keeping Track of a Character, ChL p. 69-70

11.0 Non-Player Characters, ChL p. 76-77

<i>RI</i> -9.1, 78	Sibling Generation	C
<i>RI</i> -10.2, 81-82	Level vs. Bonus Summary	C
<i>RII</i> -2.8, 11	"Out of Play" Characters	see 6.0 above

15.0 Tables and Play-aids, ChL p. 38-101

<i>RI</i> -10.3, 82-90	The Qabbals	C
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SPELL LAW

3.0 Realms of Power, SL p. 6

<i>ChL</i> -14.2.5, 94	Professions vs. Realms of Power	
	Variable Realms for Certain Professions (GM Approval)	B
	Monks/Bards — Charltonian View (Essence-based)	C
	Monks/Bards — Amthorian View (Mentalism-based)	C
	Monks/Bards — Both allowed	A
<i>RII</i> -2.5, 10	Realm Variability for Semi Spell Users	C
<i>EC</i> -2.0-3.0, 7-15	Elemental Realms of Power (see below)	C
	Option 1 One realm of power for each element	C
	Option 2 Only one "elemental" realm of power	C
	Option 3 No "elemental" realm of power	C

- RII-10.4, 80-82*
☐ Exorcism
- RII-9.4, 66-70*
☐ Animal Ways
☐ Spirit Mastery
- RII-10.3, 76-79*
☐ Deadly Dances
☐ Teledance
- RIII-8.2, 46-52*
☐ Chaotic Armor
- RIII-8.3, 53-55*
☐ Moon Madness
- RIII-8.5, 58-59*
☐ Sleuth's Senses
- Paladin Base Lists*
☐ Laying On Hands
☐ Shielding Ways
☐ Arm's Way
- Shaman Base Lists*
☐ Spirit Healing
☐ Visions
☐ Spirit Summoning
☐ Trances
- Dervish Base Lists*
☐ Travelling Dances
☐ Communing Dances
☐ Fascination Dances
☐ Changing Dances
- Chaotic Lord Base Lists*
☐ Chaotic Weapons
☐ Chaos Mastery
- Moon Mage Base Lists*
☐ Moon Mastery
☐ Metamorphose
- Sleuth Base Lists*
☐ Escaping Ways
☐ Analyses
☐ Time's Sense

13.0 Essence Spell Lists, SL p. 71-104

- RIV-8.5.1, 67*
RIV-8.5.3, 69
RI-3.52, 29
RIV-8.5.4, 70
RI-3.54, 30
RII-10.61, 85
RII-10.63, 86
RIV-8.4, 63-66
☐ Arachnemanancy
RI-3.8, 40-41
☐ Material Transport
☐ Delving Law
RII-9.1, 56-59
☐ Circles of Protection
RII-9.3, 63-66
☐ Words of Power
☐ Warding Law
RII-10.1, 71-73
☐ Combat Enhancement
RII-10.2, 74-75
☐ Mind's Touch
- Open List*
Open List
Closed List
Closed List
Alchemist Base List
Magician Base List
Magician Base List
Evil Magician Base Lists
☐ Foul Changes I
☐ Foul Changes II
Delver Base Lists
☐ Constructing Ways
☐ Mannish Ways
Conjurer Base Lists
☐ Demon Mastery
Runemaster Base Lists
☐ Circle Mastery
☐ Sigil/Runes Imbedding
Beastmaster Base Lists
☐ Animal Bonding
Warrior Mage Base Lists
☐ Elemental Ways
☐ Highriding
- ☐ Pleasures
☐ Weapon Alterations
☐ Familiar's Law
☐ Counterspells
☐ Alchemical Prep.
☐ Elemental Summons
☐ Conveying Ways
☐ Symbol Imbedding
☐ Circles of Power
☐ Circles of Summoning
☐ Rune Law
☐ Glyph Law
☐ Sense Enhancement
☐ Movement Enhancement

14.0 Mentalism Spell Lists, SL p. 105-138

- RI-3.56, 32*
RIV-8.5.1, 67
RIV-8.5.2, 68
RII-10.62, 85
RI-3.3, 23-25
☐ Phantom's Face
☐ Poison Mastery
RII-9.2, 59-62
☐ Recreations
☐ Weave Tale
RIII-8.1, 44-45
☐ Disguise Mastery
RIII-8.4, 56-57
☐ Noble Armor
RIV-8.2, 60-61
☐ Influences
- Open List*
Open List
Open List
Seer Base List
Nightblade Base Lists
☐ Phantom Movements
☐ Adrenal Focus
Sage Base Lists
☐ Analysis
☐ Absorb Knowledge
Montebanc Base Lists
☐ Beguiling Ways
Noble Warrior Base Lists
☐ Noble Weapons
Houri Base Lists
☐ Alluring Ways
- ☐ Warding Ways
☐ Pleasures
☐ Mind's Grip
☐ Guarded Sight
☐ Distractions
☐ Lore's Master
☐ Mystic Escapes
☐ Appraisals
☐ Kisses
☐ Hour's Change

Hybrid Spell Lists, p. 105-138

- RII-8.1, 44-47*
☐ Animate Dead
☐ Commune
RII-8.2, 48-52
☐ Changeling
☐ Visions of Doom
RII-8.3, 53-55
☐ Glamours
☐ Candle Magic
RIII-8.6, 60-65
☐ Power Words
☐ Linguistics
- Necromancer Base Lists (C-E)*
☐ Death Mastery
☐ Summon Dead
☐ Dark Law
☐ Undead Mastery
- Warlock Base Lists (C-M)*
☐ Scrying Guard
☐ Evil Eye
☐ Doom's Law
☐ Revenging Law
- Witch Base Lists (C-E)*
☐ Earth Mastery
☐ Potion Magic
☐ Nature's Mastery
☐ Conjuring Ways
- Magus Base Lists (E-C or Ess or Chan)*
☐ Runes & Symbols
☐ Command Words
☐ Signs of Power
☐ Spirit Runes

- RIII-8.7, 66-73*
☐ Crystal Power
☐ Crystal Mastery
☐ Fiery Ways
RIII-8.8, 74-77
☐ Dream Guard
☐ Dream Lore
RIV-8.1, 56-59
☐ Outer Plane Law
☐ Xeno-Lores
RIV-8.3, 62
☐ Illusion Law
- Crystal Mage Base Lists (E-C)*
☐ Crystal Magic
☐ Deep Earth Commune
☐ Brilliance Magic
☐ Crystal Runestone
- Dream Lord Base Lists (E-M or C-M)*
☐ Dream Law
☐ Dream State
- Astral Traveller Base Lists (E-M)*
☐ Elemental Travel
☐ Elemental Summons
- Enchanter Base Lists (E-M)*
☐ Enchanting Law

Arcane Spell Lists

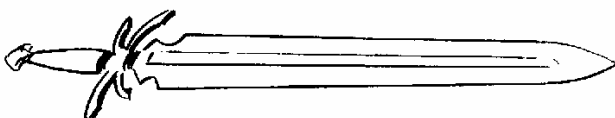
- RI-3.1, 10-17*
☐ Entity Mastery
☐ Spell Coordination
RII-10.5, 82-84
☐ Stone Lore
RIII-11.0, 84-85
☐ Plasma Mastery
RIII-9.0, 78
☐ Way of the Navigator
RIII-10.0, 79-83
☐ Allurement
☐ Brewing Lore
☐ Wax Magic
RIV-8.6, 71-72
- ☐ Bladerunes
☐ Ethereal Mastery
☐ Shapechanging Ways
☐ Spell Triggers
☐ Wood Shaping
☐ Nether Mastery
- Arcane Navigator Base List*
Arcane Coven Base Lists
☐ Household Magic
☐ Hearth Magic
☐ Mending Ways
☐ Acid Law
☐ Sonic Law

Individual and Special Spells

- RI-3.6, 33-36* Spells #1-40 ☐ All
☐ #s _____
- RI-3.7, 36-39* Spells #1-70 ☐ All
☐ #s _____
☐ #s _____
- RIV-9.0, 73-75* ☐ All
☐ #s _____
☐ #s _____
☐ #s _____
- RIII-4.1, 22-23* *Great Commands* ☐ All
☐ Commands of the Outer Circle, #s _____
☐ Commands of the Second Circle, #s _____
☐ Commands of the Third Circle, #s _____
☐ Commands of the Stone Circle, #s _____
☐ Commands of the Ancient Circle, #s _____
☐ Commands of the Primitive Circle, #s _____
☐ Commands of the Circle of the Night, #s _____
- RIII-4.2, 23-25* *Spirit Runes* ☐ All
☐ Minor Spirit Runes, #s _____
☐ Major Spirit Runes, #s _____
☐ Lord Spirit Runes, #s _____
☐ Spirit Runes of Might, #s _____
☐ Spirit Runes of the Pale, #s _____
☐ Spirit Runes of Power, #s _____
- RIII-7.1, 41-42* *Arcane Coven Base Spells* ☐ All
☐ On Barrier Ways list, #s _____
☐ On Allurement list, #s _____
☐ On Household Magic list, #s _____
☐ On Brewing Lore list, #s _____
☐ On Wax Magic list, #s _____
☐ Final Curse
- EC-4.0, 27-63* *Elemental Spell Lists* ☐ All
☐ Open Lists, 4.1.1-4.1.15 _____
☐ Closed Lists, 4.2.1-4.2.26 _____
☐ Base Spell Lists, 4.3.1-4.3.15 _____

15.0 Tables, p. 139-153

<i>RIII-7.5, 44</i>	Using the <i>RMCI</i> Critical Tables	C
<i>RIII-12.1, 86</i>	Plasma Critical Table	H
<i>RIII-12.2, 87</i>	Acid Critical Table	B
<i>RIII-12.3, 88</i>	Physical Alteration Critical Table	C
<i>RIII-12.4, 89</i>	Depression Critical Table	C
<i>RIII-12.5, 90</i>	Stress Critical Table	B
<i>RIII-12.6, 91</i>	Shock Critical Table	B
<i>RIII-12.7, 92</i>	Disruption Critical Table	H
<i>EC-10.1, 112</i>	Aether/Nexus Critical Table	C
Option	Multi-round orientation rolls	
Option	No RRs for physical alteration criticals	
Option	No RRs for reality checks	
Option	Reality check effects for successful RRs	
<i>EC-10.2, 113</i>	Mental Critical Table	C
Option	Increased stat reduction effects	
Option	Additional physical damage	
<i>EC-10.3, 115</i>	Time Critical Table	C
Option	Increased stat reduction effects	
Option	Biased temp/pot determination rolls	
Option	Recording relative drops of temp/pot stats	
Option	Additional physical damage	
<i>EC-10.4, 116</i>	Vibration Critical Table	C



ARMS LAW & CLAW LAW

3.0 The Tactical Combat Sequence, AL p. 7-9

<i>SL-7.0, 13</i>	Tactical Considerations	Core
<i>AL-9.1, 24</i>	Changing Targets	B
<i>AL-9.2, 25</i>	Missile Weapons in Melee	B
<i>AL-9.3, 25</i>	Fire While Moving	B
<i>RI-6.2, 63</i>	Action Time Requirements	A
<i>RI-6.7, 69-70</i>	An Initiative System	B
<i>RIV-3.5, 11-12</i>	<i>RMCI</i> Initiative System Revisited	
<i>RIV-3.10, 15-18</i>	An Activity Point Based Turn Sequence	B
<i>RIV-3.11, 18-21</i>	A Revised Combat Sequence	B
<i>RIII-3.1, 17</i>	Simplified Initiative	C
<i>RIII-3.2, 17</i>	Surprise (one roll per "group")	A
Option 1	No surprise for a group "aware" of their foes	A
Option 2	Average the rolls for members of group	B

4.0 Defensive Capabilities, AL p. 10-13

<i>AL-9.8, 26</i>	Optional Armor Damage Rule	B
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5.0 Offensive Capabilities, AL p. 14-16

<i>AL-9.4, 25</i>	Reloading	B
<i>AL-9.6, 25</i>	Shield Bash (see also <i>ChL-3.0</i> Options)	B
<i>RIV-3.6, 25</i>	Shield Bashes	B
<i>AL-9.7, 25</i>	Weapon Bonuses for Missile Weapons	C
Option 1	Apply both bonuses	
Option 2	Apply smaller of two bonuses	
<i>AL-9.9, 26</i>	Bare Hand Attacks	A
<i>RI-6.41, 64-66</i>	Throw Weight Bonus	H
Option 1	Table — less realistic, but more balanced	C
Option 2	Formula — more realistic	H
	Throw weight bonus cannot be used for parrying	B
<i>RIII-3.3, 17</i>	Self-reloading Weapons	C
<i>RIII-3.5, 18-19</i>	Mounted Combat	B

6.0 Combat Resolution, AL p. 17-19

<i>AL-9.4, 25</i>	Chance for Initiative Determination	B
<i>AL-9.10, 26</i>	Additional Effects of "Stun" Rounds	B
<i>RI-6.1, 61-63</i>	The Condensed Combat System	C
<i>RI-6.3, 64</i>	Breaking "150"	H
Option 1	Limit damage to 2x or 3x	B
Option 2	Limit open-ended rolls to 100 over attack roll	B
Option 3	As Option 2, except for criticals	B
Option 4	A separate roll for each critical	H
Option 5	The same roll for all criticals	B
<i>RIV-3.8, 13</i>	Breaking "150" Revisited	B
<i>RIII-3.6, 19-21</i>	A Super-Fast Combat System	C

12.0 Additional Weapon Statistics, AL p. 31

<i>AL-12.0, 31</i>	Fantasy Weapons	C
<i>RIII-3.4, 18</i>	New Weapons Table	C

13.0 Animal & Monster Statistics, AL p. 32-35

<i>C&T-2.0, 2-63</i>	Creatures (examine case-by-case)	B
<i>C&T II-3.0-13.0, 9-59</i>	Creatures (examine case-by-case)	C
<i>RI-7.0, 72-76</i>	Creatures (examine case-by-case)	C
<i>RII-6.2, 22</i>	Spirits (examine case-by-case)	C
<i>RIII-6.2, 39</i>	Monster Mashing: OBs Based on Level	H
<i>EC-6.0, 69-100</i>	Elemental Creatures (examine case-by-case)	C
<i>EC-16.1, 135</i>	Elemental Growth	C

15.0 Tables, AL p. 38-94

<i>RI-6.6, 69</i>	Martial Arts Fumble Tables	A
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CAMPAIGN MATERIAL

<i>Campaign Law</i> (all)	Core
<i>C&T</i> -4.0, 82-91 Encounters	B
<i>C&T II</i> -16.0, 90 Encounters	B
<i>RI</i> -2.2, 5-6 Earthnodes	C
<i>RI</i> -2.5, 8-10 The Ethereal Plane & Other Planes	C
<i>RI</i> -8.0, 76-78 City Design	C
<i>RII</i> -4.6, 17 Regions & Climates for Foraging & Lore	C
<i>RII</i> -6.2, 20-22 The Spirit World	C
<i>RIII</i> -7.1, 40-42 Arcane Societies	C
Librarians of Imperial Eldea	C
The Navigators	C
Covens	C

EC-2.0, 7-13		The Elements		C0
<input type="checkbox"/> Air	<input type="checkbox"/> Cold	<input type="checkbox"/> Light	<input type="checkbox"/> Vibration	
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<input type="checkbox"/> Inertia	<input type="checkbox"/> Earth	<input type="checkbox"/> Electrical	<input type="checkbox"/> Fire	
<input type="checkbox"/> Ice	<input type="checkbox"/> Wind	<input type="checkbox"/> Plasma	<input type="checkbox"/> Vacid	
<input type="checkbox"/> Aether	<input type="checkbox"/> Chaos	<input type="checkbox"/> Nether	<input type="checkbox"/> Nexus	
<input type="checkbox"/> Spirit	<input type="checkbox"/> Time			

<i>EC-13.0, 124-126</i>	Elemental Theory	C
<i>EC-14.0, 127-129</i>	Elemental Planes	C
<i>EC-15.0, 130-134</i>	Proto-Elemental Material	C
<i>RIV-3.2, 8-9</i>	Morale	C
<i>RIV-6.2, 41-44</i>	Spicing up PC/NPC Backgrounds	C
	Using these tables for "events" on a trip or voyage	C
<i>RIV-6.4, 45-46</i>	Quick NPC Generation	C
<i>RIV-7.1, 47-48</i>	Alignment	C
<i>RIV-7.6, 47</i>	Omens & Omen Lore Skill	C
<i>RIV-7.1, 52-54</i>	Natural & Unnatural Phenomena	C
<i>RIV-7.7, 54-55</i>	Firearm Weapon Skills	C
Option	Base DP cost on culture and available training	

SPELL & SPELL LIST INDEX — A-B

A		
Abandon	III22
Abjuration	128
Absolution	49, 55, 62, 97
Absolution Pure	49, 62, 97
Absorb Knowledge	II61
Access Set	II49, II85
Ache	95
Acid Ball	IV71
Acid Bolt III	IV71
Acid Bolt	IV71
Acid Law	IV71
Acid Mass	IV71
Acid Mastery	IV71
Acid Storm	IV71
Acid Weapon	IV71
Acidic Armor	IV71
Additional Equal Criticals	III25
Additional Lesser Criticals	III24
Additional Spells	I33
Additional Stored Spell	II6
Additional Unbalancing Criticals	III24
Adrenal Focus I, II, III, IV	125
Adrenal Focus	125
Afterthoughts	47, 62, II61
Aggravated Thief	128
Aging I, II, III, IV, V, VI, VII, X, True	II44, II45
Agony	95
Aim True	72
Aim Untrue	I, II, III
Aim Untrue Organic	56
Aiming	72
Air Analysis	140
Air Link	132
Air Stop	84, 99, 113, 133
Air Wing I, II, III, True	II86
Airing	III79
Airwall	38, 84, 113, 133, II80
Airwall True	38, 113, 133
Alarm	IV56
Alarm Ward	II65
Alchemical Preparations	I30
Alert	II70
Alert Ward	II65
Alien Form	IV56
Alien Form True	IV56
Alien Presence	IV56
Aligned	III25
Alkar	41, III79
Allurement	III42, III79
Alluring Ways	IV61
Alter State	III84
Amnesia	131, III45
Amnesia True	131
Analyses	III58
Analysis (Caster, Danger, Realm, Spell)	III61
Analysis	76, 119, E30, 140, II60, III58
Analysis True	II60
Analysis True	140
Analyze Mechanism	140
Analyze Symbol	47
Analyze Symbol True	47
Anathematize	128
Animal Bonding	I, II, III, IV, V, True
Animal Bonding	II71
Animal Call	55, II8, II54
Animal Change	117, 120
Animal Change True	117, 120
Animal Empathy	42, 55, II8
Animal Facade	56, 59, 117, 120
Animal Fertility	IV66
Animal Fertility True	IV66
Animal Form	56, 59, 117, 120
Animal Form True	56, 59
Animal Growth	II54
Animal Lifegiving	118
Animal Lifegiving True	118
Animal Location	55, 118
Animal Lore	IV59
Animal Master I, II, III, V, X	II66
Animal Mastery	55, II8
Animal Mastery	I, III, V
Animal Mastery	42, 55, II8, 129, II54
Animal Mastery True	42, II54
Animal Restoration True	118
Animal Sense	120
Animal Sight	120
Animal Sleep I, III	55, 118, II54
Animal Speech I, II, III, V, VI	II66
Animal Staff	119
Animal Study	117
Animal Summon I, X	II54
Animal Summons	I, II, III, V, X, True
Animal Thoughts	59, 120
Animal Tongues	42, 55, 58, 117, 118, II54
Animal Way	120
Animal Ways	II66
Animal's Way	117
Animate Dead I, II, III, IV, V, VI, VII, VIII, IX, True	61, II44
Animate Dead	II44
Animate	II60
Animate Rock	121
Animate Tree	122
Animation	124
Animation True	124
Animist's Eye	56
Anti-Channels	I, III, V, VIII, X, True
Anti-Channels	127
Anticipation	65, III59
Anticipation II, III, True	65, III59
Anticipations	108
Anticipations	108
Anticipations I, III, V	121, II69
Anticipations True	108, 121, II69
Anti-magic Aura	IV70
Antipathy	IV60
Antipathy True	IV60
Appraisal True	III45
Appraisals	III45
Arachnemancy	IV63
Arachnemastery	IV63
Area Curse True	II52
Area Elemental Curses	E55
Arm's way	II81
Armor	133
Armor I, II, III, IV	88
Armor Change	IV69
Armoring Chain, Cloth, Leather, Plate, Robes	III56
Arterial Repair	122
Artifact Personality	III25
Artificial Body	139
Artificial Flesh	124
Artificial Flesh True	124
Assassination	128
Assault	128
Assessment True	127
Asthma	60
Attack Avoidance	108
Attack	II81
Attention	IV61
Attraction	IV61
Audio Attack	116
Audio Control	116
Aura	41, II80
Aura Blaze	65
Aura I, III, IV, True	III72
Awake	92, 106
Awake True	106
Awaken	II81, III76
Awakening	42, 53, 123, II70
Awareness	64, 109, 117, 119
Awareness True	117
Awareness Ward	II65
Aweful Forest	137
B		
Balance	75, 92, 113, III44
Balance I, II, III	II72, II73
Banish Demon	I, II, III, IV, V, VI
Banish Normal, Strong, Weak Elemental	II80 E41
Banishment	97, 128
Banishment True	128
Banquet	III81
Banquet Table	134
Barrier Law	38
Barrier Pit	38, II80
Barrier Ways	III42, III80
Basic Analysis	131
Basic Delivery	132
Bat Wings	IV64
Battle Calm	119
Battle Cry	130
Battle Fires	115
Be Not	III23
Beacon	65, 83, 86, 107
Beacon V, X	III72
Beam of Dissolution	III84
Beast Change	120
Beast Change True	120
Beast Form	117, 120
Beast Staff	119
Beast Study	117
Beastly Tongues	117
Beat	II76
Beauty of Arraer	60
Befriend	118
Befriending	55, 118, 129
Beguile	123
Beguiling Ways	III45
Bending	109
Bind Demon I, True	II55
Bind Greater, Lesser, Minor, Standard Elemental Spirit	E46
Bind	III60, III84
Bio-Metamorphosis	III55
Bio-Metamorphosis True	III55
Bio-Metamorphosis Typing	III55
Birdstaff	119
Birth Sign	III55
Black Candle	III82
Black Channel I, II, III	62, 99
Black Channels III	138
Black Imprecation	136
Black Lore	47, 62
Black Lore Mastery	62
Black Rune	111
Black Tentacles	IV73
Blade Change	IV69
Bladebreak	112
Bladerune Research	111
Bladerunes	110
Bladetum I, II, III	81, 108, II72, II80
Bladeturning Organic	56
Blank Thought	117
Blank Thoughts	59, 120
Blast	III60
Bleed	III60
Bleeding I, II, III, IV, V, True	II50
Bleeding	III24
Bleeding Metal	E57
Bless I, II, III, V	48, 57
Bless Tales	62
Blessing Analysis	62
Blight I, II, III	III53
Blind	86
Blind Distance	140
Blind Ward	1165
Blinding	49, 65, 131, 123, III62
Blindness	E56
Blink	114
Blood Disease Cures	51
Blood Law	43
Blood Mastery	122
Blood Repair True	122
Blood Repairs True	51
Blood Ways	51
Blown Kiss	IV60
Blue Candle	III82
Blur	81, 85, 107, 131, 114, II72, II80, III44, III72
Blur Vision	116, 131
Blurring Dance	II77
Body Armor	125
Body Control	124
Body of Mist	138
Body Preparation	IV64, IV65
Body Reins	92
Body Renewal	92
Body Shifting	92, II78
Body Weaponry	125
Body Wish	137
Bogs	E55
Boil Liquid	82, III71
Boil Water	112
Boil/Freeze Water	132
Bolters I, II, III	E41
Bond Greater, Lesser, Minor, Standard Elemental Spirit	E46
Bone Break I, II, III, IV, True	II50
Bone Death	99
Bone Law	45
Bone Lore	45, 123
Bone Mastery	123
Bone Regeneration	52, 123
Bone Regeneration True	52
Bone Transplant	123
Bone Ways	52
Bowbreak	112, II84
Brain Regeneration	43, 124
Brain Repair	53
Break Blade	IV69
Break Limb	99
Breeze Call	39
Breezes	84
Brew Acids, Alcohol, Antidote, Euphorics/Narcotics, Hallucinogens, Healing Drugs, Major Poison, Minor Poison, Stimulants, Truth Drug	III80, III81

SPELL & SPELL LIST INDEX — B-C

Brew Potion I, III, V, VII, X III80, III81	Changeling Kind Mastery II48	Cleaving Rune II10	Confusion 78, 116, 129, 131, 123, IV60
Brewing Lore III42, III80	Changeling Mastery II48	Climbing I II72	Conjure Plasma Elemental III84
Brewing Mastery III81	Changeshape III22	Cling I24	Conjuring Circle I, II, III, IV, V, VII, VIII, IX, X, Mastery E42
Bridge I19	Changing 77, 113, 132	Cloaking I07	Conjuring Ways II55
Brilliance I07	Changing Dances II78	Close Window II70	Consecrate Grounds I28
Brilliance Magic III72	Changing Facade 85	Clot I, III I10	Consecration I28
Broken Hold I37	Changing Lungs 75, 113, 132	Clotting Curse 60	Constant 90, II55, II65
Brown Candle III82	Changeling II-13	Clotting I, III, V, True 43, 51, 92, 122	Constructing Ways I40
Brush Fires E56	Channel Opening 50	Clotting I26	Consume III22
Bubble True I39	Channel Opening True 50	Cloud Mastery I13	Contact Other Plane I15
Burgundy Candle III82	Channeling Analysis III58	Cloud Scrying II49	Contingency I16
Burial I28	Channeling Dance I, II, True II79	Cloud Shaping I33	Continuation I, II, III, IV, V, VI, VII, VIII, IX, X, Mastery E42
Burn III22	Channeling Resistance 40, 73, 110	Cloud Sight II85	Contraction I13
Bypass Stored Spell I16	Channeling Shield 40, 73, 110	Clouds of Dark 94	Contractions 92
Bypass Stored Spell II I16	Channeling Strike III46	Clouds of Darkness 94, 123	Control Acid Mass IV71
	Channels 49	Code Analysis I40, II60	Control Animal I, II, III, V, X II66
C	Channels I, III, V, VIII, X 49, 62	Cold Ball 83, II74	Control Chaos III47
Calculate I, II, III, True II61	Chant I28	Cold Mastery 83	Control Chaotic Armor I, II, III, IV, V, VI II048
Calibrate Bonuses/Temper III65	Chant True E28	Cold Power Word II63	Control Dark I, II, III, IV, V, VI II048
Call Bond I171	Chaos Bolt IV73	Cold Resistance 48, 57, 106	Control Dead I, III, V, VII, X, True II46, II47
Call Cold 83, II75	Chaos Mastery III46	Cold Resistance True 106	Control Demon I, II, III, IV, V, VI 96, II55, II59
Call Darkfire II45	Chaos Mastery III47	Cold True 83	Control Element I, II, III, True E40
Call Familiar I29	Chaos Presence III47	Coldarmor 76	Control Elemental Guardian, Servant II85
Call Flame 82	Chaotic Armor I, II, III, IV, V, VI III48	Collapse Lung 99	Control Fire E59
Call Insects E56	Chaotic Armor III47	Coma I16	Control Fires III71
Call Rain 84, 132	Chaotic Strike I, II, III, IV, V III46	Coma's Tale II62	Control Flight I, II, III, IV, True II79
Calm I16, 132, III63	Chaotic Weapons III46	Combat Enhancement II72	Control I, II, III, IV, V 80
Calm I, II, III, IV, V, X 45, 118	Charge Rod Staff, Wand 90, II54, II65	Combat I, II, III, IV, V, VIII, True II72	Control Strong Elemental II85
Calm Song I25	Charm Animal III82, III79	Combine IV69	Control Type A, B, C, D, E Elemental E44
Calm Song True I25	Charm Kind 78, 116, II74, II82, III45	Coming of Age I28	Control Type A, B, C, D, E Elemental Gate E42, E43
Calm Spirits 45	Charm Man IV60	Command I, II, III, IV, V, VI I13	Control Undead I, II, III, IV, V, VI, VII, VIII, IX, True 61, II47
Calm True 45, 119	Charm Opposite Sex I, II, V, VII, X III79	Command III22	Control Weak Elemental II85
Calm Water 84, 97, 112, 132, III78	Charm Plant III79	Command Power Word II63	Controlling Song True I25
Calm Water True 84, 97, 132	Charm Power Word II63	Command Words III63	Controlling Songs I25
Calming Tale II62	Charm Same Sex III79	Commands of the Ancient Circle III22	Converse I, II, III, V, VI, VII, X, True II46, II68, II69
Camouflage I07, II45	Charm Song I25	Commands of the Circle of Night III23	Convert II22
Camouflage True I07, II45	Charm Song True I25	Commands of the Outer Circle III22	Conveyance 76
Cancel Channeling Essence, Mentalism 80	Charm Spider IV63	Commands of the Primitive Circle III23	Conveyance True 76
Cancel Power I27	Charm True III79	Commands of the Second Circle III22	Conveying Ways II86
Cancel True 80	Charming Mastery III79	Commands of the Stone Circle III22	Cookery III81
Candle Imbedding I, II, III, IV, V, VI, VII, VIII, IX, X, True II54, II55	Charming Tale II62	Commands of the Third Circle III22	Cooking Mastery III81
Candle Lore II54	Charming Tale True II62	Communal Ways 50	Cool Solid 83, 112
Candle Magic II54	Cheating I28	Commune I, III, True 50, 63, II46	Corner Acid Bolt IV71
Candle Mastery III82	Chill Metal 83	Commune III22	Corner Darkfire Bolt II45
Cartilage Regeneration 52, 123	Chill Solid 83, 112, 133	Commune III22	Corner Fires 82
Cartilage Regeneration True 52	Chilled Bones E56	Commune III22	Corner Lightning Bolt 83
Cartilage Repair 45, 52, 123	Chilled E55	Commune III22	Corner Metal Bolt II83
Cartilage Repair True 45, 52, 123	Chills 60	Commune III22	Cornering E50
Catatonica I30	Choke III22	Commune III22	Compassion 93
Catatonica True I30	Circle Aflame 82	Commune III22	Complex Contingency I16
Cause Cracks 94, II53, II84	Circle Flame III71	Commune III22	Complex Spell II, III, IV, V I16
Ceiling Running 93	Circle Mastery II63	Commune III22	Complex Spell Store I16
Ceiling Walking 93, 124	Circle of Blindness II42	Commune III22	Concentrated Type A, B, C, D, E Element E28
Ceilingwalking IV63	Circle of Cold 83	Commune III22	Concentration I, II, III, V II70
Ceremonies I28	Circle of Dark II45	Commune III22	Conception I32
Change 77, 113, 132, 123, II45, IV62	Circle of Fire I15	Commune III22	Concussion Mastery I23
Change Lore 77	Circle of Nether III85	Commune III22	Concussion's Ways 42
Change Master I13	Circle of Plasma III84	Commune III22	Condensation 84, 113, 133
Change Master True I39	Circles of Power II56	Commune III22	Conflagration I15
Change Sex IV61	Circles of Protection II57	Commune III22	Confuse III63
Change Sex True IV61	Circles of Summoning II58	Commune III22	Confusing Ways I31
Change Size I17, 123, IV61, IV62	Cleaning I, II, III, IV, V, X, Mastery, True III79	Commune III22	
Change to Kind 77, 113, 132, 117, 123, II45, IV62	Cleanse E63, II80, III73	Commune III22	
Change Typing II78	Cleanse Life Essence II86	Commune III22	
Changeling I, II, III, IV, V, VI, VII, VIII, IX, X, True II48	Cleansing III79	Commune III22	
Changeling II48	Clear Skies 39, III78	Commune III22	
Changeling Kind I, II, III, IV, V, VI, VII, VIII, IX, X, True II48	Clear Water I12	Commune III22	
	Clear/Desalinate Water I32	Commune III22	
	Cleave Earth IV73	Commune III22	

SPELL & SPELL LIST INDEX — C-D

Create Chaos	III47
Create	III60
Create Type A, B, C, D, E	
Elemental	F62
Create Undead	
I, II, III, IV, V, True	61
Creations	46
Crime Lore: Object, Person, Place,	
Time, True	III59
Crit Bonus I, II, III, IV, V	E48
Critical Mastery	E48
Critical Negation	III24
Cross Window	III70
Crumble I, II, III, IV	131
Crumble	112, 126
Cryptics True	III63
Crystal Encasement	IV74
Crystal Heart, Heart True,	
Tongue	III66
Crystal Analysis, Bush, Detection,	
Flower, Infusion, Location,	
Location True, Nodules, Quest,	
Seed, Spawn, Vine	III68
Crystal Blade True, Bolt, Bolt True,	
Charge Bolt, Charge Bolt True,	
Ears, Eyes, Might True, Plate,	
Repercussion, Repercussion True,	
Scales, Shot, Shot True, Sight,	
Skin, Strength True	III70
Crystal Life, Portal True,	
Rift, Tree	III69
Crystal Adder I, II, III, IV	III66
Crystal Blade I, II	III70
Crystal Magic	III68
Crystal Mastery	III70
Crystal Matrix I, II, III, IV, V	III66
Crystal Might I, II	III70
Crystal Portal I, II, III, IV, V,	
VI, VII, VIII	III68, III69
Crystal Power	III66
Crystal Rune Empathy	III73
Crystal Rune I, II, III, IV, V,	
VI, VII, VIII, IX, X	III73
Crystal Rune Link I, II, III, IV	III73
Crystal Rune Mind	III73
Crystal Rune Will	III73
Crystal RuneStone	III72
Crystal Ship	III78
Crystal Store I, II, III, IV, V	III66
Crystal Strength I, II	III70
Cultivation	IV66
Cultivation True	IV66
Cure Animal Disease	IV66
Cure Plant Disease	IV66
Current Command	134, III78
Curse Analysis	38, 121
Curse Craft I, II, III, IV, True	III52
Curse of Back Spasm, Gab,	
Ravenous Hunger, Silence,	
Unquenchable Thirst	III52
Curse of Duke, Shar Bu	60
Curse Tales	47
Curses	60
Curtain Wall	III42
Curved Airwall	113
Curved Wall	38, 82
Curved Wall I, II	E47
Curved Waterwall	112
Curvewall	121
Cut Repair	
I, III	43, 51, 92, 110, 122, 126
Cut Repair True	43, 122

D

Daily	
I, II, III, V, VII, X, True	90, III65
Damage Resistance	106
Dance	III60, IV67
Dance Of Beguiling, Binding,	
Calming, Fear, Forgetting,	
Holding, Mastery, Panic,	
Slumber	III76
Dance Of Fervor, Fervor True,	
High Communion	III79
Dance Preparation	III77, III78, III79
Dancing Weapon	III57
Dancing Weapons	134
Dangersense	138
Dark	83
Dark Absolution	62, 138
Dark Blinding	62
Dark Channels	62
Dark Contacts	95
Dark Control	94, 123
Dark I, II	II45
Dark Law	II45
Dark Lore	62
Dark Lore I, II, III	47, 62
Dark Mastery	II45
Dark Power Word	II63
Dark Sleep, Stunning	62
Dark Summons	96
Dark Thoughts	60
Dark Wind	IV74
Darkbolt I, II, III	II45
Darken	E55
Darkfire Bolt I, II, III	II45
Darkness	59, 94, 107, 123
Darkness	94
Darkvision	75, 91, 94, 111,
123, II45, II73	
Darkvision True	91
Dash I	II73
Dash	II77
Daydream	III75, IV67
Dead Spirit Binding I, II, III, IV,	
V, VI, VII, VIII, IX, True	II44
Dead Spirit Mastery	
I, III, V, VII, X, True	II46, II47
Deadly Dance I, II, III, V, True	II77
Deadly Dances	II77
Deafen	87
Death Analysis	76, 140, III60, III58
Death Blaze	115
Death Cloud	84
Death Mastery	II44
Death Mastery	II45
Death Power Word	II63
Death Prayer	128
Death Quest	130
Death True	II45
Death Ward	II65
Death's Delving	76, 140, III60
Death's Memory	106
Death's Tale	50
Death's Tale True	50
Death's Vision	
I, II, III, IV, True	II50, II51
Decipher Crystal Rune	III73
Decipher Elemental Glyph	E29
Decipher Glyph	II64
Decipher Rune	E31
Decipher Rune/Sigil	II66
Decipher Symbol	E32
Decipher Ward	E33
Dedication	128

Deep Earth Commune	III69
Deep Earth Empathy	III69
Deep Earth Healing	III66
Deep Elemental Forge	E59
Deep Inscription I, II, III	III73
Deep Probe	140
Defender Rune	111
Deflect I, II, III, IV, True	108, 125
Deflections I, II, III	81, II72, II80
Deflections Organic	56
Dehumidify	97
Dehumidify True	97
Dehydrate	97
Delay I, II, III, IV, V, VI, VII,	
VIII, IX, X, Mastery, True	E39
Delayed Spell Enhancement	E39
Delving	106
Delving	76, 106, 121, E30,
140, II60, III58	
Delving Law	140
Delving Ways	76
Demon Familiar	II59
Demon Form	IV64, IV66
Demon Form True	IV64, IV66
Demon Mastery	
I, II, III, IV, V, VI	96, II55, II59
Demon Mastery	II59
Demon Shadow	E56
Demon Summons True	II58
Demon's Wings	IV65
Demonic Assistant	IV66
Demonic Gate I, II, III	49
Demonic Possession	
I, II, III, IV	97, 128
Demonic Shadows	E55
Deoxygenation	99
Desalination	112
Desiccation	135
Destination Sail	135, III78
Destroyer	138
Detect Ambush	58
Detect Ambush True	58
Detect Blessing	62
Detect Channeling	38, 74, 109,
E29, III45	
Detect Chaos, Crime, Disguise,	
Drugs, Emotions, Evasions,	
Law, Lie, Motive, Poison	III58
Detect Curse	38, 47, 60, 106,
121, 127, II52	
Detect Death	74
Detect Detections	74
Detect Dream State I	III77
Detect Earthblood	111
Detect Elemental Energy	E29
Detect Elemental Link	IV57
Detect Enemies	130
Detect Entity	113
Detect Essence	38, 74, 109, E29, III45
Detect Evil	47, 74, 109, III45, III58
Detect Good	62, III58
Detect Hate	47, 62, 109
Detect Hcx	II52
Detect Illusion	85, 91, 111, 119, III58
Detect Illusion True	85, 111
Detect Invisible	38, 74, 85,
91, 109, III58	
Detect Life	38
Detect Main Link	IV57
Detect Mechanism	140
Detect Mentalism	38, 74, 109,
E29, III45	
Detect Nether	III85
Detect Plasma	III84
Detect Portals	III80
Detect Power	106, 127, 127, III45
Detect Sight	III85
Detect Scrying	III49
Detect Spell	38, 74, 109
Detect Traps	38, 74, 109, III80
Detect True	38, 74, 109
Detect Undead	38, 127
Detect Waiting	III82
Detecting Ways	74
Detection Mastery	38
Detections	109
Detections Holy	62
Detective's Ear, Eye	III58
Determine Fertility	IV66
Devil Smoke	E55
Diagnose Life Essence	III86
Diagnosis	132
Dimention Lore I, II, III, True	IV59
Diminish Chaos	III47
Direction	64, 117
Direction True	64, 117
Disarm I, II	75
Discord Power Word	II63
Disease	60
Disease Purification	39
Disease Resistance	IV66
Disease Resistance I, II, III	39
Disguise	IV56
Disguise Mastery	III45
Disguise True	IV56
Disillusion	85, 91, 111
Disillusion True	85, 111
Disintegration	94, 98
Disjunction	115, 127
Dismiss	IV57
Dismiss Spirit Rune	III65
Dismiss/Banish	III64
Dismissal	128
Dispel Channeling,	
Essence, Mentalism, True	80
Dispel Magic	128
Dispell Power	127
Dispelling Ways	80
Dispersed Type A, B, C, D, E	
Element	E28
Displacement	
I, II, III, IV, V	85, 107, 131, III44
Disrupt	III60
Disruption	94, 99, II53
Disruption True	99
Dissociation	129, II71
Dissolve Chaos	III47
Dissolve Normal, Strong,	
Weak Elemental	E41
Distortions	98, 116, 131
Distractions	123
Dodging I, III, V, True	91
Dome Wall	E47
Dominate Enemy	130
Doom Imprecation	136
Doom's Law	III50
Door	133
Double Criticals	E48
Doubt	III64
Dragon's Eye	III62
Dream Adaptation I, II, True	III77
Dream Beast I, II, III, True	III77
Dream Companion I, II	III77
Dream Dance I, III	III79
Dream Death	III75
Dream Familiar I, II, III	III77

SPELL & SPELL LIST INDEX — D-F

Dream Field	III75	Earthcalm	III1	Elemental Rune Analysis	E30	Entertain True	IV67
Dream Field True	III75	Earthcloak	III2	Elemental Runes	E31	Enthrall Men III, X	IV61
Dream Gate	III76	Earthcommune	III2	Elemental Sense Mastery	E32	Entity Mastery	III3
Dream Gate True	III76	Earthgate	III2	Elemental Senses	E31	Epilepsy	60
Dream Girl	IV61	Earthgate True	III2	Elemental Servant	III75	Erase Rune	III65
Dream Guard		Earthguardians	III2	Elemental Shields	76	Erosions	98
I, II, III, IV, V, True	III74	Earthjar	III2	Elemental Spirit Binding	E46	Escaping I, II, III, IV, V,	
Dream Guard	III74	Earthkeep	III2	Elemental Storm	E56	VI, VII, True	III59
Dream I, II, III, IV, V	50, 62, 63, 108, 121, E58, III69, III75	Earthmight	III2	Elemental Summon		Escaping Ways	III59
Dream	III63	Earthpresence	III1	II, V, X, XV	IV58	Essence Analysis	III58
Dream Killer I, III, True	III75	Earthsense	III1	Elemental Summons	IV58	Essence Concentration	
Dream Law	III75	Earthwall	38, 82, II53, II80	Elemental Summoning	E62	Power Word	III63
Dream Lock I, II, III, IV, True	III74	Earthwall True	38, 82, II53	Elemental Summoning Law	E63	Essence Hand	70
Dream Lore I, II, True	III76	Ecstasy	IV61	Elemental Summons	III85	Essence Imbedding	92
Dream Lore	III76	Edgerunning	93	Elemental Survival	IV57	Essence Resistance	40, 73, 110
Dream Mastery	63	Eldritch Weapon	III84	Elemental Survival True	IV57	Essence Shield	40, 73, 110
Dream Mastery True	III77	Element Blade	IV69	Elemental Symbol Analysis	E30	Essence Strike	III46
Dream Path	III76	Element Blade True	IV69	Elemental Symbols	E32	Essence's Perceptions	72
Dream Pattern	III77	Element Lore Master	E30	Elemental Travel	IV57	Etched Rune	III1
Dream Pattern True	III77	Elemental Absorption	E40	Elemental Travel	IV57	Ethereal Arm	IV66
Dream Share I, V, True	III76	Elemental Absorption		Elemental Travel True	IV57	Ethereal Door, Room, Vision	III4
Dream Shifting	III75	I, II, III, True	E40	Elemental Type A, B, C, D, E		Ethereal Mastery	III4
Dream State I, II, III, True	III77	Elemental Area Attack Law	E57	Sense I, II, III, IV	E31, E32	Evaporation	97, 112, 132
Dream State	III77	Elemental Armor	IV57	Elemental Wall Enhancement	E47	Evasions	91
Dream Travel I, II, True	III76	Elemental Attack Enhancement	E40	Elemental Ward Analysis	E30	Evil Eye	125
Dream True	III69	Elemental Attack Law	E58	Elemental Wards	E33	Evil Eye	III51
Dream Unlock I, II, III, IV, True	III74	Elemental Banishment	E41	Elemental Ways	III74	Evil Eye True	125
Dream Vision I, III, True	III69	Elemental Chants	E28	Elemental Weapon True	III57	Exact	III22
Dream Vision	III77	Elemental Commune	E58	Elephantiasis	60	Excommunication	60
Dreams True	62	Elemental Conflagration	IV58	Emote	III63	Excommunication True	60
Drizzle Head	E57	Elemental Continuation	E42	Emotions	116, 118, 132, III45	Exorcism	128
Drought	E56	Elemental Control Analysis	E30	Empathic Contact	III24	Exorcism	III80
Drug/Poison Analysis	III58	Elemental Detection	E28	Empathy	88, 118, 117, III45	Expansion	E49
Druid Symbol	III19	Elemental Environment Anal.	E30	Empathy Rune	110	Expel Chaos	III47
Druid's Peace	III19	Elemental Familiar	E44	Empowerment I, II, III, IV, V	IV69	Extending Dance II, IV, V	III77
Druidstaff	III19	Elemental Fires	E59	Enchant Earth I, II, III, IV,		Extension	79, E48
Druidstaff True	III19	Elemental Forge		V, VI, VII, VIII	III67	Extension II, III, IV	79
Dry Bathing	E56	Forge Mastery, Furnace	E59	Enchant I, II, III, IV, V, VI, VII,		Exterminate	III79
Dull Blade	IV69	Elemental Form	IV57	VIII, IX, X, XI, XII	131	Extinguish Major, Minor	123
Dull Mind		Elemental Form True	IV57	Enchant Wax	III82	Extra Limb	IV65
I, II, III, IV, V, VI, VIII, X	129	Elemental Gate	IV57, IV58	Enchanted Rope	82, 140, III53	Extra Strong I, II, III, IV, V	III55
Dun Candle	III82	Elemental Gate True	IV57, IV58	Enchanting Law	IV62	Eye & Ear Regeneration	44
Duplicate Other	IV75	Elemental Gates	E42	Enchanting Ways	88	Eye Disruption	99
Dust Devils	E56	Elemental Glyph Analysis	E30	Enchanting Ways	88	Eye Spy	IV65
Dust	III60	Elemental Glyphs	E29	Enemy Master	130	Eye Targeting	IV74
Dusting	III79	Elemental Guardian	E60	Enemy Speech	130	Eye/Ear Repair	110
Dwelling Curse II	III52	Elemental Guardian	E60	Enhance I, II, III	IV61		
		Elemental Guardian True	E60	Enhance Attack I, II, III, IV, V	E41		
		Elemental Healing	E43	Enhance Attack Intensity			
		Elemental Healing		I, II, III, IV, V	E41		
		I, II, III, IV, True	E43	Enhance P-E Poisoning I, II, III,	IV, V, VI, VII, VIII, IX, X		
		Elemental Item Law	E60	Enhance P-E Poisoning Mastery	E51		
		Elemental Language Analysis	E30	Enhance Potency	E50		
		Elemental Link	IV58	Enhanced Elemental Criticals	E48		
		Elemental Lore	E30	Enhanced Elemental Duration	E48		
		Elemental Master V, X, XV	IV58	Enhanced Elemental Potency	E50		
		Elemental Mastery	E34, E35, E36, E37, E38, E39, E51, E52, E53, E54, E57, E58, E60, E61, E62, E63, III75	Enhanced Elemental Radius	E49		
		Elemental Mastery	E44	Enhanced Elemental Ranging	E49		
		Elemental Mastery True	E57, E58, E60, E61, E62, E63	Enhanced Elemental Targeting	E50		
		Elemental Mobile Barrier Law	E61	Enhanced Proto-Elemental Poisoning	E51		
		Elemental Mold Mastery	E45	Enhancement	55, IV75		
		Elemental Molding	E45	Enhancement True	55		
		Elemental		Enlarge	77, 132		
		Non-Mobile Barrier Law	E61	Enlarge Power Word	III63		
		Elemental Pattern I, II, True	E45	Enlarge Self	77		
		Elemental Poison	III57	Enrich Soil	IV66		
		Elemental Pooling	E45	Enrich Soil True	IV66		
		Elemental Power Analysis	E30	Enrichment	IV66		
		Elemental Protection Law	E62	Enrichment Mastery	IV66		
				Enshroud	III84		
				Entertain	IV67		

SPELL & SPELL LIST INDEX — F-H

Fascination Dances	II76
Fast Sprint	81, 115, II77
Fast Sprint I	II72
Fast Swim	115
Fatal Inversion	136
Fear	116, 131
Fear Ward	II65
Fear's Song	125
Feel	117
Feel Mirage I, II, III, V, True	87
Feel Mirage	II59
Feel Scribing	II49
Feel Sight	II85
Feel Trigger	II82
Feel True	117
Feel-Taste-Smell	87
Feel/Presence Mirage	IV62
Fencing Partner	IV67
Fertility Control	132
Fetal Rotation, Vision	132
Fiery Ways	III71
Final Curse	III42
Finding	46, 64, 117, 119
Finding True	46, 64, 117, 119
Fine Touch	II73
Fire Analysis	140, II60
Fire Armor	76, 115, II71
Fire Armor Mastery	II71
Fire Armor True	III71
Fire Ball	82, 115, II75, II71
Fire Bolt	82, 133, II74, II71
Fire Bolt V	III71
Fire Law	82
Fire Mastery	82
Fire Nerves	95, E57
Fire Power Word	II63
Fire Starting	46, 58
Fire/Ice Blade	II75
Fireblade	115
Firestop	122
Firestorm	82, II75
First Strike Weapon	III57
Fit Enchanted Materials, Glass, Normal Metal, Wood	124
Flame	II62
Flare	41, 65
Flattening	131
Flesh Destruction	99
Flip I, III	91
Float	II72, II75
Floater	E56
Floating Lungs	E57
Flood	E56
Flow Stoppage I	92
Flow Stoppage III	122
Flow Stoppage True	43, 122
Flowstop I, III, V	43
Fluid Destruction	97
Fly	79, 114, II73, III44
Fly I, II, III, IV	II75
Flying Disk I, II, III	II86
Fog	84, 113, 133, II74
Fog Call	39
Fog of Darkness	II45
Fog True	113, 133
Fogvision	91, 111
Fogvision True	111
Following	E50
Following Acid	IV71
Following Darkfire Bolt	II45
Following Fires	82
Following Lightning Bolt	83
Following Metal Bolt	II83
Food & Drink Analysis	III58

Food Dehydration	133, III81
Food Dehydration True	III81
Food Finding	58, III78
Food Preparation	III81
Food Preservation	133, III81
Food Preservation True	III81
Food Production I, II, III, V, True	46, III81
Force Analysis I, II, III, IV, V, VI, VII, X	95, E44, II46, II55, II59
Force Analysis True	II46
Force	II62
Force Information I, II, III, IV, V, VI, VII, X	95, E44, II46, II55, II59
Force Information True	II46
Force Rune	111
Force Search I, II, III, IV, V, VI, VII, X	95, E44, II46, II55, II59
Force Search True	II46
Forget	98
Forget I, X, True	129, III45
Forget	III63
Forgetting Song	125
Form Master	113
Foul Changes I	IV64
Foul Changes II	IV65
Foul Changes True	IV64, IV66
Fracture Repair	92, 110
Fracture Repair True	92
Free Hand	III24
Freeze	59
Freeze Liquid	83
Freeze Water	97, 112
Freshen	IV73
Friend Speech	118
Friendslayer	60
Frost/Burn Relief I, II, III, IV, V, True	42, 53, 123
Frozen Time	136
Fumble	116, 131
Fumble Modification	III24
Fury	130
Fuse Weapons	IV69
Future Visions	121

G

Garbled Hearing	E57
Garbled Voice	E57
Gas Alteration	133
Gas Analysis	76, E30, II60, III58
Gas Destruction	99
Gas Manipulation	113
Gas to Air	99
Gas-Air	113, 133
Gaslungs	75, 113
Gate	49, IV56
Gate Cleaver	75
Gate Main	IV58
Gate Main True	IV58
Gate Mastery	80
Gate Presence	IV56
Gate True	IV56
Gather True	III42
Gathering	III79
Gauge Lock	E42
Geas	116, III79
Gem Appraisal	III45
Gender Control	132
General Anaesthesia	132
General I, II, III, IV	88
General V	138
Genetic Control	132
Give	III22

Glamour	133, III60, IV61
Glamour I, II, III, V, X, True	II53, IV62
Glamours	II53
Glare I, II, III, IV, V, VI	II51
Glibness	IV61
Glyph I, II, III, IV, V, VI, VII, VIII, IX, X	II64
Glyph Law	II64
Glyph/Unglyph I, II, III, IV, V, VI, VII, VIII, IX, X	E29, E30
Golden Candle	III42
Golden Shillelegh	119
Golden Slumbers	49
Golem Spirit True	113
Goodness: Lightblade	III25
Goodness: Repulsions	III24
Gorgon Eyes	IV64
Grand Tasad	IV67
Great Attention	IV61
Great Aura	III79
Great Command I, II, III, IV, V, VI, VII	III63, III64
Great Commands	III22
Great Control	63
Great Crack	98
Great Cracks	III84
Great Earth Elemental	121
Great Hammerstaff	119
Great Leap	93
Great Merge	114
Great Merge Wood	III84
Great Merging Organic	40, 54, 57
Great Resistance True	136, 137, 139
Great Shout	117
Great Song	126
Great Spider Shapechange	IV63
Great Spider Summons	IV63
Great Stoneheal	121
Great Transferral True	139
Great Vacuum	84, 99, 133
Greater Animal Production	46
Greater Animal Restoration	118
Greater Death	II45
Greater Demon Summons	II58
Greater Demonic Contact	95, II55
Greater Demonic Gate	80, 96, II55
Greater Disease Purification	39
Greater Druidstaff	119
Greater Earthmight	112
Greater Elemental Area Attacks	E51
Greater Elemental Attacks	E52
Greater Elemental Items	E52
Greater Elemental Mobile Barriers	E53
Greater Elemental Non-Mobile Barriers	E53
Greater Elemental Protection	E54
Greater Elemental Summoning	E54
Greater Elemental Armor, Shield	E35, E52, E60
Greater Elemental Ball, Bolt, Cone	E35, E52, E58
Greater Elemental Beast, Being	E39, E54, E63
Greater Elemental Bond, Entangle, Touch	E36, E53, E61
Greater Elemental Circle, Enshroud, Wall	E37, E53, E61
Greater Elemental Cloud/Fog, Field, Storm	E34, E51, E57
Greater Elemental Forge	E59

Greater Elemental Immolation, Protection, Resistance	E38, E54, E62
Greater Elemental Weapon	E36, E52, E60, III57
Greater Ethereal Gate	115
Greater Fireblade	III57
Greater Hammer Strike	III57
Greater Holy Symbol	119
Greater Noble Weapon	III57
Greater Plant Production	46
Greater Poison Purification	39
Greater Poison Strike	III46
Greater Serpents Strike	III46
Greater Server Elemental	E38, E54, E63
Greater Skeletal Strike	III46
Greater Spirit	113
Greater Strike	III57
Greater Sudden Light	III72
Greater Warder Spirit	113
Greater Wispling	E38, E54
Green Candle	III82
Green Tongue	60
Grey Candle	III82
Grey Vision	60
Growing Step, Whirl	II78
Guarded Sight	III85
Guardian Attack I, II, III, IV, V, True	130
Guardian Spirit	II46
Guardian Ways	129
Guardian's Spirit	113
Guess	46, 50, 65, 108, II69, III59, III69
Guess I, II, III, IV, V, VI	E58
Guess True	E59
Guilt	97, 130
Guilt True	130
Guises	85

H

Hallucination	116, 131
Hammerstaff	119
Hand of Fire	107
Hand of Fire True	107
Hand Rune	III65
Hard Wind	84
Harden Wall I, II, III, IV, V, VI, VII, VIII, True	E47
Harvest	IV66
Haste I, II, III, V, X	81, 91, 115, II72, II77
Haste	III25
Haste Rune	110
Haste True	115, 137
Hate	IV60
Hate Analysis	47, 62
Hate True	IV60
Heal	53, 123, III23
Heal Burn I, II, III	III81
Heal Earth I, II, III, IV, V	III67
Heal Frostbite I, II	III81
Heal Life Essence III, V, VII, X, True	III86
Heal Major Fracture	III81
Heal Metal I, II, III, IV, V	III67
Heal Minor Fracture	III81
Heal Power Word	III63
Heal Stone I, II, III, IV, V	III67
Heal True	53, 123
Healing	42
Healing Trance I, II, III, IV, True	III70

SPELL & SPELL LIST INDEX — H-L

Hearing Loss	60
Heart Regeneration, Repair	44
Hearth Magic	III81
Heat Armor	115, III71
Heat Inorganic	115
Heat Metal	112
Heat Resistance	48, 57, 106
Heat Resistance True	106
Heat Solid	82, 112, 133, III71
Heat Stone	112
Heatarmor	76
Heaviness	E56
Hellfrost	137
Hellgrounds	138
Hellscape	137
Hellsia	138
Hellsky	138
Hemophilia	60
Herb Cleansing	55
Herb Enhancement	46
Herb Finding	55
Herb Finding True	55
Herb Lore	42, 55
Herb Mastery	46, III81
Herb Mastery	55
Herb Mastery II, III, V, X, True	55
Herb Production	42, 55
Herbal Research and Design	137
Hesitation	117
Hex	1152
Hidden Strike	1157
Hide Tracks I, II, V, X, XX, True	57
Hiding	131
Hiding True	131
High Intelligence	88
High Level Spells	136
High Personality	1125
High Prayer	50, 63
Highriding	1175
History	11163
History True	11163
Hold	11122
Hold Kind	45, 78, 116, 118, 1174, 1145
Hold Kind I, II	1182
Hold Man	IV60
Hold True	78
Holding	130, 11162
Holding Song	125
Holding Tale	1162
Holy Aura I, II, III, IV, V, True	126
Holy Avenger	1181
Holy Avenger True	1181
Holy Bridge	49
Holy Focus	126
Holy Presence	132, IV61
Holy Shout	49
Holy Vestment	128
Holy Vision	63
Holy Warriors	126
Holy Weaponry	126
Holy/Unholy Water	128
Homicide	128
Homunculous	113
Hopelight	138
Horror	135
Hour's Change	IV61
Household Magic	1142, 11179
Hues	56, 59, 107, 120
Hurl Weapon	IV69
Hurling 5, 25, 50	114
Hurling I, III	72, 114, 140

I

Ice Armor	76
Ice Bolt	83, 1174
Ice	11162
Ice Law	83
Iced	E55
Icewall	38
Icy Touch	E56
Identify Drug, Poison	11180
Identify Spirit	1168
Identify Spirit Runes	11165
Identify Spirit True	11169
Ignore	11122
Illusion II, III, IV, V, VII, X, True	86, 109, 11153, 11159, 11162
Illusion Law	11162
Illusion Mastery	86
Illusions	109
Illusions II, III, V, VII, X	74
Illusionsight	1119
Illusory Terrain	1135
Illusory Terrain True	1136
Image of Power	11161
Imbed I, II, III, IV, V, VI, VII, VIII, X, True	90, 11165
Imbed Symbol I, II, III, V, VI, VII, X	141
Immobility Power Word	11163
Immolation	115, 11171
Impair I, III, V, X	95
Impersonation Facade	85, 123, 11162
Impersonation Voice	85, 11162
Implant Thought	1139
Implosion	99
Impossibility	11175
Impotence	11160
Impotence True	11160
Imprecation	1135
Indictment	1135, 11142
Influences	11160
Information Processing	1139
Inner Thoughts	1118, 1120
Inner Wall	57
Inner Wall I, II, III, V, True	111
Inner Walls	57
Inorganic Skills	89
Insane	11123
Insanity Power Word	11163
Inscribe	E31, E32, E33
Inscribe Sign	141
Inscribe True	E31, E32, E33
Insomnia	1130
Insomnia True	1130
Inspirations I, II, IV, V, VI, VII, VIII, IX, X, Mastery	11182
Inspirations	11182
Instability	1113
Instant Herbal Cures	55
Intensify Critical I, II, III, IV	E48
Intuition I, III, V, X, True	65
Intuitions I, II, III, V, VII, X, True	50, 108, 121, 11169, 11159, 11169
Intuitive Dance I, III, V, X, True	11179
Invert	11123
Investiture	128
Invisibility77, 107, 131, 11144, 11162	
Invisible	11125

Invisible Ways	77
Invisible Wielder	11125
Invocation	128
Invoke	11164
Invulnerability	135, 11125
Irongrip	IV68
Ironsight	91, 119
Item Analysis	106, 11145
Item Analysis I, II, III, V, VII, True	127
Item Assessment	127
Item Feel	106
Item Lore	106, 11145
Item Lore	127
Item Vision	63, 106, 121
Itemize	131

J

Jamming	75, 11159, 11180
Jealousy	IV60
Jewel and Metal Assessment	127
Joining	43, 44, 45, 51, 52, 53, 110, 122, 123, 124
Joining True	43, 44, 45, 51, 52, 53, 122, 123, 124
Joint Repair	45, 52, 123
Joint Repair True	45, 52, 123
Jolts I, III, V, X	98, 117
Just War	128

K

Kill	11160
Killing Light	11123
Kingdom Come	IV67
Kiss of Agony, Amnesia, Blinding, Change, Coma, Death, Draining, Fire, Infancy, Linking, Pain, Paralysis, Slavery, Sleeping, Stunning, Torment, Weakness	IV60
Kisses	IV60
Knives of Earth, Wood	134
Knock	11180
Knowledge I, II, III, True	IV59

L

Labor Control	I32
Lactation Control	I32
Landing 79, 93, 114, 124, 1172, 1175	I175
Landing True	93, 114
Landscape Creation	I37
Language Lore	127, 1161
Language Master	1163
Large Animal Restoration	118
Laugh	IV67
Law of Doom	1150
Laying On Hands	I, II, III, IV, V, True 1181
Laying On Hands	1181
Lead Metallur	E57
Leap	124
Leaping	79, 114
Leaping I, III	93
Learn Language II, III, IV, V, True	127, 1161, 1162, 1163
Learning of Mins	60
Leaving	79, 93, 115, 1144
Leaving I, II, III	1175
Leaving True	115, 1144
Leprosy	60

Lesser Animal Production	46	
Lesser Cloaking	55	
Lesser Construct Spirit	1113	
Lesser Demon Summons	1158	
Lesser Demonic Contact	95, 1155	
Lesser Demonic Gate	80, 96, 1155	
Lesser Druidstaff	119	
Lesser Elemental Area Attacks ..	E34	
Lesser Elemental Attacks	E34	
Lesser Elemental Items	E35	
Lesser Elemental	Mobile Barriers	E36
Lesser Elemental	Non-Mobile Barriers	E37
Lesser Elemental Protection	E37	
Lesser Elemental Summoning ...	E38	
Lesser Elemental	Armor, Shield	E35, E52, E60
Lesser Elemental	Ball, Bolt, Conc	E35, E52, E58
Lesser Elemental Beast,	Being	E38, E39, E54, E63
Lesser Elemental Bond,	Entangle, Touch	E36, E53, E61
Lesser Elemental Circle,	Enshroud, Wall	E37, E53, E61
Lesser Elemental Cloud/Fog,	Field, Storm	E34, E51, E57
Lesser Elemental Immolation,	Protection, Resistance	E38, E54, E62
Lesser Elemental	Weapon	E35, E52, E60, 11157
Lesser Ethercal Gate	114	
Lesser Golem Spirit	113	
Lesser Hammer Strike	11157	
Lesser Holy Symbol	119	
Lesser Illusions	74	
Lesser Noble Weapon	11157	
Lesser Plant Production	46	
Lesser Poison Strike	11146	
Lesser Serpents Strike	11146	
Lesser Server	Elemental	E38, E54, E63
Lesser Skeletal Strike	11146	
Lesser Spider Shapechange	IV63	
Lesser Spider Summons	IV63	
Lesser Strike	11157	
Lesser Sudden Light	11172	
Lesser Traps	58	
Lesser Waiting Gate	80	
Lesser Warder	113	
Lesser Wax Fruit	11182	
Lesser Wispling	E38, E54	
Leukemia	60	
Levitation	79, 93, 114, 1173	
Lich	1144	
Life Analysis	38	
Life Essence Healing	1186	
Life Force Drain I, II, III	11146	
Life Lore	47	
Life Lore True	47	
Life Mastery	50	
Life Power Word	1163	
Life Typing	38	
Lifegiving	50	
Lifegiving True	50	
Lifekeeping	50, 122, 124	
Lifestealing I, II, IV, V,	VI, VII, VIII, IX	1144, 1145
Light	59, 65, 83, 107	

Light Analysis.....	140, II60	Long Dive.....	114, I24	Lord Rune.....	73, II66, II161	Major Elemental Cloud/Fog, Field, Storm.....	E51, E57
Light Control.....	86	Long Door.....	79, II5, II144	Lord Rune Paper.....	88	Major Elemental Immolation, Protection, Resistance.....	E54, E62
Light Control True.....	86	Long Door I, II.....	II75	Lord Rune/Unrune.....	E31	Major Eye Repair.....	44, 53, 124
Light Eruption.....	65, 107	Long Ear, Eye.....	72, 119	Lord Sleep.....	78, II71	Major Fracture Repair.....	45, 52, 123
Light I, II, III, V, X, XX.....	41, 65, II72	Long Fires.....	115	Lord Spell Hold.....	78	Major Fracture Repair True.....	45, 52, 123
Light Law.....	83	Long Flight Rune.....	111	Lord Spell Trigger.....	II82	Major Golem Spirit.....	113
Light Lore I, II, III.....	47	Long Hiding True.....	139	Lord Spelltrap.....	IV70	Major Improbability.....	IV74
Light Mastery.....	83	Long Mind Store.....	119	Lord Spirit Binding.....	II69	Major Malleable Body.....	IV64
Light Mirage.....	86	Long Mind Typing.....	119	Lord Spirit Rune.....	II125	Major Nerve Repair.....	53, 124
Light Molding.....	86	Long Return Rune.....	111	Lord Spirit Summons.....	II58, II67	Major Pain.....	98, 117
Light Power Word.....	II63	Long Sense.....	119	Lord Spirit Tongue.....	II69	Major Poison.....	89, 125, II55
Light Storm, Storm Mastery, True.....	III72	Long Sleep.....	135	Lord Summon.....	IV56	Major Server Elemental.....	E54, E63
Light's Way.....	41	Long Sleep Wax Fruit.....	II142	Lord Summons.....	49, 80	Major Spider Summons.....	IV63
Light/Dark.....	II74	Long Truth.....	120	Lord Symbol.....	47, II161	Major Spirit Rune.....	II124
Light/Ignite.....	II160	Long Watch True.....	139	Lord Symbol/Unsymbol.....	E33	Major Spirit Rune.....	II165
Light/Sound Mirage.....	109, II59, IV62	Long Whisper.....	126	Lord Teleport.....	79, II75	Major Traps.....	58
Lightarmor.....	76	Longjump I, II, III, IV.....	II72, II73	Lord Unglyph.....	II64	Major Ultrasonics.....	87
Lightning Armor.....	76	Look of Disfigure I, II, III, IV, V, True.....	II51, II52	Lord Unpresence.....	85	Major Vessel Repair.....	43
Lightning Bolt.....	83, 86, II75	Look of Terror I, II, III, True.....	II51, II52	Lord Voice.....	64	Major Vessel Repair I, III.....	51
Lightning Call.....	41	Loosen Earth.....	82, 98, II53	Lord Waiting Glyph.....	II64	Major Vibration.....	IV72
Lightning Rod.....	E57	Lord Aging.....	II45	Lord Ward/Unward.....	E33	Major Web.....	IV63
Like/Dislike.....	II163	Lord Aim.....	72	Lord Warding.....	132	Make Alloys.....	89, 140
Limb Death, Pain.....	99	Lord Animal Bonding.....	II71	Lore.....	47	Make Eog.....	89
Limb Preservation.....	43, 44, 45, 122, 123	Lord Animal Control.....	II66	Lore Mastery.....	137	Make Rod, Staff, Wand.....	88
Limb Regeneration.....	110	Lord Animal Master.....	II66	Lore True.....	137	Make Steel.....	89, 140
Limb Running, Walking.....	II84	Lord Animal Summons.....	II58	Lore's Master.....	II160	Make/Work.....	69
Limbrunning.....	40, 54, 57	Lord Animate Dead.....	II44	Lores.....	127	Malaria.....	80
Limbwalking.....	40, 54, 57	Lord Aura.....	65	Lose.....	III22	Malleable Body.....	IV64
Limited Shifting.....	II124	Lord Balance.....	II73	Lost Experience.....	98	Mana Fires.....	II15
Linguistics III, V, VII, IX, True.....	II163	Lord Calm.....	45, 119	Lost Experience I, II.....	129	Manipulate Chaos.....	II147
Linguistics.....	II162	Lord Changeling.....	II48	Love Spell.....	IV61	Mannish Distance, Mastery, Mastery True, Measure, Probe, Ruler, Scale, Volume, Volume True.....	140
Liquid Alteration.....	132	Lord Changeling Kind.....	II48	Love True.....	IV61	Mannish Scale.....	75
Liquid Analysis.....	76, E30, II60, II158	Lord Channels.....	49	Lovesick Man.....	IV60	Mannish Ways.....	140
Liquid Manipulation.....	112	Lord Confusion.....	131	Love/Hate.....	II164	Mark of Doom.....	II51
Liquid-Gas Skills.....	89	Lord Control.....	1147	Low Intelligence.....	88	Marriage.....	128
Liquid-Water.....	132	Lord Control Dead.....	II47	Low Personality.....	II124	Mass Aim Untrue.....	81, II72
Listen.....	72	Lord Control Undead.....	II47	Lunacy.....	II153	Mass Air Wing.....	II86
Listen True.....	72	Lord Counterspell.....	IV70	Lung Repair.....	44	Mass Analysis.....	76, 140, II60
Live Wood.....	II84	Lord Crystal Rune.....	II173	Lycanthropy.....	II123	Mass Animal Calming.....	45, 118, 119
Living Change.....	77	Lord Dead Spirit Binding.....	II44	Lying.....	128	Mass Aura.....	41
Living Gauge.....	39	Lord Dead Spirit Mastery.....	II47	M		Mass Balance.....	75
Living Womb.....	132	Lord Dead Summons.....	II67	Magic Basin.....	133	Mass Bladeturn.....	81, II72
Local Anaesthesia.....	132	Lord Demon Summons.....	II58	Magic Cauldron I, II.....	II181	Mass Blood Repair.....	43
Locate Access.....	II49, II85	Lord Dream.....	121	Magic Lock.....	75, II159, II180	Mass Blur.....	85
Locate Bond.....	II71	Lord Dream Vision.....	II69	Magic Resistance.....	125	Mass Calm.....	45, 119
Locate Elemental I, II, III, IV, V, VI, VII, VIII, True.....	E29	Lord Dreams.....	63	Magic Targets.....	IV67	Mass Cartilage Repair.....	45
Locate Familiar.....	129	Lord Druidstaff.....	119	Magic Stone.....	121	Mass Change.....	77
Locate Major, Minor Crystal Locality.....	III66	Lord Elemental Master.....	IV58	Magical Harden Wall I, II, True.....	E47	Mass Clotting.....	43, 51
Locate Metal.....	II83	Lord Elemental Summon.....	IV58	Magnetize.....	E56	Mass Coldarmor.....	76
Locate Window.....	II70	Lord Enhance.....	IV61	Main Armor, Form, Form True, Gate, Gate True, Survival, Survival True, Travel, Travel True.....	IV57	Mass Conflagration.....	IV58
Locate Window True.....	II70	Lord Fargrip.....	IV68	Main Conflagration.....	IV58	Mass Confusion.....	98
Locating.....	II178	Lord Forget.....	129, II145	Main Link.....	IV58	Mass Cut Repair.....	51
Locating Ways							

SPELL & SPELL LIST INDEX — M

Mass Fire Nerves	95	Master Type A, B, C, D, E		Midwifery	131	Minor Elemental	
Mass Flow Stoppage	43	Elemental	E44	Mind Attack	117	Beast, Being	E39, E54, E63
Mass Fly	137	Master Undead I, II, III, IV,		Mind Blank I, III, V	129	Minor Elemental Bond,	
Mass Flying Disk	1186	V, VI, VII, VIII, IX	1147	Mind Break	98, 116	Entangle, Touch	E36, E53, E61
Mass Gaslungs	75	Master Warding	132	Mind Burn	139	Minor Elemental Circle,	
Mass Haste	81	Master Weak Elemental	1185	Mind Control	116	Fanshroud, Wall	E37, E53, E61
Mass Haste X	137	Mastery	42, 55	Mind Control True	116	Minor Elemental Cloud/Fog,	
Mass Heatarmor	76	Material Transport	140	Mind Death	98	Field, Storm	E34, E51, E57
Mass Ignite	134	Matter Disruption	94	Mind Death I, II, III, V, True	129	Minor Elemental Immolation,	
Mass Invisibility	77	Measure	124	Mind Destruction	98	Protection, Resistance	
Mass Laugh	1V67	Mechanism Analysis	1160	Mind Disease	130	E38, E54, E62
Mass Leaving	79	Meditation I, III, IV, V, VI	1161	Mind Disease Cures	39	Minor Eye Repair	44, 53, 124
Mass Light	41	Meditation	1170	Mind Disease Cures True	39	Minor Fracture Repair	45, 52, 123
Mass Lightarmor	76	Medium Animal Restoration	118	Mind Disease True	130	Minor Fracture	
Mass Long Door	79	Medium Intelligence	88	Mind Domination	128	Repair True	45, 52, 123
Mass Major Fracture Repair	45	Medium Personality	1124	Mind Erosion	129	Minor Golem Spirit	113
Mass Merging	77	Meld Wall	82, E47, 1153	Mind Erosion I, II, III, V, True	129	Minor Improbability	1V73
Mass Mind Shock	98	Meld Wall True	E47	Mind Invasion	128	Minor Irritation Relief	42
Mass Minor Fracture Repair	45	Meld Walls	38	Mind Invention	128	Minor Nerve Repair	43, 53, 124
Mass Misfeel	85	Melt Ice	98	Mind Master	116	Minor Pain	98, 117
Mass Muscle Repair	44, 52	Memory's Path	46	Mind Mastery	111	Minor Poison	89, 124, 1155
Mass Nerve Regeneration	53	Mend Bast Metal, Cloth, Common		Mind Merge	118	Minor Repair	132
Mass Nerve Repair True	43	Stone and Glass, Earth and		Mind Merge	118	Minor Sense Control	116
Mass Nightvision	75	Ceramics, Horn/Bone/Antler etc.,		Mind Passage	135	Minor Server	
Mass Pain	95, 98	Leather, Magic Cloth and Rope,		Mind Probe	118, 120	Elemental	E39, E54, E63
Mass Panic	130	Magic Earth and Ceramics, Magic		Mind Resistance	110	Minor Spirit Rune	1165
Mass Pleasure I, II, III	1V67	Horn/Bone/etc., Magic Leather,		Mind Scan	118, 120, 130	Minor Spirit Runes	1124
Mass Powder Stone	94	Magic Metals, Magic Parchment/		Mind Sense Molding	85	Minor Ultrasonics	87
Mass Production True	136	Paper, Magic Stone and Glass,		Mind Shield	40, 73, 110	Minor Vessel Repair	43, 51, 122
Mass Quiet	41	Magic Wood, Parchment and		Mind Shock	98	Minor Vibration	1V72
Mass Repair True	44	Paper, Precious Metal, Precious		Mind Shout	63, 117	Minor Web	1V63
Mass Repairs True	52	Stone, Rope, Semi-Precious Stone,		Mind Slave	128	Mirages	131
Mass Run	81	String and Twine, Wood	11183	Mind Slave True	128	Mirror Vision I, II, III, IV, True	1151
Mass Shatter Repair	45	Mending Mastery	11183	Mind Speech	63, 118	Mirror Wall	11142
Mass Sigil	1166	Mending True	11183	Mind Speech True	63	Mirroredness	E56
Mass Sign	73, 141	Mending Ways	11183	Mind Store	64, 117, 119	Mirrormind	111
Mass Sign	11162	Ment./Chan. Imbedding	90	Mind Subversion	128	Miser's Curse	1152
Mass Silence	87	Mental Grasp	133	Mind Switch	118	Misfeel	85, 111, 132, 117,
Mass Smell/Taste	87	Mentalism Analysis	11158	Mind Switch True	118	123, 11145, 1V61, 1V62
Mass Soundwalls	41, 1V72	Mentalism Resistance	40, 73	Mind Take	139	Misfeel Calling	85, 111, 132, 123,
Mass Speed	81	Mentalism Strike	11146	Mind Tongue	118, 132, 123, 1V62	11145, 1V61, 1V62
Mass Summons	49, 80	Mentalism Tongue	111	Mind Tongue I, II, III	1V59	Misfeel Kind	85, 111, 132, 123,
Mass Survival	1V56	Mentalist Ear, Eye	111	Mind Tongue True	139	11145, 1V61, 1V62
Mass Teleport	79	Mentalist Tongue	118	Mind Typing	64, 117, 119, 120	Misfeel Power	111, 132, 123, 11145
Mass Teleport True	137	Merge True	1114	Mind Typing True	117	Misfeel Power	
Mass Tendon Repair	44, 52	Merge True Wood	11184	Mind Visions	120	I, III, V, X	85, 1V61, 1V62
Mass True Healing	42	Merge With Mentalist	118	Mind Voice	64	Misfeel True	85, 132, 123,
Mass Undisease	39	Merge Wood	11184	Mind Voice True	64	11145, 1V61, 1V62
Mass Unminding	98	Merging	77, 114, 131, 11144	Mind Walk	139	Mistform	113
Mass Unpoison	39	Merging Dance	11178	Mind's Door	115	Mold Element I, II, III, IV, True	E45
Mass Unseen	77	Merging Organic	40, 54, 57	Mind's Door True	115	Mold Glass	124
Mass Utterlight	41	Merging True Organic	40, 54, 57	Mind's Door	115	Mold Metal	112
Mass Vibrations	72	Metabolize Gas, Liquids, Solids	1178	Mind's Door	115	Mold Normal Metal	124
Mass Vision	75	Metabolize True	1178	Mind's Grip	1V68	Mold Solid	112, 133
Mass Water Production	46	Metal Analysis	76, 1160, 1183, 11158	Mind's Lore I, III, V	127, 1161	Mold Stone	112
Mass Water Steed	1186	Metal Bolt	1183	Mind's Lore True	127, 1162	Mold Ward	E33, 1165
Mass Waterlungs	75	Metal Door	112	Mind's Lore	126	Mold Wood	124, 1184
Mass Watervision	75	Metal Edge I, III, V, True	11183	Mind's Song	1174	Monk's Bridge	93
Mass Word	78	Metal Fires	82, 115, 1183, 11171	Mind's Touch	1174	Monk's Bridge	93
Master Chaos	11147	Metal Fires True	11183	Minor Allergy	60	Monk's Move True	91
Master Chaos True	11147	Metal Lore	11183	Minor Body Switch	1V65	Monk's Sense	91
Master Chaotic Armor		Metal Mastery	11183	Minor Brain Repair	43, 124	Monksense	91
I, II, III, IV, V, VI	11148	Metal Mutation	E56	Minor Construct Spirit	113	Monksight	91
Master Elemental Servant	1185	Metal Sensitive	E57	Minor Death	1145	Monster Summons	
Master II	80	Metal Sight, Speech, Storm	11183	Minor Death Rune	110	II, V, VII, X, True	1158
Master of Kind	78, 116, 1174	Metal Warper	E57	Minor Druidstaff	119	Mood Setting	
Master of Kind I, II	1182	Metalsight	119	Minor Ear Repair	44, 53	I, II, III, IV, V, VI, True	11153
Master of Man	1V60	Metalwall	11183	Minor Ear/Nose Repair	124	Mood Swing	
Master of Movement	114	Metalwall True	11183	Minor Elemental Armor,		I, II, III, IV, V, VI, True	11153
Master of Undead Mastery	1147	Metamorphose	11155	Shield, Weapon	E36, E52, E60	Moon Madness	11153
Master Strong Elemental	1185	Metamorphosis True	11155	Minor Elemental		Moon Mastery	11154
		Microscopic Analysis	11158	Ball, Bolt, Cone	E35, E52, E58		

SPELL & SPELL LIST INDEX — M-P

Moon Bath, Beam, Blind, Child, Drops, Eye, Glade, Glow, Lightning, Lite, Maddness, Maiden, Quake, Shade, Shine, Stone, Struck, Wort III54	Nature's Law 42	Nose Regeneration 44	Path-Finding III78
Mortal Form IV64, IV66	Nature's Lore 56	Numbing 116, 124	Pathfinding 46, 58
Mortal Form True IV64	Nature's Movement 54	Nutrient Conjures I, III, True 46	Pathlore 58
Mote Form 124	Nature's Protection 56	Nutrient Conjures III81	Paths True 46
Mountain Heart I, II, III 125	Nature's Way 58		Peace III22
Movement 114	Natures mastery III54	O	Perceive Elemental Power I, II, III, IV, V, VI, VII, True E29
Movement Enhancement III72	Necromancy 61	Observation 111, III62	Perceive Power 38, 74, 109
Moving Grip II, V, True IV68	Negative Illusions IV75	Observation True 111	Permanency 111
Moving Ways 57	Nerve & Organ Mastery 124	Obsidian Wall III45	Permanent 79, III65
Mud/Earth 82	Nerve Impair I, II, III, IV, V, True III50	Offer III23	Permanent Change IV69
Multi-burn I, III, V, VI, VII, VIII, X, True III54, III55	Nerve Law 43	Oil Fires E59	Personal Elemental Curses E56
Multi-Chant II, III, IV, V E28	Nerve Lore 43	Omnipresent Name IV75	Personality Slave True 139
Multi-Circle II, III, IV, V, True III57, III63	Nerve Regeneration 43, 124	Open Canal 132	Persuasion 118
Multi-Glyph II, III, IV, V, VI, VII E30, III64	Nerve Regeneration True 139	Open Prison 135, III42	Petrifaction 99
Multi-Protection Circle II III63	Nerve Repair 110	Open Window III70	Petrification True 121
Multi-Rune II, III, IV, VI, VII E31	Nerve Repair True 43, 53, 124	Opening I, II 75	Petrify 121, III60
Multi-Symbol II, III, IV, VI, VII E32, E33	Nerve Stun 116	Orange Candle III82	Phantasm I, II, III, IV, V, VIII, X 74, 86, 109, III53, III59, IV62
Multi-Task I, II, III, IV, V, VI, True E60	Nerve/Organ Lore 124	Orate I, II, III, IV, True III62	Phantasm True 86
Multi-tentacles IV66	Nether Armor, Ball, Bolt, Conflagration, Mass, Resistance, Sight III85	Ordination 128	Phantasmal Reality 138
Multi-user complex 116	Nether Summons I, II, III III85	Organ Law 44	Phantom Landing 124
Multi-Ward II, III, IV, VI, VII E33	Nether Mastery III84	Organ Lore 44	Phantom Movements 124
Multiple Bolt II, III, IV, V, VI, VII, Mastery E41	Neurosis 97, 130	Organ Preservation 124	Phantom Step 124
Multiple Dose III55	Neutralize Curse 48, 127	Organ Regeneration 44, 53, 110, 124	Phantom's Face 123
Multiple Doses 89	Neutralize Poison 92, 106, 125	Organ Regeneration True 139	Phase Store 114
Multiple Spell 116	Neutralize Poison True 92, 106, 125	Organ Repair 44, 53, 124	Phasing 114
Multiple Spell True 116	Neutralize the Dark 137	Organ Repair True 44	Phobia 130
Multiple Strike II, III, IV, True III57	New Blood 51, 122	Organ Transplant 44, 124	Phrase 78
Multiword II, III Power Word III63	New Gate 75	Organ Skills 88	Physical Conveyance 137
Murder III22	New Tent 137	Organic Weapons I, II, III, IV 119	Physical Enhancement 75
Muscle Death 99	Nexus Gate III84, III85	Organize Knowledge III61	Physical Erosion 95
Muscle Law 44	Night Vision III58	Origins .63, 106, 121, 127, III45, III59	Pilgrimage 135
Muscle Lore 44	Nightmare I, II, III, IV, True III50, III51, III75	Origins True 63, 127, III45	Place Store 134
Muscle Mastery 122	Nightsight 119	Outdoor Trap Detection 56, 58	Plague 60
Muscle Regeneration 44, 52, 122	Nightvision 58, 75, 91, 94, 111, 123, III73	Outer Plane Law IV56	Planar Displacement 115
Muscle Regeneration True 122	Nightvision Curse 60	Oxygenation 113, 133	Planar Link IV56
Muscle Repair 52	Nightvision True 94, 111		Planar Scale IV56
Muscle Repair I, III, True 44, 52, 122	No Image E57	Pain 95, III62	Plane Travel I, II IV56
Muscle Transplant 122	No Sense 131	Pain Power Word III63	Plant Animation 54, III54
Muscle Ways 52	No Sense 124	Pain Relief I, II, True 92, 110, 126	Plant Animation True 137
Muscle/Tendon Lore 122	No Sense III44	Pang 95	Plant Change True 117, 120
Muscle/Tendon Repair 92, 110	No Shadows E55	Panic 97, 130	Plant Control I, III, V 42, 54
Muscle/Tendon Repair True 92	No Trace 124	Panic's Song 125	Plant Control True 54, III54
Music III76	Noble Armor III56	Parallel Reality 131	Plant Control V III54
Muster III42	Noble Weapon True III57	Paralysis Cures 43, 53	Plant Facade 56, 59, 117, 120, III84
Mute III22	Nodeguide 111	Paralysis Cures True 53	Plant Form 56, 59, 117, 120, III84
Mystic Escapes III44	Nodestore 111	Paralysis III62	Plant Form True 56, 59, III84
Mystical Armor, Armor True, Chain, Cloth, Leather, Plate III56	Nondetect 131, 123, IV62	Paralyze I, III, V 117	Plant Growth 54, 122, III54
Mystical Cage 134, III42	Normal Elemental Armor, Shield, Weapon E36, E52, E60	Paranoia 97, 130	Plant Growth True 54
Mystical Chains 134	Normal Elemental Ball, Bolt, Cone E35, E52, E58	Paranoia True 130	Plant Location 54, III54
Mystical Change 132	Normal Elemental Beast, Being F39, E54, E63	Parry Weapon III57	Plant Lore 42, 54, III54, IV59
	Normal Elemental Bond, Entangle, Touch F36, E53, E61	Part Water 84	Plant Mastery 54
	Normal Elemental Circle, Enshroud, Wall F37, E53, E61	Passage Origin 127, III63	Plant Restore 122
	Normal Elemental Cloud/Fog, Field, Storm F34, E51, E57	Passage Origin I, II III61	Plant Study 117
Nasal Repair 44, 53	Normal Elemental Immolation, Protection, Resistance E38, E54, E62	Passing 77, 114, 132	Plant Tongues 42, 54, 58, 117, 122, III54
Nature Speech III63	Normal Server Elemental E38, E54, E63	Passing Lore 58	Plantskin 122
Nature's Awareness 42, 56, 58	Normal Wispling E38, E54	Passing Organic 54	Plasma Mastery III84
Nature's Eye 56		Passing True 114	Plasma Armor, Ball, Bolt, Resistance III84
Nature's Form True 56		Past Hold 106, III45	Platform I, II, III, IV III75
Nature's Forms 120		Past Store 121, III69, III59	Pleasure I, II, III, IV IV67
Nature's Guises 59		Past Truth 120	Pleasures IV67
		Past Vision 106, III45	Pneumonia 60
		Past Visions 121	Poison Analysis 38, 124
		Past Visions I, II, III, IV, V III69	Poison Application I, II, III 124, 125
		Past Visions III45	Poison Injection IV63
		Path Control 122	Poison Lore 47, 124
		Path Mastery 58	Poison Mastery 124
		Path Tale 58	Poison Mist 125
		Path True 58	Poison Purification 39

SPELL & SPELL LIST INDEX — P-S

Poison Resistance I, II, III 39, IV63
 Poison Spine IV66
 Poison Strike III46
 Poison Touch I25
 Poison Wax Fruit III82
 Poisons True 89, I25, III81
 Polishing III79
 Pool Type A, B, C, D, E
 Element I, III, V, X E46
 Popping Feet E56
 Portal 79, III80
 Portal True 79
 Possess III23
 Potion I, II, III, IV, V,
 VI, VII, VIII, IX, X 89, II55
 Potion Lore II55
Potion Magic II55
 Potion True II55
 Powder Stone 94, II53
 Powder Stone I, II, III II83
 Power Analysis 76, I40, II60, III58
 Power Analysis True 76, I40, II60
 Power Circle: Ail Seeing, Animate
 Dead, Charm, Command, Death,
 Dimensional Rift, Force, Healing,
 Insanity, Invisibility, Knowledge,
 Pain, Passion, Perception, Power
 Drain, Power Matrix, Power,
 Sleep, Strength Leech, Strength,
 Stun, Teleport II56, II57, II63
 Power Loan I34
 Power Lore 106, I21
 Power Parasite I34
 Power Rune I11
 Power Typing 38, 109
Power Words III60
 Power-Metamorphosis III55
 Power-Metamorphosis True III55
 Power-Metamorphosis Typing III55
 Prayer I, II, III, V 48, 57
 Prayer I28
 Precipitation Call 39
 Preparation I25
 Preparation Death Strike I25
 Prepare Shattering Blow I25
 Presence 64, 72, I11, I17,
 I19, III79, IV59
Presence I17
 Presence Mirage 85, II59
 Presence True I17
 Preservation 50
 Preserve Edifice I41
 Preserve Elemental I, II, III, IV E43
 Preserve Spirit I, II, III, IV II68
 Prime E63, II0, III73
 Private World I16
 Production True I36
 Projected Light 41, 65, 83, 86,
 107, II74, III72
 Projection Ward II65
 Prolongation I38
 Propagation IV66
 Propagation True IV66
Prosthetics I24
 Protection I, II, III, IV, V 40, 73, I10
 Protection Circle vs.: Animals, Chan.
 Attacks, Constructs, Demons,
 Dragons, Efreeti/Djinn, Elem.
 Forces, Elementals, Ess. Attacks,
 Evil, Faeries, Gargoyles,
 Ment. Attacks, Ment./Chan.,
 Spirits, Undead, Were-Creatures
 II57, II63

Protection From Acid IV71
 Protection from Elements 56, I20
 Protection Prayer
 I, II, V, X, True II80
 Protection/Elements 57
Protections 48
 Protections Sphere I, III, V 48
 Protections True 48
 Pseudo-Reality I38
 Psi-Metamorphosis III55
 Psi-Metamorphosis True III55
 Psi-Metamorphosis Typing III55
 Psychopathy III22
 Psychosis I30
 Psychosis True I30
 Purification True 39
Purifications 39
 Purify Body II81
 Purify Elemental I, II, III E43
 Purify Spirit I, II, III II68
 Purple Candle III82
 Pyrokinesis I, II, IV II78, II79

Q

Quadruple Criticals E48
 Quake 98
 Quakes I21, II84
 Quarrel II22
 Quarrels III, VI, True IV60
 Quest 78, II74, II82
 Question 63, 97, I16, II8, II45
 Question I, III I20
 Quickening Sands E56
 Quiet I, III, V 41, IV72

R

Rabies 60
 Rain Call 39
 Rain Prediction 39, 56, II78
 Rain/Snow 83
 Range Extension
 II, III, IV, V, True I29, II71
 Ranging 79, E49
 Rapid Regeneration I38, IV66
 Rapid Regeneration True I38
 Rapid Response I, II, III II16
Rapid Ways 81
 Ray of Banishment IV74
 Raze I15
 Re-aiming 81
 Re-aiming True 81
 Ready Merge 64, I18
 Ready Merge True I18
 Reality Dictator I39
 Reanimate III22
 Recall I11
 Recall Pleasure IV67
 Recall Staff I19
 Rechanneling 48
 Recharge Temperance E63
 Record II59
 Recreate Scene II, IV, VII, X II59
Recreations II59
 Recreations True II59
 Red Candle III82
 Red Eye E56
 Reduce Power Emanations 85, IV62
 Regenerate Elemental I, II, III E43
 Regenerate Spirit I, II, III II68
 Regeneration IV66
 Regeneration I, II, III, V 42, 53, I23
 Regeneration True 52, I10

Regulations 51, I22
 Rejuvenate Vasculature I36
 Relaxation IV67
 Remember II61, III22
 Remove Blindfold III59
 Remove Curse 48, I27
 Remove Infestation IV66
 Remove Stun I, II, True II81
 Renewal Rune I11
 Renewal True 92
 Repair I33, III60, III79
 Repair III, IV I32
 Repel Animals E56
 Repel Demon I, II, III, IV, V, VI II80
 Repel Large Vermin III79
 Repel Normal, Strong,
 Weak Elemental E41
 Repel Small Vermin III79
 Repel Undead
 III, IX, V, XII, XV, True 48, I27
 Repent III22
 Replica Images I33
 Reproductive Regeneration I32
Repulsions 48
 Rereturning 40, 49
 Research 88, 90, E29, E31, E32,
 E33, I31, II52, II54, II55, II65
 Research Essence I41
 Research Glyph II64
 Research Menu/Chan. I41
 Research Word of Power II63
 Resist Cold 76
 Resist Disease II81
 Resist Element IV57
 Resist Elements 56, I20, III78
 Resist Heat 76, III71
 Resist Light 76
 Resist Main IV57
 Resist Poison 75, I24, II81
 Resist Poisons 92, 106
 Resistance I, II, III, V 48, 57
 Resistance Rune I11
 Resistance True 40, 73, I10
 Resolve I11
 Resolve True I11
 Restoration 50
 Restoration True 50
 Restore Animal IV66
 Restore Life Essence
 III, V, VII, X, True II86
 Restore Plants IV66
 Restore Sentient Tree I22
 Restore Shatter II81
 Restore the Tie I37
 Retributive Strike II81
 Retrieve Knowledge II61
 Return by Flight III24
 Return by Long Door III25
 Return Rune I10
 Returning 49, IV56
 Reuniting 53
Revening Law II52
 Reversal True 78
 Reverse Channeling, Effect,
 Essence, Mentalism IV70
 Reverse Spells 78
 Reverse Winds 84
 Revert III22
 Revitalize Manuscript I, II, III II61
 Rolling Thunder E55
 Room Curse I II52
 Room Feel I08
 Rot III22
 Rouse Slowroot I22

RR Bonus III25
 Run I15, II77
 Run I, III, V 81, II72
 Run True 93
 Rune Analysis II60
 Rune I, II, III, IV, V, VI, VII,
 VIII, IX, X, XV 73, II66, III61
Rune Law II66
Rune Mastery 73
 Rune of Cleaving, Flight,
 Great Cleaving III24
 Rune of Parry,
 Shielding, Striking III65
 Rune of Power II61
 Rune of Sharpness III24
 Rune of White/Black III25
 Rune Paper
 I, II, III, V, VII, X, True 88
 Rune/Unrune I, II, III, IV,
 V, VI, VII, VIII, IX, X E31
Runes & Symbols III61
 Running Death 60
 Running True 57
 Rust II83
 Rust True II83

S

Sail/Blow II60
 Sanctuary I28
 Sandrunning 54, 57
 Scent 91, I11, II58
 Scent True 91
 Schizophrenia I30
 Schizophrenia True I30
 Screens I31, III44
 Scrying Bar, Blast, Calling, Coma,
 Death, Displacement, Fear, Lore,
 Maze, Misdirection II49
 Scrying Defense II, III, IV II49
Scrying Guard II48
 Scrying Guardian I, II, III, True II49
 Sea Curse 60
 Sea Storm 84
 Second Familiar I29
 Seduce IV61
 Seduce Female IV61
 Seduce Men IV61
 Seduction II79
 Seduction True IV61
 See Invisible 109, I19
 Seek Sentient Tree I22
 Seek Sentient Trees I22
 Sejanus's Spell of Duplication IV74
 Selective Invisibility I33
 Self Aura 65, I07
 Self Aura I, II, III II72
 Self Cloaking 59
Self Healing I10
 Self Keeping 92, I10
 Self-Aura III79
 Self-cloaking I20
 Self-Keeping I26
Sense Control I16
 Sense Control II, III, IV, V, True I16
Sense Enhancement II73
 Sense Evil III24
 Sense III22
Sense Mastery I11
 Sense Mastery I73
Sense Through Others I20
 Sense True III58
 Sensory Deprivation I16
 Sensory Marker II73

SPELL & SPELL LIST INDEX — S

Sensory Merge	111, 120	Significance	127, III45	Sonic Law	IV72	Spirit Exorcism	II68
Sensory Merge True	120	Significance True	127	Sonic Blade,		Spirit Healing I, II, III, IV, True	II68
Sensory Overload	116	Signpost	115	Bolt, Prison, Slayer	IV72	Spirit Healing	II68
Sentient Lore	IV59	Signs	85	Sonic Voice	E57	Spirit Mastery	78
Serpents Strike	III46	Signs of Power	III62	Soul Destruction	97	Spirit Mastery	78
Servant Spirit	113	Signwatch	III62	Soulfire	III84	Spirit Mastery	II68
Shade	59, 83	Silence	41, 87, 126, 131, III44, IV72	Sound Control	87, IV72	Spirit of Anger, Awe, Calm,	
Shadow	56, 59, 85, 107, 131, 114, 120, III44	Silent Movement	II72	Sound Control	126	Discord, Fear, Friends, Grief,	
Shadow Enchanter	IV62	Silent Moves	59, 120	Sound Control True	87	Happiness, Harmony	II67
Shadow Forms	94	Silent Song	126	Sound Mirage	87	Spirit Rune of Might,	
Shadow Mentalist I, II	107	Silent Tale	II62	Sound Molding	87	Power, the Pale	III65
Shadow Mystic	131	Silver Candle	III82	Sound Projection	126	Spirit Rune: Battle, Dance,	
Shadowless	E56	Silver Druidstaff	II19	Sound to Energy	IV72	Doom, Magic, Mastery,	
Shadows	II45	Silver Tongue	IV61	Sound to Matter	IV72	Summons, Vampire	III25
Shape Stone	II83	Singing Strike	III57	Sound Trigger	II82	Spirit Runes	III24
Shape Stone True	II84	Sink	134	Sound's Way	41	Spirit Runes	III64
Shape Stone Tunnel	II84	Sink Sole	E57	Sound/Light Mirage	74	Spirit Runes of Might	III25
Shape-melt	III23	Skeletal Regeneration	123	Sounding	41, 76, 126	Spirit Runes of Power	III25
Shapechanger	120	Skeletal Regeneration True	52	Soundmaster	IV72	Spirit Runes of the Pale	III25
Shapechanger True	117	Skeletal Strike	III46	Soundwall I, V	41, IV72	Spirit Shadow	E57
Shapechanger's Way	117	Skin Burn I, II, III, IV, True	II50	Sowing	IV66	Spirit Summoning	II67
Shapechanging Ways	117	Skin Death	99	Sowing True	IV66	Spirit Summons I, II, III, V,	
Shard Spirit	113	Skull Repair	45, 52, 123	Spasm	95	VII, X, True	II58, II67
Sharp Eyes	II73	Skull Repair True	45, 52, 123	Speak With MDE, LDE,		Spirit Tongue True	II69
Shatter	94, 98, 126, 133, III60	Sky Call	39	DE, GDE, GRDE Spirit	III69	Spirit Travel I, II, III, IV, True	II70
Shatter Metal	II83	Slave	III23	Speech Analysis I, II, III	III58	Spirit-Metamorphosis	III55
Shatter Repair	45, 52, 123	Slaying	III25	Speech I, II, III, True	41, 63, IV59	Spirit-Metamorphosis True	III55
Shatter Repair True	52	Slaying Light	III23	Speed	115	Spirit-Metamorphosis Typing	III55
Shatter Stone	II84	Slaying Song	125	Speed Growth	42, 54, 122, II84	Sprain Limb	99
Shelter Finding	58, III78	Sleep	116, III22, III45, III62, III75	Speed Growth True	122, II84	Sprain Repair	44, 52, 122
Shield	81, 108, II80, III56, III60	Sleep Power Word	II63	Speed I, II, III, V, X, True	81, 91, 115	Spring Trap	III80
Shield Blow I, II, III, IV, True	III56	Sleep Song	125	Speed/Slow Growth	II54	Sprint	115, II77
Shield I, II	II72	Sleep Song True	125	Spell Analysis	76, E30, 140, II60	Sprint I, III, V	81, II72
Shield Mastery	81	Sleep Tale	II62	Spell Anticipation	65, 108, III59	Stabilize Elemental I, II	E43
Shield Rune	110	Sleep Tale True	II62	Spell Anticipation True	108, 121	Stabilize Power Circle	II56
Shield Severer	III57	Sleep True	III75	Spell Anticipations	121, II69	Stabilize Wall	E47
Shielding Ways	II80	Sleep V, VI, VII, X	78, II74	Spell Bending I, III, True	78	Stagger	III22
Shielding Ways Mastery	II80	Sleep Ward	II65	Spell Breaker	127	Star Lights, Paths	III78
Shift	114	Sleepwalking	II75	Spell Compression	131	Star Merge	64
Shifting	113	Sleuth's Senses	III58	Spell Coordination	116	Star Voice	64
Shifting	131	Slumber	III22	Spell Defense	40	Star Voice True	64
Shifting Defense	IV64	Slumber Mist	134	Spell Deflect I, II, III	108	Starfinding	64
Shifting Defense True	IV64	Sly Ears	75, 91, 111, II73, III45	Spell Dodge I, II	125	Starfires	65
Shifting Shadows	E56	Slyears	III58	Spell Enhancement	79	Starfires True	65
Shock A, B, C, D, E	117	Small Animal Restoration	118	Spell Hold I, III, V, X, True	78	Starhand	65
Shock Bolt	41, 65, 83, 86, 107, II74	Smell Mirage	87	Spell of Challenge	IV74	Starlight	133
Shout of Calm	119	Smell Mirage True	87	Spell Reins	78	Starlights	65
Shout of Calming	45	Smell Trigger	II82	Spell Resistance	110	Starpaths	63
Shout of Command	III64	Smell/Taste Mirage	IV62	Spell Rune	111	Starsense	64
Shout of Confusion	131, 123, III64	Smelling	II73	Spell Shield II	40, 73, 110	Staying	72, 114, 140
Shout of Panic	97, III64	Smelling Loss	60	Spell Shield True	40, 73, 110, II80	Staying I, II, III	114, II74
Shout True	117	Smoke	III60	Spell Signature Feel	140	Steal	III22
Shrink	77, 132	Smokeflash	123	Spell Store	73, 78, 116, II66	Stealing	128
Shrink Power Word	II63	Smokey Breathe	E57	Spell Trigger I, II, III, True	II82	Steelgrip	IV68
Shrink Self	77	Snake Arms, Fingers, Hair	IV64	Spell Triggers	II82	Stench	F55
Shrinking Step	II78	Soft Structure Repair	122	Spell Typing	109	Sterilization	57
Shrinking Whirl	II78	Soft Structure Repair True	122	Spell Wall	73	Sterilize	III79
Side Vision	III58	Solid Alteration	133	Spell Wall	III80	Still Air	108
Sidevision	75, 91, 111, II73	Solid Analysis	E30, III58	Spelltrap I, III, V, X, XV, True	IV70	Stillness	124
Sight Bar, Displacement, Lore,		Solid Destruction	98	Sphere of Force	136, III42	Stone Analysis	76, II60, II83
Misdirection	II85	Solid Destruction True	98	Spider Bolt, Climb, Control, Familiar,		Stone Bolt	IV73
Sight Guardian I, II, III, True	II85	Solid Door	112, 133	Mastery, Plague, Strength	IV63	Stone Door	112, II84
Sight Merge	120	Solid Door True	133	Spider Climb	124	Stone Door True	II84
Sight Trigger	II82	Solid Form	113	Spider Legs	IV65	Stone Fires	82, 115, III71
Sight True	119	Solid Manipulation	112	Spike Stones	121	Stone Lore	42, 106, IV59
Sigil of Blinding, Death, Discord,		Solid Tunnel	133	Spin	131	Stone Lore	II83
Fear, Pain, Paralysis,		Solid Tunnel True	133	Spine	IV65	Stone Mastery	121
Sleep, Stunning	II66	Solidify	III60	Spine II, III	IV66	Stone Running, Sight, Speech	II84
Sigil/Runes Imbedding	II65	Song II, III, V, True	126	Spirit Banishing	II69	Stone to Earth	II53
Sign of Blinding, Fear, Paralysis,		Song of Coma		Spirit Banishing True	II69	Stone Tunnel	II84
Sleep, Stunning	73	Mastery, Mastery True	125	Spirit Binding		Stone Tunnel True	II84
		Song Sounding, Law, Law True	126	I, II, III, V, VI, VII, X	II68, II69	Stone Walking	II83

SPELL & SPELL LIST INDEX — S-T

Stone/Earth	82, 98, II84	Summons Elemental	Telepathy I, II, III, True	II74	Traveller	II4, IV56
Stone/Earth/Mud	133	Guardian, Servant	II85	Teleport I, III, V, X, True	79, II75	Travelling Dance I, II, III, True	II77
Stone/Mud	82, II84	Summons I, II, III, IV, V, VI, VII,	Teleport Beacon	IV73	Travelling Dances	II77
Stonegrip	IV68	VIII, X, XV, True	49, 80, 96	Teleport Tracking	E51	Tree Door	54, 122
Stoneheal	121	Summons MDE, LDE, DE,	Teleport Tracking True	E51	Tree Door I, III, True	II84
Stonemeld	121	GDE, GRDE Spirit	III69	Temper	III64	Tree Mastery	122
Stonemold	121	Summons Strong,	Temperance	E63	Tree Restore	122
Stoncrunning	40, 54, 57	Weak Elemental	II85	Temperance I, II, III, IV,	Tree Returning	54
Stones Throw	121	Sunfire True	107	V, Mastery, True	E63	Tremors	82, 98, II53, II84
Sunfight	91, 119, II73	Sunfires	107	Temperature Sphere	48	Triad Metal Bolt	II83
Stonespeech	42, 58, 121	Sunvision	II73	Tendon Lore	44	Triad Nether Bolt	II85
Stonewalking	40	Superior Elemental Armor,	Tendon Regeneration	44, 52, 122	Triad of Acid	IV71
Stonewall	38, 82, 121,	Shield, Weapon	E60	Tendon Regeneration True	122	Triad of Dark	II45
II53, II75, II80, II84	Superior Elemental	Tendon Repair	52	Triad of Flame	82
Stonewall True	38, 82, 121,	Ball, Bolt, Cone	E58	Tendon Repair I, III, True	44, 52, 122	Triad of Ice	83
II53, II75, II84	Superior Elemental Beast, Being	E63	Tentacles	IV66	Triad of Plasma	II84
Stop	III60	Superior Elemental Bond, Circle,	Terror of the Abyss	III22	Triad of Sonics	IV72
Store Other's Spell	116	Enshroud, Entangle,	Text Analysis	63	Triad of Water	84
Store Scene	II59	Touch, Wall	E61	Text Analysis I, II, III, True	Triple Criticals	E48
Storing	111, 132	Superior Elemental	76, E30, I40, II60, III58, III63	True Armor	76
Storm & Rain Prediction	58	Cloud/Fog, Field, Storm	E57	The Call of the Wild	133	True Aura	41, 107, II80
Storm Call	39, 84	Superior Elemental Immolation,	The Ritual of Black Eternity	135	True Brewing	II81
Storm Prediction	39, 56, III78	Protection, Resistance	E62	Third Familiar	129	True Change	77, 132, 123, IV62
Straightening	III79	Superior Server Elemental	E63	Thought	III22	True Charm	78, 116, II74,
Stream Diversion	132	Surface Ways	53	Thought Steal	118, 120, III45	II45, IV60
Strength	126	Surgery	132	Thoughts	118, 120, III45	True Control	137
Strength II, III, IV	92	Survival	IV56	Thunderstaff	119	True Cookery	II81
Strength Lecch Power Word	II63	Survival True	IV56	Time Fix	136	True Duplication	IV74
Strike	87	Suspicion	128	Time Freeze Power Word	II63	True Eye Targeting	IV74
Sirobes	E55	Sustain Self	46	Time Movement	137	True Fargrip	IV68
Study	132, IV61, IV62	Sustenance Purif. True	III81	Time Returning	65	True Flight	139
Study Fires	E59	Sustenance Purification	133, III81	Time Trigger	II82	True Form	123, IV62
Study Form	120	Sweaty Pores	E57	Time's Bridge	65	True Geas	116, II79
Study	Swim I, II, III	II72, II73	Time's Sense	III59	True Glamour	138
I, II, III, V, True	127, II61, III63	Swimming	54, 57	TK Enhancement	140	True Grip	IV68
Study	123, III45	Swimming True	54, 57	TK Enhancement True	140	True Healing	42
Stumbling	III62	Swing I, III, V	91	Tongue Rot	60	True Hold	45, 116, II8, III45, IV60
Stun Cloud	84, II74	Symbol Analysis	II60	Tongue Ties	IV65	True Invisibility	77, 107
Stun	III22	Symbol Extension	141	Torchfire	115	True Lock	75
Stun Power Word	II63	Symbol I, II, III, V, VI,	Torment	95, III62	True Perception	119
Stun Relief	42	VII, VIII, IX, X	47	Total Deflect True	138	True Pleasure	IV67
Stun Relief I, III,	Symbol Imbedding	141	Total Muscle Regeneration	52	True Power I, II, III, IV, V	IV69
V, True	53, 92, 106, 123, 126	Symbol True	137	Total Recall	111	True Quest	78, II82
Stun Song	125	Symbol/Unsymbol I, II, III, IV, V, VI,	Total Tendon Regeneration	52	True Rune	137
Stun Song True	125	VII, VIII, IX, X	E32, E33, III61	Totem Familiar	II67	True Sight	119
Stun Ward	II65	Symbolic Ways	47	Touch	91, 111, III58	True Sleep	116, III45
Stunning	49, III62	Sympathy	IV61	Touch of Death, Paralyzation,	True Voice	64
Stunning Tale	122	Sympathy True	IV61	Sleep, Subdual	II77	True Ward	II65
Subjugation	97, 128	T	Touch of Pain I, II, III, IV, True	II77	True Whirling Change	II78
Submerge Self	132, III45	Taint Resistance	Touch of Disruption	99	True Youth	IV61
Submerge Self True	139	I, II, III, V	E43, II68	Touch True	91	Truename	III23
Substances I, II, True	III76	Tale Of Death, Fear, Forgetfulness,	Town Curse III	II52	Truth	120, III63
Sudden Light	41, 83, 86	Mastery, Panic	II62	Traceless Passing	57	Truth I, III, V, True	120
Sudden Light True	III72	Talon Fingers I, II, III, True	IV64	Tracking	58, 64, E50	Turn Normal, Strong,
Sudden Sound	87, IV72	Tangle Weed	122	Tracking True	58, E50	Weak Elemental	E41
Suddendark	II45	Targeting I, II, III, IV,	Tracks Ahead	58	Turquoise Candle	III82
Suggestion	63, 78, 116, II62, II74,	V, VI, VII, VIII, IX, X, True	E50	Tracks Analysis	58	Type A, B, C, D, E
II82, III45, III79, IV60	Tasad	IV67	Tracks	117	Elemental Analysis	E30
Suicidal	Taste	III58	Tracks Lore	58	Type A, B, C, D, E
I, II, III, IV, V, VI, True	III53	Taste Mirage	87	Traction	93	Elemental Communal	E59
Suicide	128, III23	Taste Mirage True	87	Trait Erosion I, II, III, V, True	95	Type A, B, C, D, E
Summon I, V, X	IV56	Taste/Smell Mirage	74, II59	Trait Subversion	Elemental Commune	E58, E59
Summon Dead I, III, V,	Tasting	II73	I, II, III, V, X, True	128	Type A, B, C, D, E
VII, X, True	II46, II47, II67	Tear Cloud	87	Trances	II70	Elemental Fires	E59
Summon Dead	II46	Teledance I, II, IV, V, True	II79	Transfer Charm	IV61	Type A, B, C, D, E
Summon Faeries	133	Teledance	II78	Transferral	97, 128	Elemental Gate	E42, E43
Summon Mount	III82	72, 114, 140	Transferral True	97, 128	Type A, B, C, D, E
Summon Spirits True	II67	Telekinesis	114	Transferring Ways	51	Elemental Gate True	E43
Summon Type A, B, C, D, E	Telekinesis I, II, III, True	114, II74	Transmutation	112, 132, 133	Type A, B, C, D, E
Elemental	E62	Telempathy	III25	Transport	II62	Elemental Guardian	E60
Summons	49	Telepathy	72	Trap Mastery	75		
				Traplore	75, 140, III59, III80		

SPELL & SPELL LIST INDEX — U-Z

U		Vengeance	III64	Ward Mastery	II65	Weave Tale	II62
Ugliness of Orn	60	Ventriloquism	74, II53	Ward/Unward I, II, III, IV, V,		Weave Tale True	II62
Ulcer Curse	60	Very High Intelligence	88	VI, VII, VIII, IX, X	E33	Web Cocoon	IV63
Un-Ice	94	Very High Personality	III25	Warding I, II, III, IV, V, VI,		Web Movement	IV63
Unbalance	98, 131	Vessel I, II, III	E46	VII, VIII, IX, X	II65	Web True	IV63
Unbarring Ways	75	Vestment of War	II28	Warding Law	II65	Weigh Decision I, II, III, True	II61
Unchanneling	80	Vibrations	72	Warding True	132	Weigh Portion	131
Unclothing	43, 51, 122	Vibrations I, II, IV, True	II78, II79	Warding Ways	132	Wereword	III22
Uncurse	57	Viper Jaw I, II, III, True	IV64	Wardrobe	IV73	Whirl of Change, True Change	II78
Uncurse True	48, 127	Vision	75, 111, II73	Warm Air	113	Whirling Changes, Death, Gate,	
Undead Control True	II47	Vision Attack	116	Warm Inorganic	115	Gate True, Merge	II77, II78
Undead Mastery	II47	Vision Behind	65, 121, III59	Warm Metal	112	Whirlpool	84, 112, 132
Undead Mastery True	II47	Vision Behind True	121	Warm Solid	82, 112, 133, III71	Whirlwind	84, 113, 133, III78
Underwater Breathing	56, 120	Vision Control	116	Warm Stone	112	White Candle	III82
Underwater Movement	114, 124	Vision Defense II, III, IV	II85	Warning	III24	White Lore	47
Undisease	39, 57, III81	Vision Guide	65, 121, II69, III59	Warp Metal	II83	White Lore Mastery	47
Undoer	98, III80	Vision Location	121, II69, III59	Warp Metal True	II83	Willshape	III25
Undoer I, II, III, True	75, 98	Vision Maze	II85	Warp Wood	119	Wind Call	III78
Undream	III75	Vision of Doom		Warp/Jam	III60	Wind Drift	114
Unearth	82, 98, II53	I, II, III, IV, True	II50, II51	Watch	72, 119	Wind Law	84
Unearth/Unstone	III60	Vision of Misfortune		Watch II	119	Wind Mastery	39, 84, III78
Unencumbering	III24	I, II, III, IV, True	II50, II51	Watch True	72, 119	Wind of Flame	115
Unessence	80	Vision True	111	Water Analysis	140	Wind Ride	124
Unfloater	E56	Visions	II69	Water Bolt	84, 97, 112, 132, II74	Winded	E57
Unfog	84, 99, 113, III78	Visions of Doom	II50	Water Bubble	112	Windriding	124
Unfog True	113	Voice of Command	63	Water Bubble True	112	Windrunning	40, 54, 93
Ungag	III59	Voice of Summons	114	Water Corridor	112, 132	Windrunning True	40
Unglyph III, VI, X	II64	Vows/Oaths	128	Water Corridor True	112, 132	Windwalking	40, 54, 124
Unholy Gate	62			Water Finding	58, III78	Wither	III60
Unlock Elemental Gate	E42	W		Water Law	84	Withering Hand	134
Unlock Elemental Gate True	E43	Waiting Acid	IV71	Water Mastery	84, 112	Wood Analysis, Shaping Mastery,	
Unlock I, II, III, IV, V, True	III59	Waiting Awareness	56, 58	Water Production		Sight, Tongue	III84
Unmentalism	80	Waiting Darkness	II45	I, II, III, V, True	46, III81	Wood Control I, III, V, True	III84
Unmetal	82, 98, II53, III83	Waiting Firestorm	82	Water Purification	58	Wood Fires	E59, III71
Unmind	III22	Waiting Flame	82, III71	Water Steed I, II, III, True	III86	Wood Shaping	III84
Unminding	98	Waiting Gate	80	Water Tunnel	132	Woodfires	82, 133, 115
Unnerving Eye		Waiting Glamour II, III	II53, IV62	Water Tunnel True	132	Woodlight	91, 119, III73
I, IV, VII, X, True	II51, II52	Waiting Glyph II, IV, VII, X	II64	Water-Ice	83	Woodwall	38, III84
Unpain	92, 106, 126	Waiting Illusion I, II, III, V, X		Waterform	113	Woodwall True	38, III84
Unpain True	92, 106	74, 86, 109, II53, III59, IV62		Waterlungs	75, 92, 113, 123	Word of Calling, Discord,	
Unparalysis	43	Waiting Light	41, 83, III72	Waterrunning	40, 54, 57	Sleep, Stunning	78
Unpoison	39, 57, III81	Waiting Phantasm		Watersight	119	Word of Command	63
Unpoison	IV63	I, II, III	74, 86, II53, III59, IV62	Watervision	75, 91, 111, 123, III73	Word of Death	78, 130
Unpower	127	Waiting Record	III59	Watervision True	111	Word of Fear	131
Unpresence	85, 111, 131, 132,	Waiting Sonics	IV72	Waterwalking	40, 54, 57	Word of Pain	78, 98
123, III45, IV61, IV62		Waiting Sound	126	Waterwall	38, 84, 112, 132	Word of Panic	97
Unrain	97	Waiting Speech	118	Waterwall True	38, 84, 112, 132	Word of Return	40
Unseen	107, 131	Waiting Summons	49, 80	Wave	112, 132	Words of Power	III63
Unseen I, III, V, X	77	Waiting Tongue	118	Wax Doll, Lore,		Work Cloth, Iron, Jewels,	
Unsouls Curse	97	Waiting Voice	64	Mask, Working	III82	Magic Wood, Normal Metals,	
Unstone	82, 98, II53, III84	Waiting Watch	119	Wax Magic	III42, III82	Organic, Organic True, Stone,	
Unsymbol		Waiting Word	78	Wax-Shape	III82	Wood	88, 89, 140
I, II, III, V, VII, X, True	47, 141	Waken Slowroots	122	Way of the Navigator	III78	Work Alloy, Fog, Gas,	
Untaint	E43, III68	Waking Trance	III70	Way of the Voice	63	Laen, Mithril	89
Unward I, II, III, IV, V,		Wall Flip	93	Weak Elemental	113	Work Alloys, Alloys III, Fog VI, Laen	
VI, VII, VIII, IX	132	Wall Mastery	E47	Weakening	75, III80	V, Mithril IV	140
Unwater	97	Wall of Air, Earth, Stone,		Weakness	III62	Work Liquid	89, III55
Uter Light	III72	Water, Wood	III80	Weapon Alteration	131	Work Liquids	III80
Uterdark	83, 86, 94, 107,	Wall of Cold	83	Weapon I, II, III, IV	88	Work Steel I, II	89, 140
123, III45, III75		Wall of Fire	82, 115	Weapon Alterations	IV69	Work Type	
Uterdarklight	119	Wall of Force	38, III80	Weapon Burst	IV69	A, B, C, D, E Element	E45
Uterlight	83, 86, 107, III75	Wall of Ice	83, 133, III80	Weapon Rune I, II, III, IV	110, 111	Work With Acids	IV71
Uterlight I, V	41	Wall of Nether	III85	Weapon Turning Organic True	56	Wrath	III22
Uterlight Majesty	138	Wall of Plasma	III84	Weapon/Armor V	138	Wrath of Angels	130
		Wall of Sonics	IV72	Weapon/Armor/General VI, VII	138		
		Wall of Thorns	122	Weapons Grace	III57		
V		Wallrunning	93, 124	Weather Mastery	39		
Vacuum	84, 99, 113, 133, III74	Wallsight	119	Weather Mastery True	136		
Vacuum True	99	Wallwalking	93, 124	Weather Prediction	39, 56, 58, III78		
Valor	136	Ward Analysis	II60	Weather Prediction True	56		
Vampiric Strike I, II, III	III46	Ward I, II, III, IV,		Weather Ways	39		
Vaporize Water	97	V, VI, VII, VIII, IX	132	Weathering	E56		
Vein Repair	122	Ward	133				
Vein/Artery Repair	92, 110						