

ROLEMASTER™
THE STANDARD SYSTEM

Spell System



The Spell System for use with the *Rolemaster Standard System*,
adaptable to any Fantasy Role Playing System

SPELL LAW™

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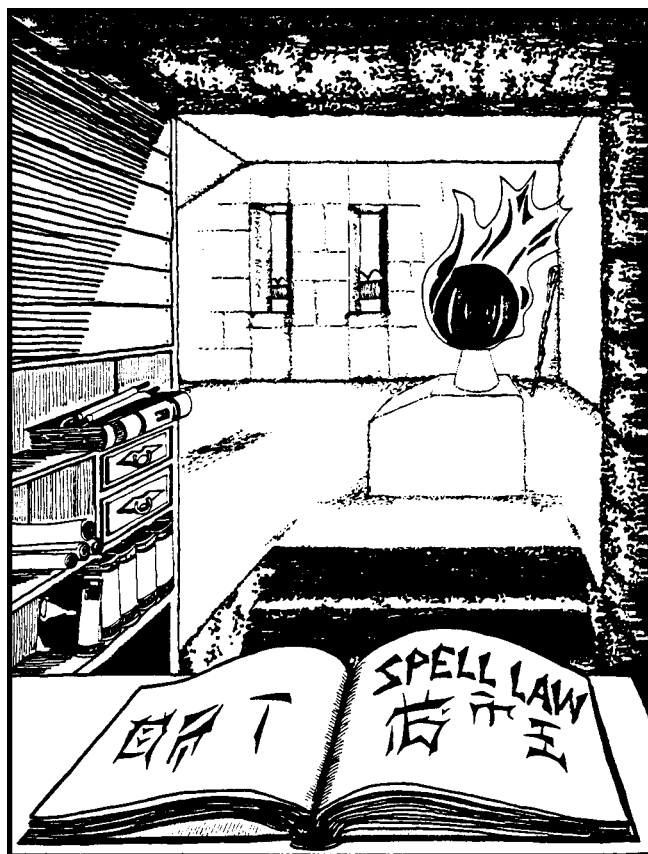
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Section 1

Welcome

Spell Lists

WELCOME

Spell Law deals with the integration of magic and spells into a fantasy role playing environment. It is designed to be used as part of the **Rolemaster Standard System (RMSS)** or as the spell system for other FRP games. In the latter case, it can be used as a whole or in parts.

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

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

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

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

ROLEMASTER

Rolemaster Standard System (RMSS) is ICE's complete fantasy role playing system, combining *Arms Law (AL)*, *Spell Law (SL)*, the *Rolemaster Standard Rules (RMSR)* and *Gamemaster Law (GML)*. *Spell Law* provides the spell lists and attack tables for the system, and the *Rolemaster Standard System* fully describes their use within the system. Those players and GMs who are already familiar with *Spell Law* (from previous editions of **Rolemaster**) can use this book without any modification to the old system (though you should decide which edition of *Spell Law* to use when there is a discrepancy—there are quite a few changes to the old lists). For players and GMs who are using *Spell Law* without **Rolemaster**, you will need to familiarize yourself with the material in the appendices before just diving in.

ROLEMASTER SUPPLEMENTARY MATERIAL

Rolemaster is supported by a variety of play aids. Such products can decrease the time and effort required for the creation of an exciting game, and increase the amount of realism and detail obtained during play. These play aids include:

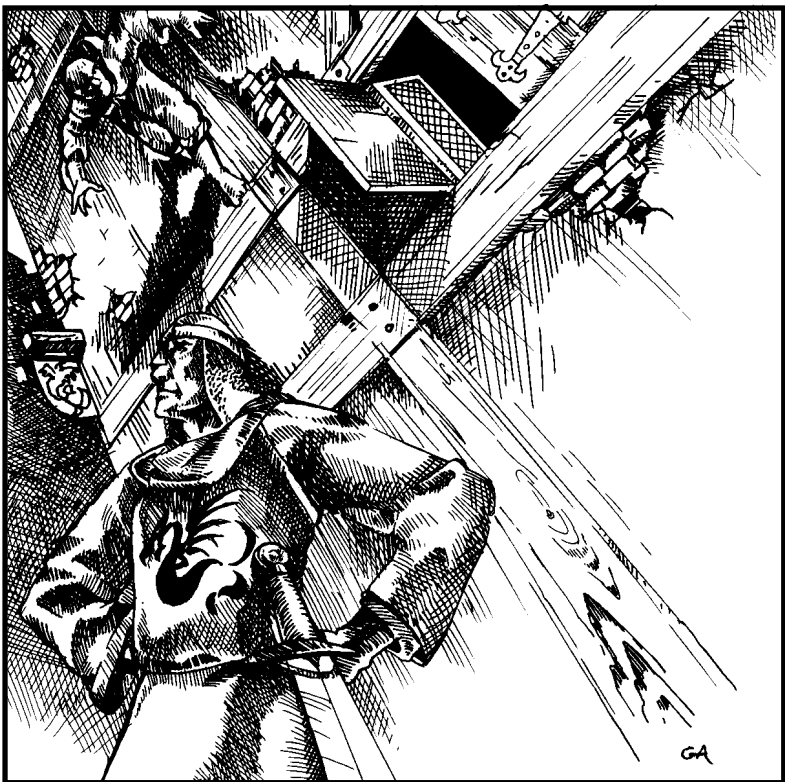
Creatures & Monsters™ (C&M) — ICE's compendium of information and statistics for two key elements of fantasy role playing: creatures, and encounters. It also includes guidelines and statistics for dozens of new races.

ICE's Middle-earth® Series — A wide variety of rules, guidelines, and modules for use with fantasy role playing in J.R.R. Tolkien's Middle-earth.

 SPELL LISTS

GENERAL GUIDELINES

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



KEYFEATURES

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

Spells are grouped into lists. A spell list is an ordering of spells based upon the level, intricacy, and potency. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). There are 186 spell lists divided into:

- 15 sets of professional “base” spell lists (i.e., spell lists usually learned only by characters in that profession)
- 1 set of “evil” spell lists for each realm of power (i.e., spell lists usually learned only by “evil” characters—see Section 7.3)
- 1 set of “closed” spell lists for each realm of power (i.e., spell lists usually learned by most characters who cast spells the realm)
- 1 set of “open” spell lists for each realm of power (i.e., spell lists that are learnable by characters in any profession of the realm and even by some professions outside the realm)
- 3 sets of “other” professional “base” lists (i.e., spell lists associated with non-standard professions—usually reserved for non-player characters).

TERMS

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

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

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

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

Inorganic: Involving neither organic life or products of organic life.

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

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

Organic: Of or deriving from living organisms.

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

Spell points: The same as term Power Points”.

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

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

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

Note: For readability purposes, these rules use standard English grammar when referring to persons of uncertain gender: i.e., masculine pronouns. In such cases, these pronouns are intended to convey the meanings: she/he, his/her, etc.



NEWFROM PREVIOUS EDITIONS

- All cross-list references have been removed.
- All spells on all lists have been re-examined for balance, playability, and clarity.
- All casting parameters for spells have been conveniently placed in a list format.
- 24 new spell lists have been added.
- Numerous spells have been added to old lists.
- What were previously called “Spell Classes” are now called “Spell Types.” These types are now crucial to the spell casting procedure (as they define the valid types of targets for spells).
- The Basic Spell Attack Table has been reformat- ted for clarity and ease of use.
- The Alchemist, Seer and Astrologer professions have been removed (though their spell lists are included in the appendix) and the Paladin, Dabbler, and Magent professional spell lists have been added.
- The Healer is now a

Hybrid Spell User (Channeling/Mentalism).

- All spell lists are now in the new 3-hole format, with one list per page side and perforations suitable for removal and storage in a 3-ring binder.

THE SPELL

Key Features

New From
Previous
Editions

Terms



DESCRIPTION KEY

Several types of codes may follow the spell names in the listings: area of effect, duration, range, and type. In addition, some descriptions will explain that a particular spell has a Resistance Roll Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

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

- * — Instantaneous; spell doesn't require preparation
- — spell doesn't require power points
- ‡ — Part of a set of spells that must be thrown continuously in order to be effective (or fully effective)

SPELL TYPES

E — Elemental spell. These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a "wall" spell) **or** the sense of the target (e.g., an "illusion" spell). Because the elements are real, no Resistance Rolls are normally allowed.

BE — Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements. (i.e., "ball" spells). Such attacks are resolved on either Attack Table 5.2 or Attack Table 5.3.

DE — Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements (i.e., "bolt" spells). Such attacks are resolved on one of the "bolt" attack tables (Attack Tables 5.4 through 5.8).

F — Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell's force. If the spell has a target capable of resisting, the caster must make an attack roll on the Basic Spell Attack Table 5.1 to determine the RR modification for the target. Determine the type of armor the target is wearing and roll on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on Table 5.10, using the target's level and the attacker's level as the indexes).

P — Passive spell. These spells usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM's discretion), its purpose is only to determine if the target is aware of the spell. Many detection spells are of this type.

U — Utility spell. These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM's discretion), but it is modified by -50 (i.e., he will most like not resist). Most healing spells are of this type.

I — Informational spell. These spells involve gathering information through means that do not require RRs.

SPELL SUB-TYPES

s — Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell; and if he is unconscious (or is asleep or in a trance), a spell of this type can be cast by the subconscious as necessary (starting with the highest level spell needed). An exception to this is the *Stun Relief* spell. This spell may (at the option of the caster) be cast by the subconscious while the caster is stunned.

m — Mental Attack spell. These spells affect the target's mind and are subject to mental defenses.

ABBREVIATIONS

C.		concentration
cu'.		cubic feet
hr.		hour
lvl.		level (normally of the caster)
mi.		miles(s)
min.		minute(s)
mo.		month
mod.		modification or modifier
mph.		miles per hour
P.		permanent
pt.		point
R or rad.		radius
rnd or rd.		round (battle round)
RR.		resistance roll
V.		varies
yd.		yard(s)
yr.		year

SPECIAL SPELL CODES





OF CHANNELING



Channeling represents the power of the deities of a given world as channeled through their followers or other spell users. It is spiritual and religious in nature. A spell user of this realm may draw his strength from his respective deity, and often does not require active cooperation of the deity; this is especially true where the spell user is employing relatively weak or subtle spells (e.g., healing spells, detecting spells, etc.). Thus, spells of this realm do not necessarily reflect the nature of specific deities. More powerful and significant spells, however, such as death spells and the revival of the dead, might require the active cooperation of a deity.

In organic substances, notably metal, interfere with the drawing of power from the deities. Wearing metal helmets or armor, or carrying lots of metal results in riskier spell casting of Channeling spells. For a full discussion of the modifiers for metal interfering with Channeling spells, see the *Rolemaster Standard System*.

One other issue must be decided upon by the GM when allowing spells from this realm: Lifegiving. Lifegiving entails the reunification of a soul with a body capable of supporting it. It is not the healing of the system shock and damage; rather, it is the restoration of the spark of life itself. A physical body which is able to nurture the soul is always required before life can be restored. In addition, the GM may deem it necessary to require certain rituals or specific conduct before a lifegiving spell can be successful.

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Herb Mastery	Nature's Protection
Nature's Lore	Plant Mastery
2.4 Cleric Base	35
Channels	Protections
Communal Ways	Repulsions
Life Mastery	Summons
2.5 Paladin Base	41
Communion	Holy Healing
Exorcism	Holy Shields
Holy Arms	Inspiring Ways
2.6 Ranger Base	47
Inner Walls	Nature's Summons
Moving Ways	Nature's Way
Nature's Guises	Path Mastery
2.7 Healer Base	53
Blood Ways	Muscle Ways
Bone Ways	Organ Ways
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2.8 Evil Channeling	59
Curses	Disease
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CHANNELING SPELL LIST 2. . .

	Lvl	Spell	Area of Effect	Duration	Range	Type
☐	1					
☐	2					
☐	3					
☐	4					
☐	5					
☐	6					
☐	7					
☐	8					
☐	9					
☐	10					
☐	11					
☐	12					
☐	13					
☐	14					
☐	15					
☐	16					
☐	17					
☐	18					
☐	19					
☐	20					
☐	25					
☐	30					
☐	50					

[illegible]

BARRIER LAW

1. **Light Wall I** — Creates a wall a black, insubstantial wall up to 20' x 20' x 1" that light cannot pass into or through (i.e., it does not hinder movement, but it blocks vision).
2. **Airwall** — Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Light Wall II** — As *Light Wall I*, except for duration.
4. **Waterwall** — Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
5. **Woodwall** — Creates a wall of wood up to 10' x 20' x 2". This wall can be burned though, chopped through, or toppled (if not propped up somehow).
7. **Earthwall** — As *Woodwall*, except wall is made of earth and has a size up to 10' x 10' x (3' at base, 1' at top) of packed earth.
8. **Icewall I** — As *Woodwall*, except wall is made of ice and has a size up to 10' x 10' x (2' at base, 1' at top). It can be melted through, chipped through, or toppled (if not propped up somehow).
10. **Barrier Pit** — Opens a pit (500 cubic feet in stone; 1000 cubic feet in earth or ice). The entire pit must be within 50' of caster. A pit may not be opened except on a horizontal surface with an incline of less than 45°.
11. **Airwall True** — As *Airwall*, except for duration.
12. **Stonewall** — As *Woodwall*, except wall is made of stone and has a size up to 10' x 10' x 1'. It can be chipped through.
13. **Waterwall True** — As *Waterwall*, except for duration.
15. **Woodwall True** — As *Woodwall*, except for duration.
17. **Earthwall True** — As *Earth Wall*, except for duration.
18. **Icewall II** — As *Icewall I*, except wall is up to 20' x 20' x (4' at base, 2' at top).
20. **Stonewall True** — As *Stonewall*, except for duration.
25. **Meld Walls** — Fuses 2 touching walls (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cubic feet').
30. **Curved Wall** — As any one of the lower level "wall" spells on this list, except the wall can be curved up to a semicircle.
50. **Wall of Force** — By directly Channeling the power of his deity, the caster creates a transparent wall of "force" that is absolutely impassable by anyone or anything. It can be up to 10' x 20' x 1".



OPEN CHANNELING 2.1.1

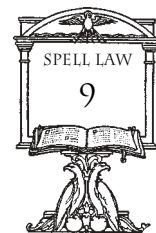
BARRIER LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Light Wall	20' x 20' x 1"	C	50'	E
2	Airwall	10'x10'x3'	C	50'	E
3	Light Wall II	20' x 20' x 1"	1 min/lvl	50'	E
4	Waterwall	10'x10'x1'	C	50'	E
5	Woodwall	10'x20'x2"	1 min/lvl	50'	E
6					
7	Earthwall	10'x10'x3'	1 min/lvl	50'	E
8	Icewall I	10'x10'x2'	P	50'	E
9					
10	Barrier Pit	varies	P	50'	E
11	Airwall True	10'x10'x3'	1 min/lvl	50'	E
12	Stonewall	10'x10'x1'	1 min/lvl	50'	E
13	Waterwall True	10'x10'x1'	1 min/lvl	50'	E
14					
15	Woodwall True	10'x20'x2"	P	50'	E
16					
17	Earthwall True	10'x10'x3'	P	50'	E
18	Icewall II	20'x20'x4'	P	50'	E
19					
20	Stonewall True	10'x10'x1'	P	50'	E
25	Meld Walls	varies	P	touch	E
30	Curved Wall	varies	varies	50'	E
50	Wall of Force	10'x20'x1"	1 rnd/lvl	100'	E

SPECIAL NOTES

- 1) All "Wall" spells created by spells on this list must rest (i.e., stand) on a solid surface.
- 2) All "Wall" spells (except *Wall of Force*) require that at least 1 cubic foot of the material that the wall consists of be within 50' of the caster.
- 3) With all walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions. If the caster is attempting to "fill" a space with the wall, the wall will not fit perfectly (i.e., not snug).
- 4) A wall cannot be created in the same space as other solid material. It can only displace liquids and gasses.

See Section 7.1.13 for more information on walls.



OPEN CHANNELING 2.1.2

CONCUSSION'S WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Healing I	1 target	P	touch	U
☐ 2)	Frost/Burn Relief I	1 target	P	touch	U
☐ 3)	Min. Irritation Relief	1 target	P	touch	U
☐ 4)	Healing III	1 target	P	touch	U
☐ 5)	Stun Relief *	1 target	P	touch	Us
☐ 6)	Frost/Burn Relief II	1 target	P	touch	U
☐ 7)	Regeneration I *	1 target	C	touch	Us
☐ 8)	Healing V	1 target	P	touch	U
☐ 9)	Frost/Burn Relief III	1 target	P	touch	U
☐ 10)	Awakening	1 target	—	100'	U
☐ 11)	Healing VII	1 target	P	touch	U
☐ 12)	Regeneration II *	1 target	C	touch	U
☐ 13)	Frost/Burn Relief IV	1 target	P	touch	U
☐ 14)					
☐ 15)	Healing X	1 target	P	touch	U
☐ 16)					
☐ 17)	Long Stun Relief *	1 target	P	100'	Us
☐ 18)	Regeneration III *	1 target	C	touch	U
☐ 19)					
☐ 20)	Healing XV	1 target	P	touch	U
☐ 25)	Regeneration V *	1 target	C	touch	U
☐ 30)	True Healing	1 target	P	touch	U
☐ 50)	Mass True Healing	varies	P	100'	U

CONCUSSION'S WAYS

- Healing I** — Target is healed of d10 concussion hits.
- Frost/Burn Relief I** — Target is healed of one area of up to mild frostbite or 1st degree burn.
- Minor Irritation Relief** — Target is healed of one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).
- Healing III** — As *Healing I*, except that target is healed of 3d10 concussion hits.
- Stun Relief** — Target is relieved of 1 round's worth of accumulated stun effects. See Section 7.1.1 for more information.
- Frost/Burn Relief II** — As *Frost/Burn Relief I*, except caster can heal 2 areas of mild damage **or** 1 area of moderate damage (e.g., 2nd degree burn).
- Regeneration I** — Will reduce damage target has by 1 hit every minute as long as caster concentrates. If the caster is unconscious this spell will operate on him without concentration. See Appendix 7.1.1 for more on subconscious spells.
- Healing V** — As *Healing I* except that target is healed of 5d10 concussion hits.
- Frost/Burn Relief III** — As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn) **or** a combination of 1 mild and 1 moderate area of damage.
- Awakening** — Target is instantly awake.
- Healing VII** — As *Healing I*, except that target is healed of 7d10 concussion hits.
- Regeneration II** — As *Regeneration I*, except target's damage is reduced by 2 hits per minute of concentration.
- Frost/Burn Relief IV** — As *Frost/Burn Relief I*, except caster can heal 4 mild **or** 2 moderate **or** 1 mild and 1 severe **or** 2 mild and 1 moderate area(s) of damage.
- Healing X** — As *Healing I*, except that target is healed of 10d10 concussion hits.
- Long Stun Relief** — As *Stun Relief*, except that the caster's range is 100'.

- Regeneration III** — As *Regeneration I*, except target's damage is reduced by 3 hits per minute.
- Healing XV** — As *Healing I*, except that target is healed of 15d10 concussion hits.
- Regeneration V** — As *Regeneration I*, except target's damage is reduced by 5 hits per minute.
- True Healing** — As *Healing I*, except that target is healed of all concussion hits.
- Mass True Healing** — Allows caster to heal all concussion hits in a number of targets equal to level of caster.

SPECIAL NOTES

See Section 7.2 for more on healing.



DETECTION MASTERY

1. **Detect Channeling** — Detects any active spell or item from the Channeling realm; caster can concentrate on a different 5'R each round.
2. **Detect Essence** — As *Detect Channeling*, except realm is Essence.
3. **Detect Mentalism** — As *Detect Channeling*, except realm is Mentalism.
4. **Detect Life** — As *Detect Channeling*, except detects living beings.
5. **Detect Curse** — As *Detect Channeling*, except detects curses on people or things.
6. **Detect Undead** — As *Detect Channeling*, except detects the presence of Undead.
7. **Detect Traps** — As *Detect Channeling*, except it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance). See Section 7.1.28 for information on trap complexity.
8. **Life Typing** — As *Detect Channeling*, except it analyzes one living being; giving race, age, and current state of health.
9. **Detect Invisible** — As *Detect Channeling*, except detects invisible things. All attacks against an invisible target suffer a -50 penalty (instead of the standard -100). See Section 7.1.10 for more in Invisibility.
10. **Perceive Power I** — As *Detect Channeling*, except it will give an estimate of the power (i.e., level) of the person, item, or spell examined.
11. **Poison Analysis** — As *Detect Channeling*, except it gives an analysis of any poisons on a single object or in a single being.
13. **Power Typing** — As *Detect Channeling*, except it analyzes general spell type (in item or cast) and what spell list it was cast from. In the case of a person, it gives his exact profession.
15. **Detect Spell** — As *Detect Channeling*, except detects any spell that has ever been cast in the area examined.



OPEN CHANNELING 2.1.3

DETECTION MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Channeling	5'R	1 min/lvl (C)	50'	P
2)	Detect Essence	5'R	1 min/lvl (C)	50'	P
3)	Detect Mentalism	5'R	1 min/lvl (C)	50'	P
4)	Detect Life	5'R	1 min/lvl (C)	50'	P
5)	Detect Curse	5'R	1 min/lvl (C)	50'	P
6)	Detect Undead	5'R	1 min/lvl (C)	50'	P
7)	Detect Traps	5'R	1 min/lvl (C)	50'	P
8)	Life Typing	1 target	—	50'	P
9)	Detect Invisible	5'R	1 min/lvl (C)	50'	P
10)	Perceive Power I	5'R	1 min/lvl (C)	50'	P
11)	Poison Analysis	1 target	—	50'	P
12)					
13)	Power Typing	5'R	1 min/lvl (C)	50'	P
14)					
15)	Detect Spell	5'R	1 min/lvl (C)	50'	P
16)					
17)	Perceive Power II	50'R	1 min/lvl (C)	500'	P
18)	Location	caster	—	300'	P
19)					
20)	Curse Analysis	5'R	1 min/lvl (C)	50'	P
25)	Life Analysis	1 target	—	50'	P
30)	Detect True	varies	1 min/lvl (C)	50'	P
50)	Location True	caster	—	1 mi/lvl	P

17. **Perceive Power II** — As *Perceive Power I*, except range is 500' and area is 50'R.

18. **Location** — Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail. The caster must have the dimensions of the object exact within 10% of actual size and know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.). Note that sometimes the caster must know more than two other attributes to make the item unique.

20. **Curse Analysis** — As *Detect Channeling*, except a curse may be analyzed for level, effect and required cure.

25. **Life Analysis** — As *Life Typing*, except also gives exact profession, alignment, and other pertinent details.

30. **Detect True** — As *Detect Channeling*, except any of the lower level spells on this list can be used once per round.

50. **Location True** — As *Location*, except range is 1 mile per level.

SPECIAL NOTES

1) All of the spells on this list are Passive in type. The target of the spell is allowed an RR, but success only indicates that the target is aware that a spell was cast upon him (i.e., the spell still works). More information on Passive spell effects may be found in Section 7.1.18.

2) A "curse" (for the purposes of the *Detect Curse* spell) is defined as something that is detrimental and magical in nature (e.g., delivered from the Curses spell list).



OPEN CHANNELING 2.1.4

LIGHT'S WAY

Lv	Spell	Area of Effect	Duration	Range	Type
1	Projected Light	50' beam	10 min/lvl	self	E
2	Light I	10'R	10 min/lvl	touch	E
3	Aura	1 target	10 min/lvl	10'	U
4	Light II	20'R	10 min/lvl	touch	E
5	Sudden Light	10'R	—	100'	F
6	True Aura	1 target	10 min/lvl	10'	U
7	Shock Bolt	1 target	—	100'	DE
8	Light III	30'R	10 min/lvl	touch	E
9	Utterlight I	10'R	1 min/lvl	touch	E
10	Waiting Light	10'R	10 min/lvl	touch	E
11	Flare	varies	1 rnd/lvl	20'/lvl	DE
12					
13	Light V	50'R	10 min/lvl	touch	E
14					
15	Light X	100'R	10 min/lvl	touch	E
16					
17	Utterlight V	50'R	1 min/lvl	touch	E
18	Mass Light	10'R/lvl	10 min/lvl	touch	E
19					
20	Mass Aura	varies	10 min/lvl	10'	U
25	Lightning Call	1 target	—	100'	DE
30	Alkar	1 target	10 min/lvl	10'	U
50	Mass Utterlight	10'R/lvl	1 min/lvl	touch	E



11. Flare — A 6" radius ball of light is shot from the palm of the caster. It will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can raise to its full range. If used against a target, use the Shock Bolt Attack Table but deliver Heat criticals.

13. Light V — As *Light III*, except up to 5 areas can be created with a total radius of 50'.

15. Light X — As *Light III*, except up to 10 areas can be created with a total radius of 100'.

17. Utterlight V — As *Utterlight I*, except up to 5 areas can be created with a total radius of 50'.

18. Mass Light — As *Light III*, except total radius is 10' per level.

20. Mass Aura — As *Aura*, except as many targets as the caster's level can be affected.

25. Lightning Call — Caster can cause a lightning bolt to strike a target within his range. Results are determined on the Lightning Bolt Attack Table. There must be a storm within 1 mile that is severe enough to cause precipitation or lightning or very heavy winds. The caster must be outdoors to cast this spell.

30. Alkar — As *Aura*, except target seems like a minor god and the subtraction is 25.

50. Mass Utterlight — As *Utterlight I*, except as many areas as the caster levels can be created with a total radius of 10' per level.

LIGHT'S WAY

- Projected Light** — Beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes his fist, the light will "turn off;" when the fist is opened, the light will come back on (so long as the spell duration has not expired).
- Light I** — Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being. See Section 7.1.7.
- Aura** — Creates a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks against the target.
- Light II** — As *Light I*, except 1 or 2 areas can be created with a total radius of 20' (e.g., one area of 20' or two areas of 10').
- Sudden Light** — Causes a 10'R burst of intense light, all within are stunned for 1 round per 10 failure.
- True Aura** — As *Aura*, except it makes him appear very powerful; subtracting 15 from all attacks against the target.
- Shock Bolt** — A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.
- Light III** — As *Light II*, up to 3 areas can be created with a total radius of 30'.
- Utterlight I** — As *Light I*, except it is the equivalent of full daylight; it also nullifies all magically created darkness for the duration.
- Waiting Light** — As *Light I*, except caster can delay the spell up to 24 hours; it can be triggered by one of the following (decided by caster): elapsed time, specific movements, specific sounds, or touch.

SPECIAL NOTES

None of the *Aura* spells (*Aura*, *True Aura*, *Mass Aura*, and *Alkar*) are cumulative with each other or with the *Blur* spell.



LOFTY MOVEMENTS

2. **Edgewalking** — Target can walk along narrow edges (down to 2" wide) that can support his weight. Maneuver rolls are not normally required.
4. **Limbwalking** — Target can walk along tree limbs as if he were on level ground.
5. **Stonewalking** — Target can walk on stone surfaces of up to 60° as if he were on level ground.
6. **Waterwalking** — Target can walk on water as if he were on level ground; may not be used on rough water.
7. **Merging Organic** — Target can merge into organic material (live or dead). While merged, the target cannot move or perceive. When the target emerges from the material, he can emerge from any side or face of the material. The target cannot move "through" material greater in width than his own body size plus 2 feet.
8. **Store Sanctuary** — Caster "stores" a location for use with spells later on this list. While casting this spell, the caster must meditate for one hour in the location that will be stored. The caster can only have one sanctuary stored at a time. As long as this location remains "stored," it will detect as a magical (i.e., "holy") place.
9. **Limbrunning** — As *Limbwalking*, except target can run.
10. **Stonerunning** — As *Stonewalking*, except target can run.
11. **Waterrunning** — As *Waterwalking*, except target can run.
12. **Windwalking** — Target can walk on calm air. This spell only allows for horizontal movement. Vertical movement must be achieved by other means.
13. **Returning I** — Caster may return to his stored sanctuary so long as the sanctuary is no more than 1 mile away.
15. **Great Merging Organic** — As *Merging Organic*, except target may turn within the material and perceive the world outside of the material.



OPEN CHANNELING 2.1.5 LOFTY MOVEMENTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Edgewalking	1 target	1 min/lvl	10'	U
3)					
4)	Limbwalking	1 target	1 min/lvl	10'	U
5)	Stonewalking	1 target	1 min/lvl	10'	U
6)	Waterwalking	1 target	1 min/lvl	10'	U
7)	Merging Organic	1 target	1 min/lvl	10'	U
8)	Store Sanctuary	caster	P	self	U
9)	Limbrunning	1 target	1 min/lvl	10'	U
10)	Stonerunning	1 target	1 min/lvl	10'	U
11)	Waterrunning	1 target	1 min/lvl	10'	U
12)	Windwalking	1 target	1 min/lvl	10'	U
13)	Returning I	caster	—	self	U
14)					
15)	Gr. Merging Organic	1 target	1 min/lvl	10'	U
16)	Returning V	caster	—	self	U
17)					
18)	Windrunning	1 target	1 min/lvl	10'	U
19)	Returning X	caster	—	self	U
20)	Merging Tr. Organic	1 target	1 min/lvl	10'	U
25)	Windrunning True				
30)	Word of Return *	caster	—	self	U
50)	Rereturning *	caster	—	self	U

16. **Returning V** — As *Returning I*, except the sanctuary can be up to 5 miles away.

18. **Windrunning** — As *Windwalking*, except target can run.

19. **Returning X** — As *Returning I*, except the sanctuary can be up to 10 miles away.

20. **Merging True Organic** — As *Great Merging Organic*, except target may use spells on himself while merged.

25. **Windrunning True** — As *Windrunning*, except target can run up to twice the normal speed on calm air without expending energy.

30. **Word of Return** — As *Returning I*, except the sanctuary can be any distance away up to 10 miles per level of the caster.

50. **Rereturning** — Caster may go to his sanctuary (as per *Word of Return*), stay up to 1 round per level, and then return to the point where he cast his spell (thus making it a round trip).



OPEN CHANNELING 2.1.6

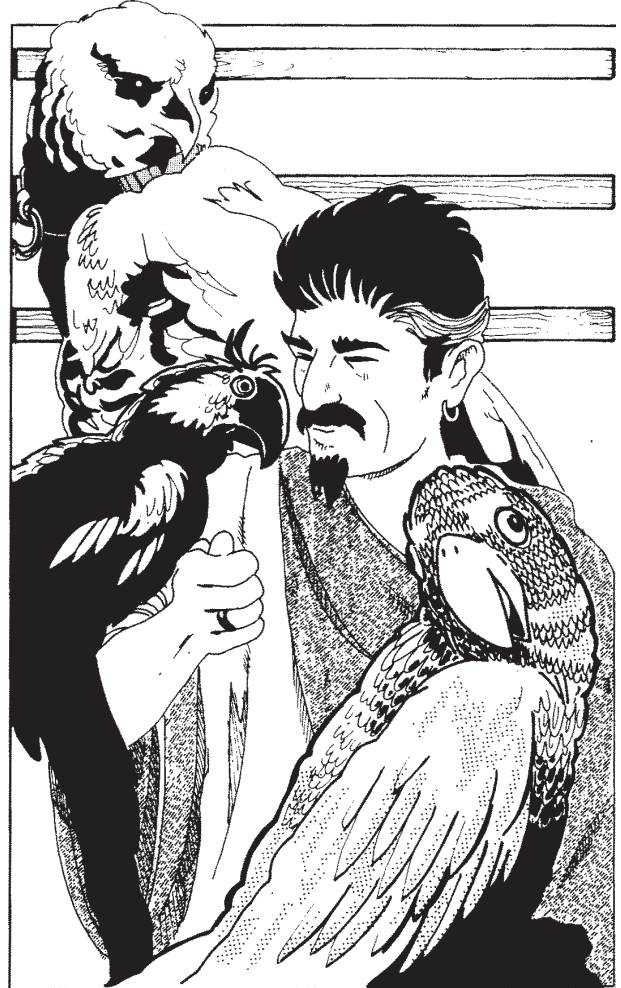
NATURE'S LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Plant Lore	1 plant	—	10'	I
3)	Herb Lore	1 herb	—	10'	I
4)					
5)	Stone Lore	1 stone	—	10'	I
6)	Speed Growth	1 species	1 day	10'	U
7)	Animal Tongues	caster	1 min/lvl	self	I
8)					
9)	Animal Mastery I	1 animal	C	100'	Fm
10)	Nature's Awareness I	caster	C	100'	I
11)	Plant Tongues	caster	1 min/lvl	self	I
12)	Animal Mastery III	3 animals	C	100'	F
13)	Animal Empathy	1 animal	C	100'	P
14)	Plant Control I	1 plant	1 min/lvl	100'	Fm
15)	Stonespeech	1 stone	1 min/lvl	self	I
16)	Herb Production	1 seed	P	touch	U
17)					
18)	Animal Mastery V	5 animals	C	100'	Fm
19)	Plant Control III	3 plants	1 min /lvl	100'	Fm
20)	Nature's Awareness V	caster	C	500'	I
25)	Earth Empathy	1 object	1 min/lvl	100'	P
30)	Mastery	1 species	C	10'/lvl	Fm
50)	Animal Mastery True	1 species	P	10'/lvl	Fm

NATURE'S LAW

- Plant Lore** — Caster learns nature, history, and value of any 1 plant.
- Herb Lore** — Caster can understand the nature, origin, and value of any 1 herb; if the plant is not an herb, no information will be related.
- Stone Lore** — Caster learns the nature, history, and origin of any 1 stone.
- Speed Growth** — Caster can increase speed of growth for any 1 species of plant within the radius by 10 times.
- Animal Tongues** — Allows caster to understand and “speak” the language of any 1 animal species.
- Animal Mastery I** — Caster can control the actions of any 1 animal.
- Nature's Awareness I** — Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of the spell, the caster cannot move.
- Plant Tongues** — Allows caster to understand and “speak” the language of any 1 plant species.
- Animal Mastery III** — As *Animal Mastery I*, except caster can control 3 animals.
- Animal Empathy** — Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
- Plant Control I** — Caster can control the automatic and/or mental processes of any 1 plant. Caster can also control the plant's movements. Note that this spell does not allow movement beyond normal allowances.
- Stonespeech** — Caster can communicate with any 1 stone if it possesses any animate qualities (e.g., caster could speak to a holy stone that possesses an intelligence).
- Herb Production** — Caster can grow an herb by planting the proper seed. The herb is sterile and the growth takes 1-10 rounds.

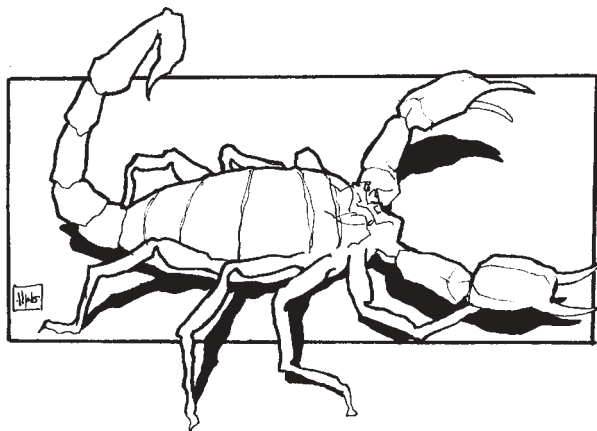
- Animal Mastery V** — As *Animal Mastery I*, except caster can control 5 animals.
- Plant Control III** — As *Plant Control I*, except caster can control any 3 plants.
- Nature's Awareness V** — As *Nature's Awareness I*, except that the radius is 500'.
- Earth Empathy** — Caster can understand and/or visualize the thoughts and emotions of any 1 animal, plant, stone, or dead organic object. The caster can change targets once per round.
- Mastery** — As *Animal Mastery I*, except caster can control all of the animals of a given species within a range equal to 10' x his level (e.g., at 30th level you could control all of the ferrets or minks within 300').
- Animal Mastery True** — As *Animal Mastery I*, except duration is permanent and concentration is not required. At a given time, there may only be 1 animal controlled by caster through use of this spell.



SPECIAL NOTES

- Any spell that provides information to the caster can be tricky for the GM to run. Every GM should examine lore spells and determine how much information he is willing to impart to the players. See Section 7.1.21 for more information on Lore spells.
- A herb is defined as a plant that, when specially prepared, provides some unusual benefit to the user. This does not apply to poisons.





PURIFICATIONS

1. **Disease Purification** — Stops infection and/or spread of a disease in 1 target after he has acquired the disease. No further damage will occur in uninfected areas of the body.
2. **Food Preservation** — This spell perfectly preserves one day's worth of food for 1 week, after which it will spoil normally.
3. **Poison Purification** — Neutralizes any 1 poison in the system of 1 target. **Note:** *Damage already sustained is not cured.*
4. **Disease Resistance I** — For the duration of the spell, target gets an additional RR versus any disease(s).
5. **Poison Resistance I** — For the duration of the spell, target gets an additional RR versus any poison(s).
6. **Sustenance Purification** — This spell neutralizes abnormal diseases, poison, and other similar substances in one day's worth of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (e.g., it will not neutralize the natural poison in poisoned mushrooms).
8. **Disease Resistance II** — As *Disease Resistance I*, except target gets 2 additional RRs.
9. **Poison Resistance II** — As *Poison Resistance I*, except target gets 2 additional RRs.
10. **Mind Disease Cures** — Target is cured of any 1 mind disease, recovery 1-50 days.
11. **Disease Resistance III** — As *Disease Resistance I*, except target gets 3 additional RRs.
12. **Poison Resistance III** — As *Poison Resistance I*, except target gets 3 additional RRs.
14. **Undisease** — Caster can remove any 1 disease from a target.
15. **Unpoison** — Caster can remove any 1 poison from a target.
18. **Mass Undisease** — Caster can remove any 1 disease from a number of targets equal to his level (e.g., an 18th level caster could remove leprosy from 18 targets).
19. **Mass Unpoison** — Caster can remove any 1 poison from the systems of a number of targets equal to his level.
20. **Mind Disease Cures True** — As *Mind Disease Cures*, except recovery is instantaneous.
25. **Greater Disease Purification** — All disease in the area is eliminated.
30. **Greater Poison Purification** — All poison in the area is neutralized.
50. **Purification True** — Eliminates all poisons and/or diseases in the area.

OPEN CHANNELING 2.1.7

PURIFICATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Disease Purification	1 target	P	touch	U
2)	Food Preservation	varies	1 week	touch	U
3)	Poison Purification	1 target	P	touch	U
4)	Disease Resistance I	1 target	10 min/lvl	touch	U
5)	Poison Resistance I	1 target	10 min/lvl	touch	U
6)	Sustenance Purification	varies	P	touch	U
7)					
8)	Disease Resistance II	1 target	10 min/lvl	touch	U
9)	Poison Resistance II	1 target	10 min/lvl	touch	U
10)	Mind Disease Cures	1 target	P	touch	U
11)	Disease Resistance III	1 target	10 min/lvl	touch	U
12)	Poison Resistance III	1 target	10 min/lvl	touch	U
13)					
14)	Undisease	1 target	P	touch	U
15)	Unpoison	1 target	P	touch	U
16)					
17)					
18)	Mass Undisease	varies	P	100'	U
19)	Mass Unpoison	varies	P	100'	U
20)	Mind Disease Cures Tr.	1 target	P	10'	U
25)	Gr. Disease Purification	varies	P	100'	U
30)	Gr. Poison Purification	varies	P	100'	U
50)	Purification True	varies	P	100'/lvl	U



OPEN CHANNELING 2.1.8

SOUND'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Speech I	1 target	C	10'	U
2)					
3)	Quiet I	1 target	1 min/lvl	100'	E
4)					
5)	Soundwall I	20'x20'	10 min/lvl	100'	E
6)	Speech II	1 target	C	10'	U
7)	Silence I	10'R	1 min/lvl	100'	E
8)	Quiet III	3 targets	1 min/lvl	100'	E
9)					
10)	Soundwall V	(20'x20')x5	10 min/lvl	100'	E
11)	Quiet V	5 targets	1 min/lvl	100'	E
12)					
13)	Silence V	50'R	1 min/lvl	100'	E
14)					
15)	Speech III	1 target	C	10'	U
16)					
17)	Sounding	1 target	1 min/lvl	10'	E
18)					
19)					
20)	Silence X	100'R	1 min/lvl	100'	E
25)	Mass Soundwalls	varies	10 min/lvl	100'	E
30)	Mass Quiet	varies	1 min/lvl	100'	E
50)	Speech True	1 target	1 min/lvl	100'	U

SOUND'S WAY

1. **Speech I** — Target is able to communicate basic ideas in the language of a specific being (e.g., hungry, thirsty, bathroom, peace, etc.). For the duration of the spell, the target has the equivalent of skill rank 2 in the language.

3. **Quiet I** — Creates a 1'R area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts. See Section 7.1.7.

5. **Soundwall I** — Creates a plane (up to 20' x 20'), through which sound will not pass.

6. **Speech II** — As *Speech I*, except target can communicate in more complex concepts, although there is a good chance of misinterpretations. For the duration of the spell, the target has the equivalent of skill rank 4 in the language.

7. **Silence I** — As *Quiet I*, except radius is 10'.

8. **Quiet III** — As *Quiet I*, except 3 targets can be affected.

10. **Soundwall V** — As *Soundwall I*, except 5 such walls are created. Each Soundwall must be connected to at least one other Soundwall.

11. **Quiet V** — As *Quiet I*, except 5 targets may be affected.

13. **Silence V** — As *Silence I*, except radius is 50'.

15. **Speech III** — As *Speech II*, except target is reasonably fluent in the language. Target's accent is imperfect, but there is only a slight chance of misinterpretation. For the duration of the spell, the target has the equivalent of skill rank 6 in the language.

17. **Sounding** — Target can speak at 5 times his normal loudness.

20. **Silence X** — As *Silence I*, except radius is 100'.

25. **Mass Soundwalls** — As *Soundwall V*, except as many Soundwalls as the target's level can be created.

30. **Mass Quiet** — As *Quiet I*, except as many targets as the target's level can be affected.

50. **Speech True** — As *Speech III*, except for the duration and the target speaks the specified language as if he were a native. For the duration of the spell, the target has the equivalent of skill rank 8 in the language.



SPELL DEFENSE

1. **Protection I** — Subtracts 5 from elemental attack rolls against the target, and adds 5 to all of the target's RRs versus spells.
2. **Cancel Channeling** — When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
3. **Protection Sphere I** — As *Protection I*, except for duration and all beings within 10' of target get the benefits.
4. **Cancel Essence** — As *Cancel Channeling*, except the caster is protected from spells in the realm of Essence.
5. **Protection II** — As *Protection I*, except bonuses are 10.
6. **Cancel Mentalism** — As *Cancel Channeling*, except the caster is protected from spells in the realm of Mentalism.



7. **Protection Sphere II** — As *Protection Sphere I*, except bonuses are 10.
8. **Dispel Channeling I** — Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails its RR, it is dispelled.
9. **Channeling Shield** — Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for his spell's base attack roll.
10. **Protection III** — As *Protection I*, except bonuses are 15.
11. **Essence Shield** — As *Channeling Shield*, except is effective only against Essence spells.
12. **Dispel Essence I** — As *Dispel Channeling*, except effects spells in the realm of Essence.
13. **Mind Shield** — As *Channeling Shield*, except is effective only against Mentalism spells.
14. **Protection IV** — As *Protection I*, except bonuses are 20.
15. **Spell Shield II** — As *Channeling Shield*, except it is effective against two realms of the caster's choice.

OPEN CHANNELING 2.1.9

SPELL DEFENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	U
2)	Cancel Channeling	caster	C	self	F
3)	Protection Sphere I	varies	C	10'	U
4)	Cancel Essence	caster	C	self	F
5)	Protection II	1 target	1 min/lvl	10'	U
6)	Cancel Mentalism	caster	C	self	F
7)	Protection Sphere II	varies	C	10'	U
8)	Dispel Channeling I	1 target	C	10'	F
9)	Channeling Shield	caster	1 min/lvl	self	U
10)	Protection III	1 target	1 min/lvl	10'	U
11)	Essence Shield	caster	1 min/lvl	self	U
12)	Dispel Essence I	1 target	C	10'	F
13)	Mind Shield	caster	1 min/lvl	self	U
14)	Protection IV	1 target	1 min/lvl	10'	U
15)	Spell Shield II	caster	1 min/lvl	self	U
16)	Dispel Mentalism I	1 target	C	10'	F
17)	Protection V	1 target	1 min/lvl	10'	U
18)					
19)	Spell Shield True	caster	1 min/lvl	self	U
20)	Channeling Resistance	1 target	C	100'	U
25)	Essence Resistance	1 target	C	100'	U
30)	Mentalism Resistance	1 target	C	100'	U
50)	Resistance True	1 target	C	100'	U

16. **Dispel Mentalism I** — As *Dispel Channeling*, except effects spells in the realm of Mentalism.

17. **Protection V** — As *Protection I*, except bonuses are 25.

19. **Spell Shield True** — As *Channeling Shield*, except all three realms are affected.

20. **Channeling Resistance** — Target gets +50 to all RRs against Channeling spells.

25. **Essence Resistance** — As *Channeling Resistance*, except is only effective against Essence spells.

25. **Mentalism Resistance** — As *Channeling Resistance*, except is only effective against Mentalism spells.

50. **Resistance True** — As *Channeling Resistance*, except is effective against all three realms.



OPEN CHANNELING 2.1.10 WEATHER WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Living Gauge	caster	C	self	I
☐ 2)	Rain Prediction	caster	—	self	I
☐ 3)					
☐ 4)	Storm Prediction	caster	—	self	I
☐ 5)	Weather Prediction I	caster	—	self	I
☐ 6)					
☐ 7)	Breeze Call	10'R	1 rnd/lvl	self	E
☐ 8)	Fog Call	10'R/lvl	1 min/lvl	self	E
☐ 9)					
☐ 10)	Weather Prediction III	caster	—	self	I
☐ 11)	Precipitation Call	10'R/lvl	1 min/lvl	self	E
☐ 12)					
☐ 13)	Weather Prediction V	caster	—	self	I
☐ 14)					
☐ 15)	Wind Mastery	50'/lvl	1 min/lvl	self	E
☐ 16)					
☐ 17)					
☐ 18)	Clear Skies	1 mi R	1 min/lvl	self	E
☐ 19)	Weather Prediction True	caster	—	self	I
☐ 20)	Rain Call	1 mi	1 min/lvl	self	E
☐ 25)	Weather Call	1 mi	1 min/lvl	self	E
☐ 30)	Storm Call	1 mi R	1 min/lvl	self	E
☐ 50)	Weather Mastery	1 mi R/lvl	1 min/lvl	self	E



WEATHER WAYS

- Living Gauge** — Caster can ascertain information from the surrounding atmosphere. Information that may be gained includes: temperature, humidity, barometric pressure, and wind speed. The caster can gain a different piece of information each round.
- Rain Prediction** — Gives caster a 95% chance of predicting the time and type of precipitation (± 15 minutes) over the next 24 hour period.
- Storm Prediction** — As *Rain Prediction*, except it allows a 95% chance of predicting the time and type of a storm, ± 15 minutes over the next 24 hour period.
- Weather Prediction I** — As *Rain Prediction* except it allows 95% chance of predicting time, type, and severity of weather (± 15 minutes) over the next 24 hour period.
- Breeze Call** — Caster causes a breeze to come forth that will drive out any gaseous matter (cloud, etc.) and subtracts from all missile attacks (-10). Once set, the direction of the breeze will not change.
- Fog Call** — Caster causes fog to arise that obscures all vision in and through the radius. All missile attacks into or out of the fog are modified by -10 to -50 (GM's discretion).
- Weather Prediction III** — As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 3 day period.
- Precipitation Call** — Caster causes rain or snow (depending on temperature) to fall. The precipitation obscures vision into the radius by 25% and modifies all missile attacks passing through any part of the area by -25.
- Weather Prediction V** — As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 5 day period.



15. Wind Mastery —

Caster can control the speed and direction of the wind. Caster can increase or decrease wind speed by 1 mph x his level (e.g., if the wind speed is normally 20 mph, a 15th level caster could reset the wind speed to any speed between 5 and 35 mph). By directing the wind against missile attacks he can cause a -1 modification for each mph of wind speed. Note that caster can also control the direction of the flow of gases and/or clouds.

18. Clear Skies —

Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.

19. Weather Prediction

True — As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 30 day period.

20. Rain Call —

Caster can summon rain of moderate intensity. The rain will obscure short range vision by up to 25% and long range vision by up to 75%. In addition, missile attacks will suffer penalties. Short-ranged attacks suffer a -25. Medium-ranged attacks suffer a -75. Long-ranged attacks are not possible.

25. Weather Call —

Caster may use any of the lower level spells on this list, but with an increased area of effect (1 mile radius).

30. Storm Call —

Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires. Effects will vary according to circumstance (and the GM's discretion). For example, a 30th level caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 m.p.h.: the GM may wish to have random rolls to determine possible lightning strikes versus exposed targets.

50. Weather Mastery —

Caster may indicate the weather conditions in the area, modifying wind speeds by ± 1 m.p.h. per level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.

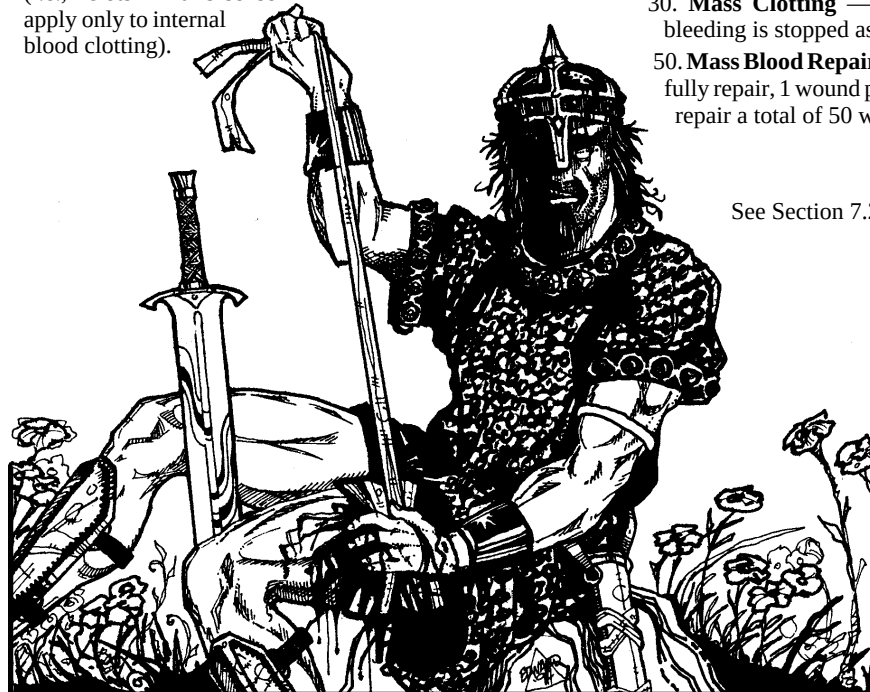


SPECIAL NOTES

All weather generating spells cause weather to gradually form over a period of one minute. In addition, weather generating spells have no effect in areas where there are not normally occurring weather patterns (i.e., inside buildings, etc.).

BLOOD LAW

1. **Flowstop I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; target may not be moved, or bleeding will resume at prior rate.
2. **Flowstop III** — As *Flowstop I*, except that caster can stop bleeding on a wound that is bleeding up to 3 hits per round (total).
3. **Clotting I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; for 1 hour, target can move at no more than a walking pace, or bleeding will resume at prior rate.
4. **Flowstop V** — As *Flowstop I*, except that caster can stop bleeding in a wound that is bleeding up to 5 hits per round.
5. **Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle Law, Bone Law, and Nerve Law.
6. **Cut Repair I** — Allows caster to stop bleeding from 1 wound that is bleeding 1 hit per round.
7. **Clotting III** — As *Clotting I*, except that caster can stop bleeding in a wound that is bleeding up to 3 hits per round (total).
8. **Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 3 hits per round, not major arteries or veins).
9. **Cut Repair III** — As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) up to 3 hits per round (total); three 1 hit per round wounds or one 3 hit per round wound or one 2 hit per round and one 1 hit per round wound can be healed.
10. **Major Vessel Repair** — Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time: 1-10 days, depending on size of vessel and severity of damage. A major vessel is one that bleeds at 5 hit per round or more when severed.
12. **Joining** — Allows caster to reattach severed limb; also requires use of Bone Law, Muscle Law, and Nerve Law *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.
13. **Flowstop True** — As *Flow Stoppage I*, except that all blood loss (i.e., hits per round) from one wound is stopped.
14. **Clotting True** — As *Clotting I*, except that blood loss (i.e., hits per round) from one wound is stopped.
16. **Unc clotting** — Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Evil Cleric list, Curses). This spell has no affect on bleeding wounds that have clotted (i.e., "clots" in this sense apply only to internal blood clotting).



CLOSED CHANNELING 2.2.1

BLOOD LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Flowstop I	1 target	—	touch	U
2)	Flowstop III	1 target	—	touch	U
3)	Clotting I	1 target	—	touch	U
4)	Flowstop V	1 target	—	touch	U
5)	Limb Preservation ‡ *	1 limb	1 day/lvl	touch	U
6)	Cut Repair I	1 target	P	touch	U
7)	Clotting III	1 target	—	touch	U
8)	Minor Vessel Repair	1 target	P	touch	U
9)	Cut Repair III	1 target	P	touch	U
10)	Major Vessel Repair	1 target	P	touch	U
11)					
12)	Joining ‡ *	1 target	P	touch	U
13)	Flowstop True	1 target	—	touch	U
14)	Clotting True	1 target	—	touch	U
15)					
16)	Unc clotting	1 target	P	touch	U
17)					
18)	Cut Repair True	1 target	—	touch	U
19)					
20)	Mass Flowstop	varies	—	touch	U
25)	Joining True ‡ *	1 target	P	touch	U
30)	Mass Clotting	varies	—	touch	U
50)	Mass Blood Repair	varies	P	100'	U

18. **Cut Repair True** — As *Cut Repair I*, except that it will stop bleeding and close any one wound.

20. **Mass Flowstop** — As *Flow Stoppage True*, except that caster may stop bleeding from a number of wounds equal to his level (e.g., a 20th level caster can stop bleeding from 20 wounds).

25. **Joining True** — As *Joining*, except that limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).

30. **Mass Clotting** — As *Mass Flow Stoppage*, except that bleeding is stopped as in *Clotting True*.

50. **Mass Blood Repair** — Allows caster to stop bleeding in, and fully repair, 1 wound per level (e.g., a 50th level caster can fully repair a total of 50 wounds/spell cast).



SPECIAL NOTES

See Section 7.2 for more information on healing.

CLOSED CHANNELING 2.2.2

BONE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Bone Lore	1 target	—	touch	I
☐ 2)					
☐ 3)	Minor Fracture Repair	1 target	P	touch	U
☐ 4)	Cartilage Repair	1 target	P	touch	U
☐ 5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
☐ 6)	Major Fracture Repair	1 target	P	touch	U
☐ 7)					
☐ 8)	Skull Repair	1 target	P	touch	U
☐ 9)					
☐ 10)	Joint Repair	1 target	P	touch	U
☐ 11)	Min. Fracture Rep. Tr.	1 target	P	touch	U
☐ 12)	Joining ‡ *	1 target	P	touch	U
☐ 13)	Cartilage Repair True	1 target	P	touch	U
☐ 14)	Maj. Fracture Rep. Tr.	1 target	P	touch	U
☐ 15)	Skull Repair True	1 target	P	touch	U
☐ 16)	Joint Repair True	1 target	P	touch	U
☐ 17)	Shatter Repair	1 target	P	touch	U
☐ 18)	Mass Min. Fract. Rep.	varies	P	touch	U
☐ 19)					
☐ 20)	Mass Cartilage Repair	varies	P	touch	U
☐ 25)	Joining True ‡ *	1 target	P	touch	U
☐ 30)	Mass Maj. Fract. Rep.	varies	P	100'	U
☐ 50)	Mass Shatter Repair	varies	P	100'	U

BONE LAW

1. **Bone Lore** — Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power to perform the cure.

3. **Minor Fracture Repair** — Allows caster to mend one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is one day.

4. **Cartilage Repair** — Allows caster to repair all cartilage damage around one joint. Recovery time is one day.

5. **Limb Preservation** — Allows caster to prevent the deterioration of one limb (even if severed). Also requires the use of the same spell from Nerve Law, Muscle Law, and Blood Law.

6. **Major Fracture Repair** — As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is one day.

8. **Skull Repair** — Allows caster to mend one fracture in a skull (but not a shattered area). Recovery time is 1-10 days (depending on the damage).

10. **Joint Repair** — Allows caster to repair one broken (but not shattered). Recovery time is 1-10 days.

11. **Major Fracture Repair True** — As *Minor Fracture Repair*, except recovery is instantaneous.

12. **Joining** — Allows caster to reattach a limb. Requires the use of Muscle Law, Blood Law, and Nerve Law *Joining* spells to restore functional status. Limb is fully functional in 10-100 days.

13. **Cartilage Repair True** — As *Cartilage Repair*, except recovery time is instantaneous.

14. **Major Fracture Repair True** — As *Major Fracture Repair*, except recovery time is instantaneous.

15. **Skull Repair True** — As *Skull Repair*, except recovery time is instantaneous.

16. **Joint Repair True** — As *Joint Repair*, except recovery time is instantaneous.

17. **Shatter Repair** — Allows caster to repair any broken or shattered bone. Requires a 10 minute operation and 1-10 days recovery time.

18. **Mass Minor Fracture Repair** — As *Minor Fracture Repair*, except it repairs one minor fracture per level of the caster. Spell operates as long as caster concentrates; each mended fracture requires a one day recovery period.

20. **Mass Cartilage Repair** — As *Mass Minor Fracture Repair*, except it repairs cartilage (as in *Cartilage Repair*).

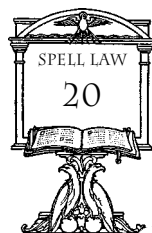
25. **Joining True** — As *Joining*, except that the limb is fully functional in 10 minutes (provided that the caster also uses the other three *Joining True* spells).

30. **Mass Major Fracture Repair** — As *Mass Minor Fracture Repair*, except for the range and it repairs major fractures (as in *Major Fracture Repair*).

50. **Mass Shatter Repair** — As *Mass Minor Fracture Repair*, except for the range and it repairs any broken or shattered bone (as in *Shatter Repair*).

SPECIAL NOTES

See Section 7.2 for more information on healing.



CALM SPIRITS

2. **Calm I** — Target will take no aggressive/offensive action, and will fight only if attacked.
4. **Calm II** — As *Calm I*, except 2 targets may be affected.
5. **Hold Kind** — Humanoid target is held to 25% of normal action.
6. **Calm III** — As *Calm I*, except 3 targets may be affected.
8. **Calm IV** — As *Calm I*, except 4 targets may be affected.
9. **Calm V** — As *Calm I*, except 5 targets may be affected.
10. **Mass Animal Calming I** — Caster can calm a number of animals equal to his level.
11. **True Hold** — As *Hold Kind*, except it will affect any target.
12. **Calm X** — As *Calm I*, except that 10 targets may be affected.
15. **Shout of Calming** — All targets in radius must resist or they are calmed.
18. **Mass Animal Calming II** — As *Mass Animal Calming I*, except RRs are modified by -20 and the range is 10'/lvl.
20. **Lord Calm** — Allows Caster to calm up to 20 targets.
25. **Long Calm** — Caster can calm any 1 target.
30. **Mass Calm** — Caster can calm a number of targets equal to his level.
50. **Calm True** — Caster can calm any 1 target.

SPECIAL NOTES

An “aggressive” action is defined as any action with the intent to directly harm any individual(s). Actions that result in harm indirectly to individuals are not “aggressive.” Pulling the lever on the wall to drop an individual into a pit is an aggressive action (the action directly resulted in the harm on an individual). Running away to get help is *not* an aggressive action.

CLOSED CHANNELING 2.2.3

CALM SPIRITS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Calm I	1 target	1 min/lvl	100'	Fm
3)					
4)	Calm II	2 targets	1 min/lvl	100'	Fm
5)	Hold Kind	1 target	C	100'	Fm
6)	Calm III	3 targets	1 min/lvl	100'	Fm
7)					
8)	Calm IV	4 targets	1 min/lvl	100'	Fm
9)	Calm V	5 targets	1 min/lvl	100'	Fm
10)	Mass Animal Calm. I	varies	2 min/lvl	100'	Fm
11)	True Hold	1 target	C	100'	Fm
12)	Calm X	10 targets	1 min/lvl	100'	Fm
13)					
14)					
15)	Shout of Calming *	varies	1 min/lvl	50'	Fm
16)					
17)					
18)	Mass Animal Calm. II	varies	1 min/lvl	10'/lvl	Fm
19)					
20)	Lord Calm	varies	1 min/lvl	10'/lvl	Fm
25)	Long Calm	1 target	1 day/lvl	300'	Fm
30)	Mass Calm	varies	1 min/lvl	100'	Fm
50)	Calm True	1 target	P	100'	Fm



CLOSED CHANNELING 2.2.4

CREATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Sustain Self	caster	1 day	self	U
3)	Water Production I	—	P	10'	E
4)	Food Production I	—	P	10'	E
5)	Fire Starting	1'R	—	1'	E
6)	Nutrient Conjures I	—	P	10'	E
7)	Water Production III	—	P	10'	E
8)	Food Production III	—	P	10'	E
9)	Herb Enhancement	1 herb	P	touch	U
10)	Water Production V	—	P	10'	E
11)	Food Production V	—	P	10'	E
12)	Nutrient Conjures III	—	P	10'	E
13)	Herb Mastery	1 herb	P	touch	U
14)					
15)	Lesser Plant Production	1 plant	P	10'	E
16)	Mass Water Production	—	P	10'	E
17)	Food Production True	—	P	10'	E
18)					
19)					
20)	Lesser Animal Prod.	1 animal	P	10'	E
25)	Nutrient Conjures True	—	P	10'	E
30)	Greater Plant Prod.	1 plant	P	10'	E
50)	Greater Animal Prod.	1 animal	P	10'	E

10. **Water Production V** — As *Water Production I*, except caster can produce 5 days of water.

11. **Food Production V** — As *Food Production I*, except caster can produce sufficient food to feed 5 beings for 1 day.

12. **Nutrient Conjures III** — As *Nutrient Conjure I*, except caster can produce 3 loaves of waybread.

13. **Herb Mastery** — Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with *Herb Enhancement*.

15. **Lesser Plant Production** — Caster can produce a plant up to 10' in height and/or width; plant must be commonly found in the region.

16. **Mass Water Production** — As *Water Production I*, except caster can create 1 day of water per level (e.g., a 17th level Cleric could create 17 days of water).

17. **Food Production True** — As *Food Production I*, except caster can produce sufficient food to feed a number of beings equal to his level.

20. **Lesser Animal Production** — Caster can create an animal representative of the surrounding region and weighing no more than 10 pounds; animal will be friendly to caster.

25. **Nutrient Conjures True** — As *Nutrient Conjure I*, except caster can produce loaves of waybread equal to his level.

30. **Greater Plant Production** — As *Lesser Plant Production*, except that caster can create 1 plant with a height and/or width of 1' per level (e.g., a 30th level could produce a 20' high tree with a 30' maximum width); plant must be commonly found in the local area.

50. **Greater Animal Production** — As *Lesser Animal Production*, except that caster can produce an animal with a maximum weight of 1 pound per level; the animal must be a native of the area.

SPECIAL NOTES

See Section 7.2 for more information on the effects of herbs.



CREATIONS

2. **Sustain Self** — Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).

3. **Water Production I** — Caster can produce sufficient in any available receptacle to supply a being for one day.

4. **Food Production I** — Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.

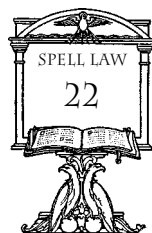
5. **Fire Starting** — Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.

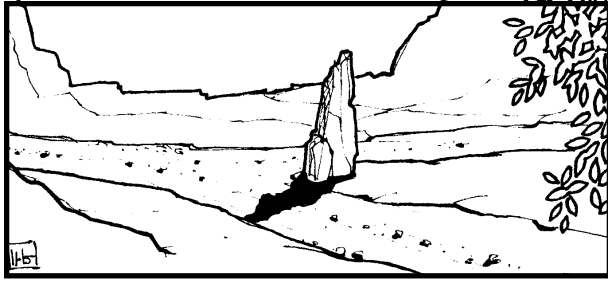
6. **Nutrient Conjures I** — Caster can produce 1 loaf of waybread that weighs .5lb and will support 1 being for 1 day; the loaf will lose potency in 1 month.

7. **Water Production III** — As *Water Production I*, except caster can produce 3 days of water.

8. **Food Production III** — As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.

9. **Herb Enhancement** — Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.





LOCATING WAYS

2. **Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g. roll 1-100: correct on 26-100, incorrect on 01-25).
3. **Pathfinding I** — Caster learns the location(s) of any “path(s)” within 100'; gives the nearest point on path, but not the path's course.
4. **Guidance** — The caster is subtly directed (hints and clues) towards a specific destination (within 100'/lvl) by guidance from his deity. The exact form of the guidance may vary from deity to deity (e.g., a deity of water might leave hints in the rocks of a stream, etc.). For the duration of the spell, the caster must concentrate on following the guidance.
5. **Location I** — Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
6. **Pathfinding III** — As *Pathfinding I*, except range is 300'.
8. **Location III** — As *Location I*, except range is 300'.
9. **Pathfinding V** — As *Pathfinding I*, except range is 500'.
10. **Location V** — As *Location I*, except range is 500'.
11. **Memory's Path** — Caster can remember an exact route he traveled; whether or not he was without one or more of his senses when he made his original journey (e.g., a 12th level caster could remember the course of 12 hours of a trip even if he had been blindfolded). To be effective, this spell must be cast within 1 month of the journey.
12. **Pathfinding X** — As *Pathfinding I*, except range is 1 mile.
13. **Divine Guidance** — As *Guidance*, except the form of the guidance is that of an animal companion sent by the deity. The caster can follow the animal to a specific destination. If more than 24 hours pass without the caster making progress towards the destination, the animal will leave.
15. **Finding I** — Caster can locate any 1 object he describes, if indeed it exists and is in range (e.g., caster could describe a type of mace he had never seen or heard of).
16. **Location X** — As *Location I*, except range is 1 mile.
17. **Pathfinding True** — As *Pathfinding I*, except range is 10 miles.
18. **Finding III** — As *Finding I*, except range is 300'.
20. **Lord Location** — As *Location I*, except range is 20 miles.
25. **Paths True** — As *Pathfinding I*, except range is 1 mile per level and exact route(s) within the range are ascertained.
30. **Location True** — As *Location I*, except range is 1 mi per level.
50. **Finding True** — As *Finding*, except range is 100' per level.

CLOSED CHANNELING 2.2.5

LOCATING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Guess	caster	—	self	I
3)	Pathfinding I	caster	—	100'	I
4)	Guidance	caster	10 min/lvl(C)	100'/lvl	E
5)	Location I	1 target	—	100'	P
6)	Pathfinding III	caster	—	300'	I
7)					
8)	Location III	1 target	—	300'	P
9)	Pathfinding V	caster	—	500'	I
10)	Location V	1 target	—	500'	P
11)	Memory's Path	caster	1 hr/lvl	self	U
12)	Pathfinding X	caster	—	1 mile	I
13)	Divine Guidance	caster	1 hr/lvl	1 mi/lvl	E
14)					
15)	Finding I	1 object	—	100'	P
16)	Location X	1 target	—	1 mile	P
17)	Pathfinding True	caster	—	10 mi	P
18)	Finding III	1 object	—	300'	P
19)					
20)	Lord Location	1 target	—	20 miles	P
25)	Paths True	1 mi R/lvl	—	1 mi/lvl	I
30)	Location True	1 target	—	1 mi/lvl	P
50)	Finding True	1 object	—	100'/lvl	P

SPECIAL NOTES

- 1) When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased (see Section 7.1.4).
- 2) A path is defined as either: a trodden path/way or a road/way/track made for a particular purpose. (See also Section 7.1.25).
- 3) When using any *Location* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description “unique” (i.e., no other item within range can possibly match the description).



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CLOSED CHANNELING 2.2.6

LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	caster	—	self	I
2)	Detect Evil	5'R	1 min/lvl	100'	P
3)	Detect Curse	5'R	1 min/lvl	100'	P
4)	Detect Emotion	5'R	1 min/lvl	100'	Pm
5)	Light Lore I	1 item	—	10'	P
6)	Poison Lore	1 poison	—	10'	P
7)					
8)	Life Lore	1 target	—	100'	P
9)					
10)	Curse Tales	1 curse	—	10'	P
11)	Dark Lore I	1 item	—	10'	P
12)	Light Lore II	varies	—	10'	P
13)					
14)					
15)	Emotion Analysis	1 target	—	10'	Pm
16)					
17)	Light Lore III	varies	—	10'	P
18)	Dark Lore II	varies	—	10'	P
19)	White Lore	1 item	—	100'	P
20)	Dark Lore III	varies	—	10'	P
25)	Life Lore True	1 target	—	10'	P
30)	Black Lore	1 target	—	100'	P
50)	White Lore Mastery	varies	—	100'	P

LORE

- Afterthoughts** — Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
- Detect Evil** — Detects “true evil” in an animate or inanimate target; caster can concentrate on a 5'R area each round.
- Detect Curse** — As *Detect Evil*, except caster can detect curses.
- Detect Emotion** — As *Detect Evil*, except caster can detect extremes of emotion (e.g., hatred, love, sadness, etc.). In addition, the caster learns which emotions the target is feeling in extreme. If there are no extremes of emotion (i.e., only normal feelings), this spell detects nothing.
- Light Lore I** — Caster can ascertain the origin point and nature of any 1 “holy item” that is not “of darkness” or “of evil;” will not give specific capabilities.
- Poison Lore** — Caster can ascertain exact nature and type of poison; he can determine what cure may be used, but does not receive the required tools or skills.
- Life Lore** — Caster can determine the nature and type of any 1 living target. He will not be able to ascertain the target’s personal traits or capabilities, but will know the normal abilities associated with the target’s species.
- Curse Tales** — Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.
- Dark Lore I** — As *Light Lore I*, except caster can ascertain the origin point and nature of any 1 item “of darkness” or “of evil.”
- Light Lore II** — As *Light Lore I*, except that caster can ascertain the origin point and nature of any 2 “holy items” or caster can determine the nature, origin point, and the exact significance of any 1 “holy item.”
- Emotion Analysis** — Caster can determine the nature and origin of extreme emotion(s) found within any 1 target (inanimate or animate); the degree and other details of the emotion(s) can also be acquired.
- Light Lore III** — As *Light Lore I*, except that caster can ascertain the origin point and nature of any 3 “holy items” or caster can determine the age, origin point, name of the creator, and nature of any 1 “holy item.” Caster also learns item’s specific capabilities.
- Dark Lore II** — As *Light Lore II*, except that it can only be used on items “of darkness” or “of evil.”
- White Lore** — Caster can ascertain exact nature, origin, purpose, and history of any 1 “holy item;” it allows caster to visualize all who have possessed the item.

20. **Dark Lore III** — As *Light Lore III*, except that it can be used only on items of evil or “darkness.”

25. **Life Lore True** — As *Life Lore*, except caster can determine specific traits and capabilities of any 1 target.

30. **Black Lore** — As *White Lore*, except it can only be used on an item “of darkness” or “of evil.”

50. **White Lore Mastery** — As *White Lore*, except caster can acquire the information on all “holy items” within 100'.

SPECIAL NOTES

- A “curse” is usually something that is detrimental and magical in nature (e.g., delivered from the Curses spell list). The GM may decide that the “curses” spells on this list only apply to “magical” curses. Normally, curses may not be Dispelled; they may only be affected by *Remove Curse* spells.
- “Evil,” “Good,” “Holy,” “Of Darkness,” and “Of Light” are defined and discussed in Section 7.1.3.





MUSCLE LAW

1. **Muscle Lore** — Caster acquires a complete understanding of any muscle damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
2. **Tendon Lore** — As *Muscle Lore*, except the knowledge obtained concerns the healing of tendon damage.
3. **Sprain Repair** — Allows caster to repair (not replace) 1 sprain; recovery time: 1 hour.
4. **Muscle Repair I** — Allows caster to repair (not replace) 1 damaged muscle; recovery time: 1 hour.
5. **Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Nerve Law, Bone Law, and Blood Law.
6. **Tendon Repair I** — Allows caster to repair one damaged tendon; recovery time: 1 hour.
9. **Muscle Repair III** — As *Muscle Repair I*, except caster can repair 3 damaged muscles.
10. **Tendon Repair III** — As *Tendon Repair I*, except caster can repair 3 damaged tendons.
12. **Joining** — Allows caster to reattach limb, but requires use of Bone Law, Blood Law, and Nerve Law *Joining* spells in order to restore functional status; limb is fully functional in 1-10 days.
13. **Muscle Repair True** — As *Muscle Repair I*, except recovery is instantaneous **and** requires 1 minute “operation” (concentration by caster).
15. **Tendon Repair True** — As *Tendon Repair I*, except recovery is instantaneous **and** requires 1 minute “operation” (concentration by caster).
17. **Mass Muscle Repair** — Allows repair of 1 muscle per level of the caster (e.g., a 17th level caster can repair 17 muscles); spell can be used as long as caster concentrates (i.e., caster can move from target to target until he has healed a number of muscles equal to his level); recovery time: 1 hour.
19. **Mass Tendon Repair** — As *Mass Muscle Repair*, except caster heals tendons.
20. **Muscle Regeneration** — Allows caster to regenerate 1 muscle; regrowth takes 1-10 hrs, depending on extent of loss.
25. **Joining True** — As *Joining*, except limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).

CLOSED CHANNELING 2.2.7

MUSCLE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Muscle Lore	1 target	—	touch	I
2)	Tendon Lore	1 target	—	touch	I
3)	Sprain Repair	1 target	P	touch	U
4)	Muscle Repair I	1 target	P	touch	U
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
6)	Tendon Repair I	1 target	P	touch	U
7)					
8)					
9)	Muscle Repair III	1 target	P	touch	U
10)	Tendon Repair III	1 target	P	touch	U
11)					
12)	Joining ‡ *	1 target	P	touch	U
13)	Muscle Repair True	1 target	P	touch	U
14)					
15)	Tendon Repair True	1 target	P	touch	U
16)					
17)	Mass Muscle Repair	varies	P	touch	U
18)					
19)	Mass Tendon Repair	varies	P	touch	U
20)	Muscle Regeneration	1 target	P	touch	U
25)	Joining True ‡ *	1 target	P	touch	U
30)	Tendon Regeneration	1 target	P	touch	U
50)	Mass Repair True	varies	P	100'R	U

30. **Tendon Regeneration** — Allows caster to regenerate 1 tendon; regrowth takes 1-10 hrs, depending on extent of loss.
50. **Mass Repair True** — As *Mass Muscle Repair*, except any combination of muscles and tendons may be healed, the range is 100', and recovery is instantaneous.

SPECIAL NOTES

See Section 7.2 for more information on healing.



CLOSED CHANNELING 2.2.8

NERVE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Nerve Lore	1 target	—	touch	I
☐ 2)					
☐ 3)					
☐ 4)	Minor Nerve Repair	1 target	P	touch	U
☐ 5)	Limb Preservation ‡ *	1 limb	1 day/lvl	touch	U
☐ 6)					
☐ 7)					
☐ 8)					
☐ 9)	Major Nerve Repair	1 target	P	touch	U
☐ 10)	Unparalysis	1 target	10 min/lvl	touch	U
☐ 11)	Min. Nerve Repair Tr.	1 target	P	touch	U
☐ 12)	Joining ‡ *	1 target	P	touch	U
☐ 13)					
☐ 14)					
☐ 15)	Minor Brain Repair	1 target	P	touch	U
☐ 16)	Maj. Nerve Repair Tr.	1 target	P	touch	U
☐ 17)					
☐ 18)	Paralysis Cures	1 target	P	touch	U
☐ 19)	Unpsychosis	1 target	P	touch	U
☐ 20)	Mass Nerve Rep. Tr.	varies	P	touch	U
☐ 25)	Joining True ‡ *	1 target	P	touch	U
☐ 30)	Nerve Regeneration	1 target	P	touch	U
☐ 50)	Brain Regeneration	1 target	P	touch	U

NERVE LAW

1. **Nerve Lore** — Caster acquires complete understanding of any nerve damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

4. **Minor Nerve Repair** — Allows caster to repair minor damage to 1 nerve; requires 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.

5. **Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle Law, Bone Law, and Blood Law.

9. **Major Nerve Repair** — As *Minor Nerve Repair*, except will heal any nerve damage.

10. **Unparalysis** — Caster can cure any 1 paralysis problem.

11. **Minor Nerve Repair True** — As *Minor Nerve Repair*, except there is no recovery time.

12. **Joining** — Allows caster to reattach limb, but requires use of Bone Law, Muscle Law, and Blood Law *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.

15. **Minor Brain Repair** — Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not restored (% lost permanently dependent on severity of damage); requires a 1 hour operation; recovery time: 1-10 days.

16. **Major Nerve Repair True** — As *Major Nerve Repair*, except that there is no recovery period required.

18. **Paralysis Cures** — Allows caster to cure paralysis in 1 target (recovery time of 1-10 days); paralysis must have resulted from a spell or disease (not a poison).

19. **Unpsychosis** — Allows caster to repair a minor psychosis in 1 target (recovery time of 1-10 days). Minor psychoses include mild to moderate phobias (see *GM Law* for more on mind diseases).

20. **Mass Nerve Repair True** — As *Nerve Repair True*, except that each spell cast affects 1 nerve per level of caster.

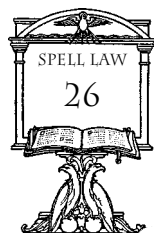
25. **Joining True** — As *Joining*, except that limb is fully functional in only 10 minutes (provided caster also uses the other three *Joining True* spells).

30. **Nerve Regeneration** — Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.

50. **Brain Regeneration** — Allows caster to regenerate lost brain material; regrowth takes 10-100 days, depending on extent of damage; target is in coma during recovery; note that experience lost is not restored (amount lost permanently is dependent on severity of damage).

SPECIAL NOTES

See Section 7.2 for more information on healing.



ORGAN LAW

1. **Organ Lore** — Caster acquires complete understanding of any organ damage, including the tools and the methods required for healing; caster does not receive the skill or power to perform the cure.
3. **Nasal Repair** — Allows caster to repair any nose damage short of complete nose loss; requires 6-60 minutes depending on damage.
5. **Minor Ear Repair** — Caster can repair any external damage, including ear loss (regeneration takes 1-10 hours).
6. **Minor Eye Repair** — Allows caster to repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
9. **Major Ear Repair** — As *Minor Ear Repair* except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days (note that complete replacement of the inner ear is an exception).
11. **Major Eye Repair** — As *Minor Eye Repair*, except that caster can repair any eye damage short of total eye loss (e.g., eye's destruction precludes repair); recovery time: 1-10 days.
14. **Heart Repair** — Allows caster to repair any heart damage short of total loss or destruction (i.e., replacement); requires 1-10 hour operation and 1-100 day recovery time.
15. **Lung Repair** — Allows caster to repair any lung damage short of total loss or destruction (i.e., replacement); requires a 1-10 hour operation and 1-100 day recovery time.
16. **Organ Repair** — Allows caster to repair any internal or external organ damage (not including the brain or nervous system); requires a 1-10 hour operation and 1-10 day recovery time.
17. **Nose Regeneration** — Allows target to regenerate 1 lost nose; regrowth takes 1-10 days.
18. **Organ Transplant** — Allows caster to transplant 1 healthy organ; operation takes 1 hour; recovery time: 1-10 days; chance of rejection is 10% if same race, 50% if other humanoid.
20. **Eye & Ear Regeneration** — Allows target to regenerate 1 lost eye or ear (including inner ear); regrowth takes 1-10 days, depending on loss.
25. **Organ Repair True** — As *Organ Repair*, except recovery time is 10 minutes **and** no operation is required.
30. **Heart Regeneration** — Allows caster to regenerate heart; regrowth takes 1-10 days.
50. **Organ Regeneration** — Allows caster to regenerate any internal or external organ (not including the brain or nervous system); regrowth takes 1-10 days.

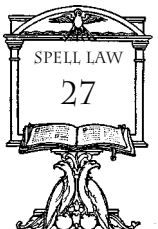
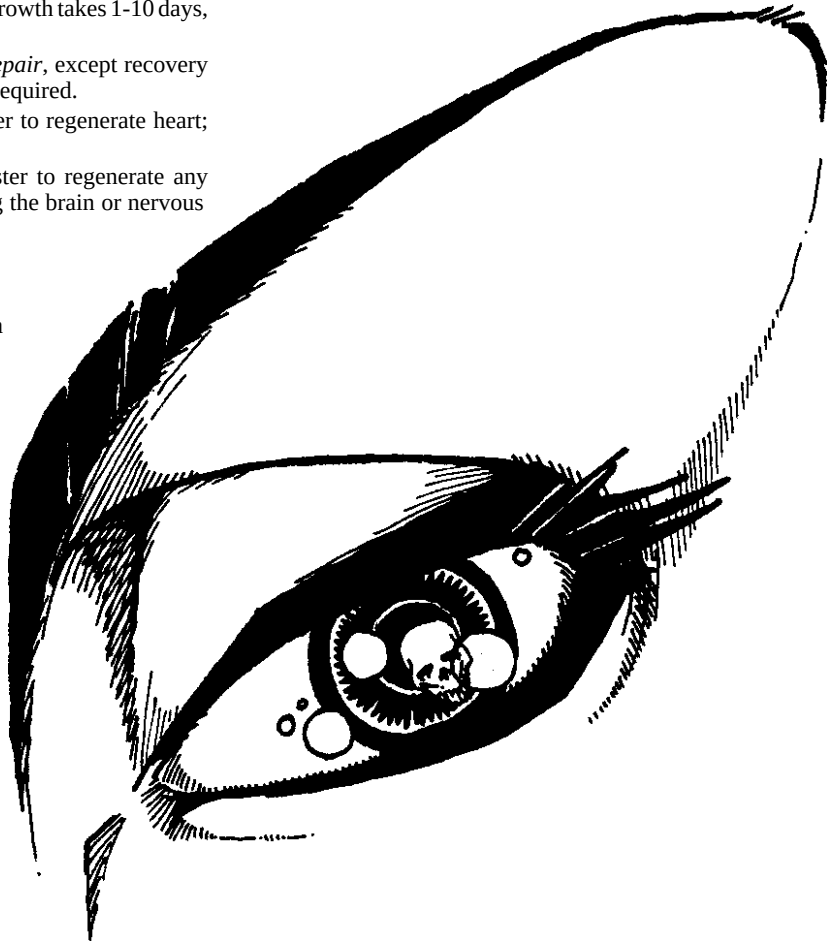
SPECIAL NOTES

See Section 7.2 for more information on healing.

CLOSED CHANNELING 2.2.9

ORGAN LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Organ Lore	1 target	—	touch	I
☐ 2)					
☐ 3)	Nasal Repair	1 target	P	touch	U
☐ 4)					
☐ 5)	Minor Ear Repair	1 target	P	touch	U
☐ 6)	Minor Eye Repair	1 target	P	touch	U
☐ 7)					
☐ 8)					
☐ 9)	Major Ear Repair	1 target	P	touch	U
☐ 10)					
☐ 11)	Major Eye Repair	1 target	P	touch	U
☐ 12)					
☐ 13)					
☐ 14)	Heart Repair	1 target	P	touch	U
☐ 15)	Lung Repair	1 target	P	touch	U
☐ 16)	Organ Repair	1 target	P	touch	U
☐ 17)	Nose Regeneration	1 target	P	touch	U
☐ 18)	Organ Transplant	1 target	P	touch	U
☐ 19)					
☐ 20)	Eye & Ear Regen.	1 target	P	touch	U
☐ 25)	Organ Repair True	1 target	P	touch	U
☐ 30)	Heart Regeneration	1 target	P	touch	U
☐ 50)	Organ Regeneration	1 target	P	touch	U



SPELL LAW

27

CLOSED CHANNELING 2.2.10

SYMBOLIC WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Analyze Symbol	1 symbol	—	50'	I
2)	Spell Prime	caster	varies	self	U
3)	Unsymbol I	1 symbol	P	10'	F
4)					
5)	Symbol I	varies	P	10'	U
6)					
7)	Symbol II	varies	P	10'	U
8)	Unsymbol II	1 symbol	P	10'	F
9)	Symbol III	varies	P	10'	U
10)	Analyze Symbol True	varies	—	50'	I
11)	Symbol V	varies	P	10'	U
12)	Unsymbol III	1 symbol	P	10'	F
13)	Symbol VI	varies	P	10'	U
14)					
15)	Symbol VII	varies	P	10'	U
16)	Unsymbol V	1 symbol	P	10'	F
17)	Symbol VIII	varies	P	10'	U
18)	Unsymbol X	1 symbol	P	10'	F
19)	Symbol IX	varies	P	10'	U
20)	Symbol X	varies	P	10'	U
25)	Lord Research	special	special	special	E
30)	Lord Symbol	varies	P	10'	U
50)	Unsymbol True	1 symbol	P	10'	F



SYMBOLIC WAYS

- Analyze Symbol** — Caster learns what spell is emplaced within one *Symbol* within 50'. The *Symbol* will not be triggered (unless specifically created to be triggered by an *Analyze Symbol* spell).
- Spell Prime** — This spell “primes” the next spell cast by the caster—that spell is treated as if it were instantaneous. The PP cost of this spell is equal to the highest level that the caster desires to be primed. For example, if the caster wants any fourth level spell (or less) to be treated as instantaneous, this spell will cost 4 PPs. In addition, when casting this spell, the caster must pray for one minute per PP spent in the spell. For example, if the caster spends 4 PPs on this spell, he must pray for 4 minutes before this spell is completed. Any interruption of this process results in the failure of this spell. The effects of this spell end when the caster casts his next spell (even if the next spell is higher level than the number of PPs expended on this spell). (Got all that?)
- Unsymbol I** — Caster can remove one *Symbol I* (an emplaced 1st level spell). The *Symbol*’s RR is based on the level of the spell in the *Symbol* spell (the target level) and the level of the *Unsymbol* spell (the attack level).

SPECIAL NOTES

- A symbol is permanent unless dispelled magically or unless the stone it is placed upon is moved.
- The precise size of a symbol may vary. Suggested sizes range from 3" x 3" to 1' x 1'.
- The GM may decide to make the attack level of the symbol equal to the type of *Symbol* spell used. For example, a first level spell placed in a *Symbol X* would attack as a 10th level spell rather than a 1st level spell.



5. **Symbol I** (F) **D: P R:** 10' Caster can emplace one 1st level spell on any 1 given non-mobile stone (see below). Within one minute, the spell to be emplaced must also be cast (within 10'). The symbol is usually visible, but is only required to be visible if reading is the trigger (see below).

- The *Symbol* must be placed on a slab of stone (block, piece, etc.) weighing at least 2,000 pounds. Only one *Symbol* may be placed on each continuous slab. The stone may not be moved without dispelling the *Symbol*.

- A *Symbol* can be triggered by one of the following (decided by caster): time period, specified movements, specified sounds, touch, reading, violent actions in the area, etc. The triggering range is normally 10' or the range of the emplaced spell, whichever is larger.

- If the spell emplaced is an attack spell, the attack level is the spell’s level (i.e., for *Symbol I* the attack level is always 1st level, **not** the level of the caster). If the spell is an elemental attack, the OB is normally +0. However, the attack can be focused on a location (as opposed to simply the person who triggers the symbol). In this case, the OB is +50.

- Normally, if the *Symbol* affects a being or thing (e.g., healing, attacks, etc.), it can be triggered only once per day.

7. **Symbol II** (F) As above, except a 2nd level spell is emplaced.

8. **Unsymbol II** (F) As above, except 2nd level spell is removed.

9. **Symbol III** (F) As above, except a 3rd level spell is emplaced.

10. **Analyze Symbol True** (I) As *Analyze Symbol*, except caster learns what spells are emplaced in all *Symbols* within a 50'R.

11. **Symbol V** (F) As above, except a 5th level spell may be emplaced.

12. **Unsymbol III** (F) As above, except 3rd level spell is removed.

13. **Symbol VI** (F) As above, except a 6th level spell is removed.

15. **Symbol VII** (F) As above, except 7th level spell is emplaced.

16. **Unsymbol V** (F) As above, except 5th level spell is removed.

17. **Symbol VIII** (F) As above, except a 8th level spell is emplaced.

18. **Unsymbol X** (F) As above, except 10th level spell is removed.

19. **Symbol IX** (F) As above, except a 9th level spell is emplaced.

20. **Symbol X** (F) As above, except a 10th level spell is emplaced.

25. **Lord Research** (I) See Section 7.4.

30. **Lord Symbol** (F) As above, except a 20th level spell is emplaced.

50. **Unsymbol True** (F) As above, except caster can remove any spell of a level less than his own (e.g., a 50th level Cleric could remove a 49th level spell, but not a 50th level spell).



ANIMAL MASTERY

1. **Animal Sleep I** — Puts any animal (i.e., non-humanoid) to sleep. Will not affect enchanted creatures or creatures with greater than animal intelligence.
2. **Animal Restoration I** — Caster may heal any non-fatal damage in any animal up to 10 pounds in weight. Healing takes 6-600 minutes.
3. **Animal Tongues** — Allows caster to understand and “speak” the language of any 1 animal species.
4. **Animal Sleep III** — As *Animal Sleep I*, except can put up to 3 animals to sleep.
5. **Animal Mastery I** — Allows caster to control the actions of any 1 animal.
6. **Animal Location** — Caster can locate members of any 1 species of animal **or** he can find out what species are in the area.
7. **Befriending** — All animals within 10' will act friendly toward caster. This spell does not control the animals.
8. **Animal Restoration II** — As *Animal Restoration I*, except will affect an animal up to 150 pounds in weight, **or** an animal up to 10 pounds in weight can be healed of fatal damage (though not brought back from the dead).
9. **Animal Empathy** — Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
10. **Animal Summons I** — Caster magically summons a 1st-level, non-intelligent creature from the surrounding area. The caster can specify the type of creature, but the GM should determine the type of creature that answers the summons. If the animal can understand the caster (e.g., *Animal Tongues*), the creature can be controlled through normal communication. Otherwise, control is maintained only through concentration of the caster. If the animal summoned is used for a task that is not dangerous (in its own perception), the duration for this spell is 10 minutes per level. However, if the animal is ever put into a dangerous situation, the duration immediately drops to 1 round per level.
11. **Animal Mastery III** — As *Animal Mastery I*, except caster can control 3 animals.
12. **Animal Summons III** — As *Animal Summons I*, except caster can also choose two of the following options: **a)** the level of the summoned creature is increased by one, **b)** an extra 1st level creature can be summoned, or **c)** the duration can be doubled.
13. **Animal Call** — Caster can “call” any 1 known, specific animal. If it is physically possible, the animal will come to him.
14. **Animal Reviving I** — Will return any animal up to 10 pounds in weight from the dead. The dead animal must make a roll (d100, open-ended) and add 2 times its previous level. There is an additional modifier of -2 per day that the animal was dead. If the result is over 100, the animal is returned from the dead. If the result is less than 100, the animal may not be returned from the dead by this caster (until the caster gains another level). The animal will be at -100 to all actions for a number of days equal to 20 days per day dead.
15. **Call of the Wild** — When cast upon any domesticated animal, that animal will return to its “wild” state. The animal will have no difficulty adapting to the harsh requirements of the wilderness (and have no desire to return to domestication).
16. **Animal Mastery V** — As *Animal Mastery I*, except caster can control 5 animals.
17. **Animal Restoration III** — As *Animal Restoration I*, except will affect an animal up to 3,000 pounds in weight, or an animal up to 150 pounds in weight may be healed of fatal damage (though not brought back from the dead).
18. **Animal Summons V** — As *Animal Summons II*, except four options can be chosen.

ANIMIST BASE LIST 2.3.1

ANIMAL MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Animal Sleep I	1 animal	1 min/lvl	100'	F
☐ 2)	Animal Restoration I	1 animal	P	touch	U
☐ 3)	Animal Tongues	caster	1 min/lvl	self	I
☐ 4)	Animal Sleep III	3 animals	1 min/lvl	100'	F
☐ 5)	Animal Mastery I	1 animal	C	100'	Fm
~~~~~					
☐ 6)	Animal Location	caster	—	1 mile R	I
☐ 7)	Befriending	all animals	C	10'	F
☐ 8)	Animal Restoration II	1 animal	P	touch	U
☐ 9)	Animal Empathy	1 animal	C	100'	I
☐ 10)	Animal Summons I	1 animal	varies	100'	E
~~~~~					
☐ 11)	Animal Mastery III	3 animals	C	100'	Fm
☐ 12)	Animal Summons III	varies	varies	100'	E
☐ 13)	Animal Call	1 animal	—	1 mile/lvl	U
☐ 14)	Animal Reviving I	1 animal	P	touch	U
☐ 15)	Call of the Wild	1 animal	P	touch	U
~~~~~					
☐ 16)	Animal Mastery V	5 animals	C	100'	Fm
☐ 17)	Animal Restoration III	1 animal	P	touch	U
☐ 18)	Animal Summons V	varies	varies	100'	E
☐ 19)	Animal Reviving II	1 animal	P	touch	U
☐ 20)	Animal Summons X	varies	varies	100'	E
~~~~~					
☐ 25)	Animal Master True	varies	C	10'/lvl	Fm
☐ 30)	Animal Reviving III	1 animal	varies	100'	U
☐ 50)	Animal Summons True	varies	varies	100'	E

19. **Animal Reviving II** — As *Animal Reviving I*, except modifier is -1 for every two deads dead and there is no recovery time.

20. **Animal Summons X** — As *Animal Summons II*, except nine options may be chosen.

25. **Animal Master True** — As *Animal Mastery I*, except caster can control all animals of a given species within 10'R per level.

30. **Animal Reviving III** — As *Animal Reviving III*, except target is automatically brought back from the dead and there is no recovery period; and the range is 100'.

50. **Animal Summons True** — As *Animal Summons I*, except caster can select one option for every two levels of experience.

SPECIAL NOTES

When allowed to choose more than one option on summoning spells, the same option may be chosen more than once. For example, with a *Animal Summons III*, two options are available. This means that if both options are used for the same thing: that three first-level creatures could be summoned, or one third-level creature could be summoned, or one first-level creature could be summoned for four times as long.



ANIMIST BASE LIST 2.3.2

HERB MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Herb Lore	1 herb	—	touch	I
☐ 2)	Enhancement	1 herb	P	touch	U
☐ 3)	Herb Finding I	varies	1 rnd/lvl	100'	I
☐ 4)	Instant Herbal Cures	1 herb	1 day/lvl	touch	U
☐ 5)	Herb Mastery II	1 herb	P	touch	U
☐ 6)	Herb Finding III	varies	1 rnd/lvl	300'	I
☐ 7)	Herb Production	1 seed	P	touch	U
☐ 8)	Herb Mastery III	1 herb	P	touch	U
☐ 9)	Herb Finding V	varies	1 rnd/lvl	500'	I
☐ 10)	Herb Cleansing	varies	P	10'	U
☐ 11)	Herb Mastery V	1 herb	P	touch	U
☐ 12)					
☐ 13)	Herb Finding X	varies	1 rnd/lvl	1 mile	I
☐ 14)					
☐ 15)	Herb Mastery X	1 herb	P	touch	U
☐ 16)					
☐ 17)	P. Instant Herbal Cures	1 herb	1 week/lvl	touch	U
☐ 18)	Herb Finding XX	1 herb	P	touch	I
☐ 19)					
☐ 20)	Lord Herb Finding	varies	1 rnd/lvl	20 miles	I
☐ 25)	Enhancement True	1 herb	P	touch	U
☐ 30)	Herb Mastery True	1 herb	P	touch	U
☐ 50)	Herb Finding True	varies	1 rnd/lvl	1 mi/lvl	I

4. **Instant Herbal Cures** — Allows caster to make any 1 herb capable of being instantly effective. When the herb is subsequently used, its benefits/dangers will be immediately felt. The herb will keep for 1 day per level of the caster.

5. **Herb Mastery II** — Caster can double the potency of any 1 herb (growing or dead). This spell may be employed only once per herb. May not be combined with *Herb Enhancement*.

6. **Herb Finding III** — As *Herb Finding I*, except that the range is 300'.

7. **Herb Production** — Caster can grow an herb by planting the proper seed. The herb is sterile and the growth takes 1-10 rounds.

8. **Herb Mastery III** — As *Herb Mastery II*, except potency is 3 times.

9. **Herb Finding V** — As *Herb Finding I*, except range is 500'.

10. **Herb Cleansing** — Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range.

11. **Herb Mastery V** — As *Herb Mastery II*, except potency is 5x.

13. **Herb Finding X** — As *Herb Finding I*, except range is 1 mile. Location is known within 10'R.

15. **Herb Mastery X** — As *Herb Mastery II*, except potency is 10x.

17. **Preserved Instant Herbal Cures** — As *Instant Herbal Cures*, except herb will keep for 1 week per level of the caster.

18. **Herb Finding XX** — As *Herb Finding I*, except range is 5 miles. Location is known within 25'R.

20. **Lord Herb Finding** — As *Herb Finding I*, except range is 20 miles; location is known within 100'R.

25. **Enhancement True** — As *Enhancement*, except that potency of 1 growing herb is increased 100% x level of caster (e.g., a 30th level caster could increase the potency of a growing herb by 3000% or 30 times its normal potency).

30. **Herb Mastery True** — As *Herb Mastery II*, except that the potency for 1 herb can be increased by 100% x level of caster (e.g., a 50th level caster could increase the potency of any herb by 5000% or 50 times its normal potency).

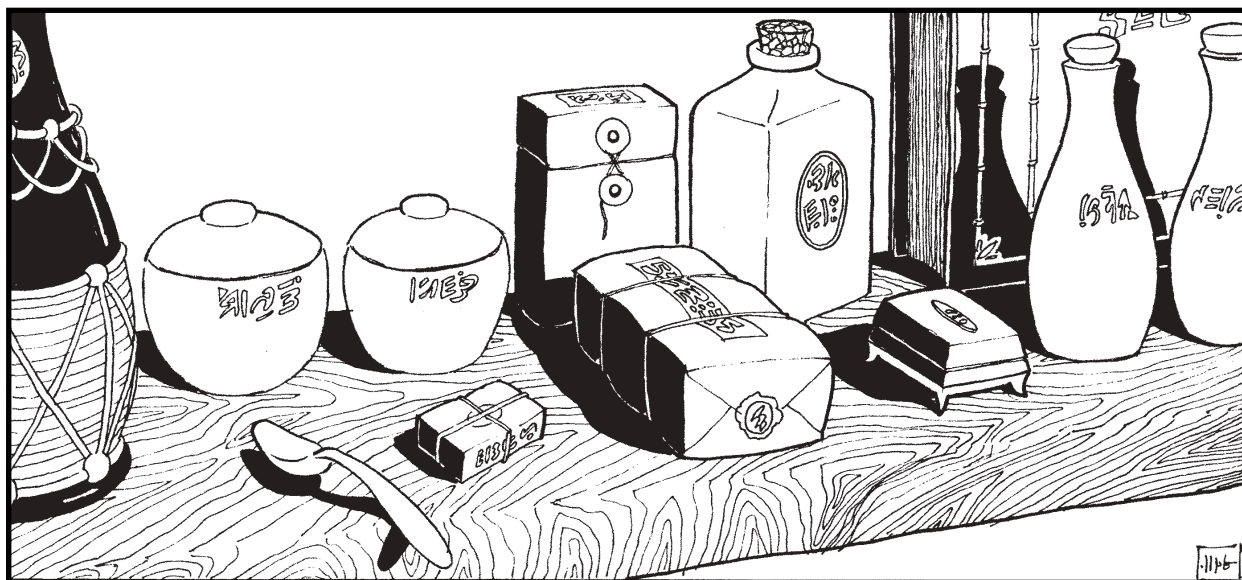
50. **Herb Finding True** — As *Herb Finding I*, except that caster can locate any 1 herb variety within a range of 1 mile per level of caster (e.g., 50 miles for a 50th level caster). Location is known within 100'R.

HERB MASTERY

1. **Herb Lore** — Caster can understand the nature, origin, and value of any 1 herb. If the plant is not an herb, no information will be gained.
2. **Enhancement** — Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2). This spell may be used only once per herb.
3. **Herb Finding I** — Allows caster to locate any 1 specific variety of herb that is sought, regardless of physical obstacles (gives exact direction, distance, and quantity).

SPECIAL NOTES

See Section 7.1.9 for more information on herbs and *Herb Enhancement* and *Herb Mastery* increasing the effectiveness of herbs.





NATURE'S LORE

1. **Trap Detection** — Caster has a 75% chance of detecting a trap in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.
2. **Nature's Awareness I** — Caster can monitor animate activity in the area of effect (e.g., he will be aware of subtle movements). For the duration of this spell, the caster cannot move.
3. **Pathfinding** — Caster learns the location(s) of any "path(s)" within 100'. The spell gives the nearest point on the path, but not the path's course.
4. **Detect Magic** — Caster has a 75% chance of detecting active magic in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.
5. **Weather Prediction I** — Give a 95% chance of predicting time, type, and severity of weather over the next 24 hour period.
6. **Nature's Awareness II** — As *Nature's Awareness I*, except for the area of effect.
7. **Weather Prediction III** — As *Weather Prediction I*, except period is 3 days.
8. **Locate Landmark I** — For the duration of this spell, the caster will know the direction and distance to any unique natural feature that the caster is familiar with. The feature must be within range or no information is gained.
9. **Waiting Awareness I** — Allows caster to set up a natural "alarm system" in the area of effect. Any disturbing activity will cause caster to be alerted.
10. **Nature's Awareness III** — As *Nature's Awareness I*, except for the area of effect.
11. **Weather Prediction V** — As *Weather Prediction I*, except period is 5 days.
12. **Memory's Path** — Caster can remember an exact route he travelled; whether or not he was without one or more of his senses when he made his original journey (e.g., a 12th level caster could remember the course of 12 hours of a trip, even if he had been blindfolded). To be effective, this spell must be cast within one month per level of the journey.
13. **Waiting Awareness II** — As *Waiting Awareness I*, except for area of effect.
14. **Locate Landmark II** — As *Locate Landmark I*, except for the range.
15. **Nature's Eye I** — Allows caster to visualize and sense activity in a known area (100'R).

ANIMIST BASE LIST 2.3.3 NATURE'S LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Trap Detection	5'R	1 min/lvl	50'	P
2	Nature's Awareness I	100'R	C	self	I
3	Pathfinding	100'R	—	100'	I
4	Detect Magic	10'R	1 min/lvl	50'	P
5	Weather Prediction I	caster	—	1 mi/lvl	I
6	Nature's Awareness II	200'R	C	self	I
7	Weather Prediction III	caster	—	1 mi/lvl	I
8	Locate Landmark I	caster	1 min/lvl	100'/lvl	I
9	Waiting Awareness I	10'R	1 hr/lvl	self	I
10	Nature's Awareness III	300'R	C	self	I
11	Weather Prediction V	caster	—	1 mi/lvl	I
12	Memory's Path	caster	1 hr/lvl	self	U
13	Waiting Awareness II	50'R	1 hr/lvl	self	I
14	Locate Landmark II	caster	1 min/lvl	300'/lvl	I
15	Nature's Eye I	100'R	—	1 mi	I
16	Nature's Awareness V	500'R	C	self	I
17	Elem. Communication	caster	C	100'	I
18	Water Visions	1 pool	C	10'	I
19	Locate Landmark True	caster	1 min/lvl	1000'/lvl	I
20	Nature's Eye II	500'R	C	10 mi	I
25	Weather Prediction True	caster	—	1 mi/lvl	I
30	Nature's Eye III	500'R	C	100 mi	I
50	Animist's Eye	100'R	C	varies	I

16. **Nature's Awareness V** — As *Nature's Awareness I*, except for the area of effect.

17. **Elemental Communication** — The caster can communicate with any elemental force within range. The elemental force must be able to communicate with the caster (i.e., this spell does not confer communication abilities upon the force). Elemental forces include all magically created elementals, water spirits, forest spirits, etc.

18. **Water Visions** — The target of this spell is a small pool of water. The water must be calm (and remain calm for the duration of the spell). The caster may designate a topic and a vision will appear in the pool that relates to the topic. The vision takes 1-50 rounds.

19. **Locate Landmark True** — As *Locate Landmark I*, except for the range.

20. **Nature's Eye II** — As *Nature's Eye I*, except for the range and area of effect.

25. **Weather Prediction True** — As *Weather Prediction I*, except period is 1 day/lvl.

30. **Nature's Eye III** — As *Nature's Eye I*, except for the range and area of effect.

50. **Animist's Eye** — Allows caster to monitor an area of 100'R that he has both been to and become acquainted with (i.e., spent at least 1 day meditating in or 30 days living in).

SPECIAL NOTES

A path is defined as either a trodden path/way or a road/way/track made for a particular purpose. See Section 7.1.25 for more on Paths.



ANIMIST BASE LIST 2.3.4

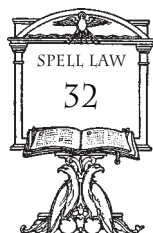
NATURE'S MOVEMENT/SENSES

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Cat Step	caster	1 min/lvl	self	U
2	Chameleon Skin	caster	1 min/lvl	self	U
3	Wolf Sense	caster	1 min/lvl	self	U
4	Deer Speed I	caster	10 min/lvl	self	U
5	Bat Sense	caster	1 min/lvl	self	U
6	Otterlungs	caster	1 min/lvl	self	U
7	Glide I	caster	1 min/lvl	self	U
8	Hawk Sense	caster	1 min/lvl	self	U
9	Tiger Skin	caster	1 min/lvl	self	U
10	Boar Strength	caster	1 min/lvl	self	U
11	Lion Claws	caster	1 min/lvl	self	U
12	Insect Sense	10'R/lvl	1 min/lvl	self	U
13	Deer Speed II	caster	10 min/lvl	self	U
14	Bear Skin	caster	1 min/lvl	self	U
15	Bear Arms	caster	1 min/lvl	self	U
16	Glide III	caster	1 min/lvl	self	U
17	Viperfang	caster	1 min/lvl	self	U
18	Wyvern Skin	caster	1 min/lvl	self	U
19	Deer Speed III	caster	10 min/lvl	self	U
20	Ox Strength	caster	1 min/lvl	self	U
25	Glide True	caster	1 min/lvl	self	U
30	Deer Speed True	caster	10 min/lvl	self	U
50	Dragon Skin	caster	1 min/lvl	self	U



NATURE'S MOVEMENT/SENSES

- Cat's Step** — Caster moves as quietly as a cat. Adds +20 to all Stalking maneuvers.
- Chameleon Skin** — Caster's skin takes on the coloration of the surrounding terrain. Adds +10 to +50 to all Stalking/Hiding maneuvers. As caster moves, coloration changes to match the surrounding terrain. This spell does not affect gear or clothing.
- Wolf Sense** — Caster gains an increased sense of smell and hearing (subtle smells and higher sonic ranges included). Adds +50 to Perceptions with only these senses; +20 to Perceptions using these sense combined with others.
- Deer Speed I** — Caster can run at two times normal pace (i.e., Run pace) and expend exhaustion points as if only walking.
- Bat Sense** — Increases caster's ability to maneuver without his sight. When blinded or otherwise without sight, this spell adds +10 to +50 to maneuver rolls in the dark. Note that this spell does not negate penalties for blindness; it simply decreases them.
- Otterlungs** — Caster can safely hold his breath for the duration of this spell.
- Glide I** — Caster can glide like a bird. The product of the caster's altitude and horizontal speed cannot exceed 100' per round. For example, a caster can glide along at a rate of 5' per round if he were 20' off the ground; or he could glide at the rate of 50' per round if he were 2' off the ground. Note that the total **must** equal 100' (i.e., the caster cannot choose to have a total less than or more than 100').
- Hawk's Sense** — Caster gains the visual acuity of a hawk. Adds +50 to all Perceptions involving only sight; +20 to all Perceptions involving this sense combined with others.
- Tiger Skin** — Caster's skin has the resilience of a large cat (effective AT of 3).
- Boar Strength** — Caster gains the ferocity of a wild boar. He gains +20 to his melee OB, but cannot parry or use missiles for the duration of the spell.



11. Lion Claws — Caster gains the ability to make claw attacks as a lion. He may attack using the Claw Attack Table (from *Arms Law*), with a maximum of Medium results. The caster must develop skill (i.e., an OB) with these claws (cost to develop is the same as Martial Arts Striking; stat modifiers are St/St/Ag).

12. Insect Sense — Caster gains the vibratory sensitivity of an insect. He can sense vibrations in the ground (or other solid material) up to the area of effect. He will gain information indicating general movements and number of targets ($\pm 10\%$). Treat as a +25 to +100 bonus to Perception (depending on the type of activity).

13. Deer Speed II — As *Deer Speed I*, except the speed increase is three times (i.e., Sprint pace).

14. Bear Skin — Caster's skin has the resilience of a bear (effective AT of 8).

15. Bear Arms — Caster gains the ability to make grapple attacks as a bear. He may attack using the Grapple Attack Table (from *Arms Law*), with a maximum of Medium results. The caster must develop skill (i.e., an OB) with this attack (cost to develop is the same as Martial Arts Sweeps/Throws; stat modifiers are St/St/Ag).

16. Glide III — As *Glide I*, except product must equal 300'.

17. Viperfang — Caster gains the ability to make bite attacks as a serpent. He may attack using the Bite Attack Table (from *Arms Law*), with a maximum of Medium results. The caster must develop skill (i.e., an OB) with this attack (cost to develop is the same as Martial Arts Striking; stat modifier are St/Ag/Ag).

18. Wyvern Skin — Caster's skin has the resilience of a minor drake (effective AT of 12).

19. Deer Speed III — As *Deer Speed I*, except the speed increase is four times (i.e., Fast Sprint pace).

20. Ox Strength — Caster gains the strength of an ox. He gains a +40 melee OB, but cannot parry or use missiles for the duration of the spell.

25. Glide True — As *Glide I*, except product must be 500'.

30. Deer Speed True — As *Deer Speed I*, except speed increase is five time (i.e., Dash pace).

50. Dragon Skin — Caster's skin takes on the resilience of a lesser drake (effective AT of 20).

SPECIAL NOTES

With the exception of *Chameleon Skin*, *Lion Claws*, and *Viperfang*, the caster does not physically change with any of the spells on this list.



NATURE'S PROTECTION

1. **Study Form** — Caster studies and memorizes the form of one type of animal or plant for use with spells later on this list. The caster can only have as many forms studied as he has levels.
2. **Resist Elements** — Caster is protected from natural heat up to 170°F and natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the caster. For temperatures below 20°F, add 50°F to determine the effect temperature for the caster. Caster also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks); as well as +20 to all RRs versus cold spells and ice attacks (+20 DB versus elemental cold and ice attacks). The duration of this spell is 10 minutes per level if the caster does not move. If the caster moves, the spell will last as long as the caster concentrates.
3. **Hues** — Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with object when the spell is cast. In many situations this will give a +10 to +50 bonus (GM's discretion) to Hiding attempts (and perhaps to some Stalking attempts).
4. **Plant Facade** — Allows caster to appear as any one type of plant that he has studied. Caster retains his size and will not smell or feel like the plant (i.e., it is purely a visual illusion and is subject to normal illusion rules—see Section 7.1.27 for more on illusions).
5. **Silent Moves** — Caster can move silently, so long as he does not create a sound originating more than 1' from his body.
6. **Underwater Breathing** — Caster can breathe normally under water. This spell will not function with any liquid but water.
7. **Animal Facade** — Allows caster to appear as any one type of animal that he has studied. Caster retains his size and will not smell or feel like the animal (i.e., it is purely a visual illusion and is subject to normal illusion rules—see Section 7.1.27 for more on illusions).
8. **Shadow** — Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between +25 and +75).
9. **Shielding Organic I** — Any single attack made against the caster this round suffers a -50 modifier. The weapon or object striking the caster must be from an organic source (i.e., an animal) or at least a partially organic weapon (i.e., an arrow).
10. **Plant Form I** — Allows caster to take the form of any one plant he has studied. The caster will look and feel like the plant. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the plant. See Section 7.1.11 for more on changing forms.
11. **Protection From Elements** — Caster is protected from any natural heat and natural cold (treat as if target were in 70°F temperature). Caster also receives +40 to all RRs versus fire/ice spells, heat/cold attacks (+40 DB versus elemental attacks). The duration of this spell is 10 minutes per level if the caster does not move. If the caster moves, the spell will last as long as the caster concentrates.
12. **Animal Thoughts** — For the duration of this spell, the caster's mental patterns will appear to be those of any animal he has studied. The caster cannot move while this spell is active.
13. **Shielding Organic II** — As *Shielding Organic I*, except the penalty is -100.
14. **Animal Form I** — Allows caster to take the form of any one animal he has studied. The caster will look and feel like the animal. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the animal. See Section 7.1.11 for more on changing forms.
15. **Animal Thoughts True** — As *Animal Thoughts*, except caster can move (though he must maintain concentration).

ANIMIST BASE LIST 2.3.5

NATURE'S PROTECTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Study Form	1 target	P	300'	I
2	Resist Elements	caster	1 min/lvl	self	U
3	Hues	caster	1 min/lvl	self	U
4	Plant Facade	caster	1 min/lvl	self	E
5	Silent Moves	caster	1 min/lvl	self	U
6	Underwater Breathing	caster	1 min/lvl	self	U
7	Animal Facade	caster	1 min/lvl	self	E
8	Shadow	caster	10 min/lvl	self	U
9	Shielding Organic I *	1 attack	—	self	E
10	Plant Form I	caster	1 min/lvl	self	F
11	Prot. From Elements	caster	varies	self	U
12	Animal Thoughts	caster	C	self	U
13	Shielding Organic II *	1 attack	—	self	U
14	Animal Form I	caster	1 min/lvl	self	U
15	Animal Thoughts True	caster	C	self	U
16	Animal Form II	caster	1 min/lvl	self	U
17	Plant Form II	caster	1 min/lvl	self	U
18	Shielding Organic III *	1 attack	—	self	E
19	Animal Form III	caster	1 min/lvl	self	U
20	Plant Form True	caster	1 min/lvl	self	F
25	Animal Form True	caster	1 min/lvl	self	F
30	Nature's Form True	caster	1 min/lvl	self	F
50	Shielding Org. True *	caster	1 rnd/lvl	self	E

16. **Plant Form II** — As *Plant Form I*, except caster may also assume the scent and physical abilities of the plant. Caster can vary his size from 50% of normal to 400% of normal.

17. **Animal Form II** — As *Animal Form I*, except caster gains the movement abilities of the chosen animal. Caster can vary his size from 50% of normal to 400% of normal.

18. **Shielding Organic III** — As *Shielding Organic I*, except attack automatically misses.

19. **Animal Form III** — As *Animal Form II*, except caster gains the physical attacks of the animal. Caster can vary his size from 5% of normal to 4000% normal.

20. **Plant Form True** — As *Plant Form II*, except the caster can change his form to any other plant he has studied at any time during the duration of the spell.

25. **Animal Form True** — As *Animal Form III*, except the caster can change his form to any other animal he has studied at any time during the duration of the spell.

30. **Nature's Form True** — As *Plant Form III* and *Animal Form III* in operation at the same time.

50. **Shielding Organic True** — Each round during the duration of the spell, the caster can negate (i.e., cause to miss) one attack directed at him. The attacking weapon must be at least part organic and he must be able to see the attack.

SPECIAL NOTES

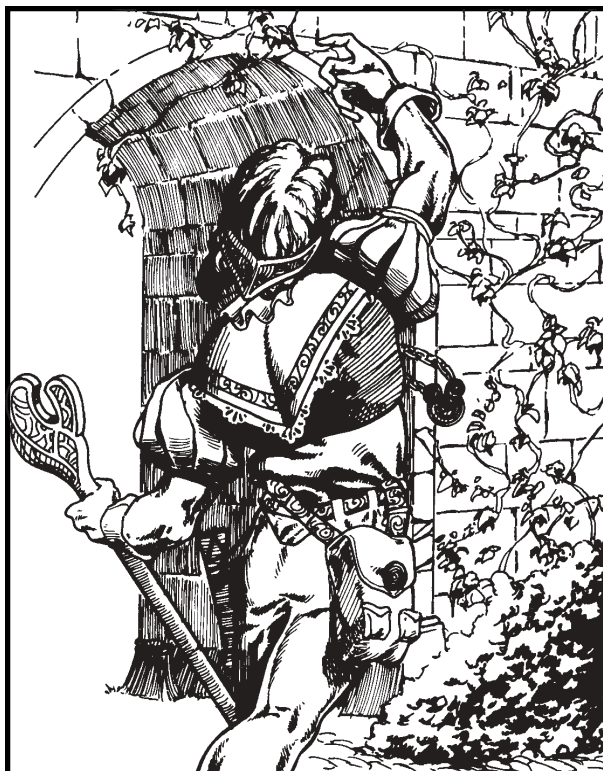
- 1) See Section 7.1.27 for specific limitations on illusions (i.e., facades).
- 2) See Section 7.1.11 for specific rules on changing forms.
- 3) For the purposes of spells on this list, an animal is a creature that has no greater than animal intelligence.



ANIMIST BASE LIST 2.3.6

PLANT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Plant Lore	1 plant	—	touch	I
2)	Speed Growth I	10'R	1 day	10'	U
3)	Plant Tongues	caster	1 min/lvl	touch	I
4)	Plant Restore	1 plant	P	touch	U
5)	Speed Growth II	10'R	1 day	10'	U
6)	Plant Location	1 mi R	—	self	I
7)	Plant Growth II	1 plant	P	touch	U
8)	Plant Control I	1 plant	1 min/lvl	100'	Fm
9)	Speed Growth III	100'R	1 day	100'	U
10)	Plant Growth III	1 plant	P	touch	U
11)	Plant Control III	3 plants	1 min/lvl	touch	Fm
12)	Tree Restore	1 tree	P	touch	U
13)	Plant Growth V	1 plant	P	touch	U
14)	Speed Growth IV	100'R	1 day	100'	U
15)	Plant Control V	5 plants	1 min/lvl	touch	Fm
16)	Wall of Thorns	10'x10'x5'	10 min/lvl	100'	E
17)	Firestop	10'R/lvl	10 min/lvl	100'	U
18)	Plant Growth X	1 plant	P	touch	U
19)					
20)	Plant Growth True	100'R	P	100'	U
25)	Speed Growth True	10'R/lvl	1 day	10'/lvl	U
30)	Plant Control True	100'R	1 min/lvl	100'	Fm
50)	Plant Animation	1 plant	1 min/lvl	100'	U



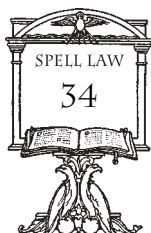
PLANT MASTERY

- Plant Lore** — Caster learns nature and history of any 1 plant.
- Speed Growth I** — Allows caster to increase speed of growth for any 1 species of plant within the area of effect by 10 times.
- Plant Tongues** — Allows caster to understand and “speak” the language of any 1 plant species.
- Plant Restore** — Heals damage to one plant that is less complex than a tree (especially severe damage may get a RR to avoid the effects of this spell, GM discretion).
- Speed Growth II** — As *Speed Growth I*, except growth rate is 100 times normal.
- Plant Location** — Caster can locate members of any 1 species of plant or he can find out what species are in the area of effect.
- Plant Growth II** — Allows caster to double the size of any 1 plant. The growth takes place over the course of 1 day.
- Plant Control I** — Caster can control the automatic and/or mental processes of any 1 plant. The caster can also control the plant’s movements, though this spell doesn’t allow movement beyond normal allowances.
- Speed Growth III** — As *Speed Growth I*, except the area of effect is 100'R, and the range is 100'.
- Plant Growth III** — As *Plant Growth I*, except size increase is 3 times.

- Plant Control III** — As *Plant Control I*, except caster can control any 3 plants.
- Tree Restore** — As *Plant Restore*, except it can affect any plant (including trees).
- Plant Growth V** — As *Plant Growth I*, except size increase is 5 times.
- Speed Growth IV** — As *Speed Growth II*, except the area of effect is 100'R and the range is 100'.
- Plant Control V** — As *Plant Control I*, except caster can control any 5 plants.
- Wall of Thorns** — Summons a wall of very tough (but pliable) thorns. The wall is up to 10' x 10' x 5'. Anyone moving through the wall receives d10 dagger attacks (use a +50 dagger attack on the Dagger Attack Table from *Arms Law*, if available) per foot of wall moved through. The wall must rest on a solid surface.
- Firestop** — This spell will put out any fires upon living materials that are in the area of effect.
- Plant Growth X** — As *Plant Growth I*, except size increase is 10 times.
- Plant Growth True** — As *Plant Growth I*, except affects all plants in the area of effect.
- Speed Growth True** — As *Speed Growth I*, except for the range and area of effect.
- Plant Control True** — As *Plant Control I*, except caster can control all plants within the area of effect.
- Plant Animation** — Caster can animate any 1 plant. The plant can then move slowly, carrying any root system it may possess along.

SPECIAL NOTES

See Section 7.1.13 for more information about walls.



CHANNELS

1. **Create Holy Water** — When this spell is cast, up to four ounces of clean, clear water is transformed into holy water. This spell takes one hour to cast. If the water is not placed into a clean receptical, its holy nature is ruined.
2. **Calming** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell may take no aggressive/offensive action, and will only fight if attacked.
3. **Channels I** — When this spell is cast, the first level spell that the caster begins to cast the next round will be “channeled” to another spell user of the Channeling realm. The “channeled” spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately (i.e., the receiving spell user is now treated as the caster of the spell). All normal restrictions apply to the transmitted spell. The caster of the *Channels* spell must be able to see the receiver of the spell **or** know exactly where he is (direction and distance, or specific location). The receiver must know exactly when the spell is coming (though he need not know exactly what spell is coming). For example, if a Cleric was at a certain altar at midnight of a full moon ready to receive a spell; then another spell user who knew this could use *Channels* to send him a spell.
5. **Stunning** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell is stunned.
6. **Channels III** — As *Channels I*, except up to a third level spell may be transmitted.
8. **Golden Slumbers** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell falls into a deep sleep. The first minute of this sleep is magical (and the target cannot be awakened in any normal fashion). After the first minute, the target may be awakened normally (though his deep sleep will prevent him from waking on his own until he has slept a full eight hours).
10. **Channels V** — As *Channels I*, except up to a fifth level spell may be transmitted.
11. **Blinding** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell is blinded for the duration of the spell.
13. **Channels VIII** — As *Channels I*, except up to an eighth level spell may be transmitted.
14. **Absolution** — [RR Mod: -20] Target’s “soul” is torn from his body; it remains in whatever place “souls” go for the duration of the spell. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored. Even subconscious activities (i.e., healing, etc.) suffer a -75 penalty.
15. **Holy Shout** — All beings not of the caster’s own “alignment” (religious persuasion) are affected. All targets failing their RRs by 40 or less are stunned for 1 round per 10 failure. All those failing by more than 40 are unconscious.
16. **Item Returning** — Target item (weighing no more than 10 pounds) will return to a designated location. This spell has two possible durations (determined at the time of casting). The caster may send (i.e., teleport) the target item to a designated location at the time of casting (with an instant duration), **or** the caster can designate that the target item return to the caster when the possessor of the item has completed a specific task (specified at the time of casting).
17. **Channels X** — As *Channels I*, except up to a tenth level spell may be transmitted.
18. **Sanctuary** — Caster is returned to a predefined place this is (a type of teleportation). Caster must have lived in the place for at least 30 days (mediating for 16 hours this is rs each day) to define it as his “sanctuary.” A spell user may only have one such place defined at any one time.

CLERIC BASE LIST 2.4.1

CHANNELS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Create Holy Water	4 oz. water	P	touch	E
2	Calming *	1 target	1 rnd/10 fail	50'	F
3	Channels I *	1 spell	—	varies	U
4					
5	Stunning *	1 target	1 rnd/10 fail	50'	F
6	Channels III *	1 spell	—	varies	U
7					
8	Golden Slumbers *	1 target	1 rnd/10 fail	10'	F
9					
10	Channels V *	1 spell	—	varies	U
11	Blinding *	1 target	10 min/10 fail	10'	F
12					
13	Channels VIII *	1 spell	—	varies	U
14	Absolution *	1 target	1 week/10 fail	50'	F
15	Holy Shout	20'R	—	20'	F
16	Item Returning	1 object	varies	touch	U
17	Channels X *	1 spell	—	varies	U
18	Sanctuary *	caster	—	self	U
19	Item Rereturning	1 object	varies	touch	U
20	Absolution Pure *	1 target	P	50'	F
25	Sanctuary True *	caster	—	self	U
30	Lord Channels *	1 spell	—	varies	U
50	Holy Bridge	deity	1 rnd	varies	U

19. **Item Rereturning** — As *Item Returning*, except object will stay at the designated location (set at time of casting) for up to 1 round per level. At the end of this time, the object will go back to where it “returned” from.

20. **Absolution Pure** — As *Absolution*, except “soul” can only be brought back through *Lifegiving*.

25. **Sanctuary True** — For up to 1 round per level after he has used *Sanctuary*, the caster may cast this spell and be returned to within 20' of the point at which he used *Sanctuary*.

30. **Lord Channels** — As *Channels I*, except up to a twentieth level spell may be transmitted.

50. **Holy Bridge** — Opens a direct channel to the caster’s deity; results depend on the deity’s personality, motives, and powers. Any spell the deity can cast may be transmitted through the gate.

SPECIAL NOTES

- 1) For the *Returning* and *Rereturning* spells, normal encumbrance rules apply (see Section 7.1.12 for more on encumbrance limits for spells).
- 2) Note that the spells on this list may vary in appearance or usage based upon the nature of the deity. GMs should feel free to replace some of the spells above for spells more appropriate to the deity. For example, a deity of fire might have a *Bolt of Fire* instead of *Stunning* (attacking on the Fire Bolt Attack Table with a special -25 modification).
- 3) The GM should be careful and clear when defining “alignment” for the *Holy Shout* spell. This should include all folk who are not specifically following the caster’s religion (and thus it might include some allies).



CLERIC BASE LIST 2.4.2

COMMUNAL WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Guess	caster	—	self	I
☐ 2)					
☐ 3)	Intuitions I	caster	—	self	I
☐ 4)	Dream I	caster	sleep	self	I
☐ 5)	Intuitions III	caster	—	self	I
☐ 6)	Death's Tale	caster	—	self	I
☐ 7)	Channel Opening I	1 being	C	1 mile/lvl	U
☐ 8)	Intuitions V	caster	—	self	I
☐ 9)					
☐ 10)	Dreams III	caster	sleep	self	I
☐ 11)	Intuitions X	caster	—	self	I
☐ 12)	Commune I	caster	C	self	I
☐ 13)	Magic Basin I	1 pool	1 min/lvl	10'	I
☐ 14)					
☐ 15)	Channel Opening II	1 being	C	10 mile/lvl	U
☐ 16)					
☐ 17)					
☐ 18)	Magic Basin II	1 pool	1 min/lvl	10'	I
☐ 19)	Death's Tale True	caster	—	self	I
☐ 20)	Commune True	caster	C	self	I
☐ 25)	Intuitions True	caster	—	self	I
☐ 30)	Channel Opening True	1 being	C	1 mile/lvl	U
☐ 50)	High Prayer	caster	C	self	I

COMMUNAL WAYS

- Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest), the caster may cast this spell and the GM will determine which way he goes, biasing the choice favorable by 25% (e.g., roll d100: correct on a 26-100, incorrect on 1-25).
- Intuitions I** — Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
- Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
- Intuitions III** — As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
- Death's Tale** — Caster gets a vision of the events surrounding the death of any 1 dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- Channel Opening I** — Caster can make contact with any 1 known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with a *Channels* spell (see Cleric Base List 2.4.1).
- Intuitions V** — As *Intuitions I*, except caster may gaze 5 minutes into the future.
- Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.
- Intuitions X** — As *Intuitions I*, except caster may gaze 10 minutes into the future.
- Commune I** — Caster receives (usually from his patron deity) a "yes" or a "no" answer to a question on a single topic. This spell may be used a maximum of once per day.

13. Magic Basin I — The target of this spell is a small pool of clear, clean water. The water must be calm (and remain calm for the duration of the spell). The caster may designate a topic and a vision will appear in the pool that relates to the topic. This vision normally takes 5-50 rounds.

15. Channel Opening II — As *Channel Opening I*, except for range.

18. Magic Basin II — As *Magic Basin I*, except up to two topics may be designated (5-50 rounds is required for each one).

19. Death's Tale True — Caster gets a vision of the events surrounding the death of any 1 dead target within 10 feet. Caster gets

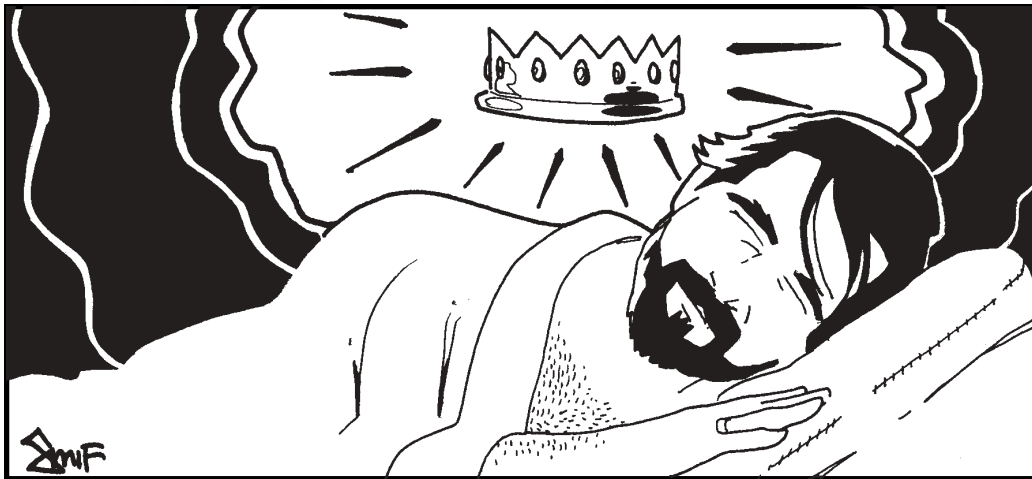
an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.

20. Commune True — As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only 1 concept.

25. Intuitions True — As *Intuitions I*, except caster may gaze into the future for a number of minutes equal to his level.

30. Channel Opening True — As *Channel Opening I*, except caster can open a channel to anyone he chooses, regardless of whether or not he is acquainted with the being. The caster must specify the type of being he is seeking (e.g., a priest of a specific deity, a warrior with blue eyes, etc.).

50. High Prayer — Caster receives detailed information from his deity on a single topic question.



SPECIAL NOTES

- When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased (See Section 7.1.4).
- See Section 7.1.2 for more on dreams and symbology in divination.



LIFE MASTERY

1. **Preservation I** — Caster can preserve a “dead” body, preventing any further deterioration (i.e., stat deterioration) or damage from already existing wounds; the target will be in a coma; this spell will not prevent the target’s soul from leaving the body.
2. **Lifekeeping I** — Caster can prevent the soul of a “dead” body from leaving its body (thus preventing actual death and enabling the fallen being to be restored via simple bodily repairs). This spell must be cast before the soul leaves the body or *Lifegiving* will be necessary for recovery.
3. **Preservation II** — As *Preservation I*, except for the duration.
4. **Heal Life Essence I** — The target of this spell is any being who has suffered some amount of soul damage. The target will be healed of d10 points of lost temporary Constitution. See Section 7.2 for more information on soul damage.
5. **Lifekeeping II** — As *Lifekeeping I*, except for the duration.
6. **Heal Life Essence II** — As *Heal Life Essence I*, except will heal 2d10 lost points.
7. **Preservation III** — As *Preservation I*, except for the duration.
9. **Heal Life Essence III** — As *Heal Life Essence I*, except will heal 3d10 lost points of temporary Constitution.
10. **Preservation IV** — As *Preservation I*, except for duration.
11. **Lifekeeping III** — As *Lifekeeping I*, except for the duration.
12. **Lifegiving I** — Caster can “raise” 1 dead being by restoring the being’s lost soul. Target’s soul must still exist and he must have died within the last year. To be successfully “raised”, the target must roll d100 (open-ended) and add his Constitution stat (not the stat bonus). A modification of -10 is applied to the result for every day the target has been dead (e.g., if the target has been dead for 3 days, 30 is subtracted from the roll). If the result is over 100, the target is “raised” successfully. If the result is less than 100, the target is not “raised” (and may not ever be raised by this caster). The target will be incapacitated (-100 to all activity) for a period of 100 days for each day dead (e.g., if the target was dead 2 days, the recovery period would be 200 days).
13. **Heal Life Essence True** — As *Heal Life Essence I*, except will heal one lost point of temporary Constitution per level of the caster.
14. **Preservation V** — As *Preservation I*, except for the duration.
15. **Lifegiving II** — As *Lifegiving I*, except a modification of -5 per day dead is applied to the target’s roll and the recovery period is only 50 days per day dead.
16. **Lifekeeping IV** — As *Lifekeeping I*, except for duration.
17. **Lifegiving III** — As *Lifekeeping I*, except a modification of -2 per day dead is applied to the target’s roll and the recovery period is only 20 days per day dead.
18. **Preservation True** — As *Preservation I*, except for the duration.
19. **Restoration** — The target of this spell is any being that has had his mental capabilities hindered (e.g., from the Mind Erosion spell list). The target of this spell will recover lost experience. However, recovery is not always complete. The amount of experience that is not recovered is 1% for each day that the target suffered from the condition. For example, if a target lost 10,000 experience points and it took him 20 days to find a Cleric with this spell, he would only recover 8,000 of the lost experience points.
20. **Lifegiving IV** — As *Lifegiving I*, except a modification of -1 per day dead is applied to the target’s roll and the recovery period is equal to the number of days dead.
25. **Lifegiving V** — As *Lifegiving I*, except a modification of -1 for every two days dead is applied to the target’s roll and there is no recovery period.
30. **Restoration True** — As *Restoration*, except that target’s mind is fully restored (including experience).
50. **Lifegiving True** — As *Lifegiving*, except the target is automatically raised from the dead **and** there is no recovery period.

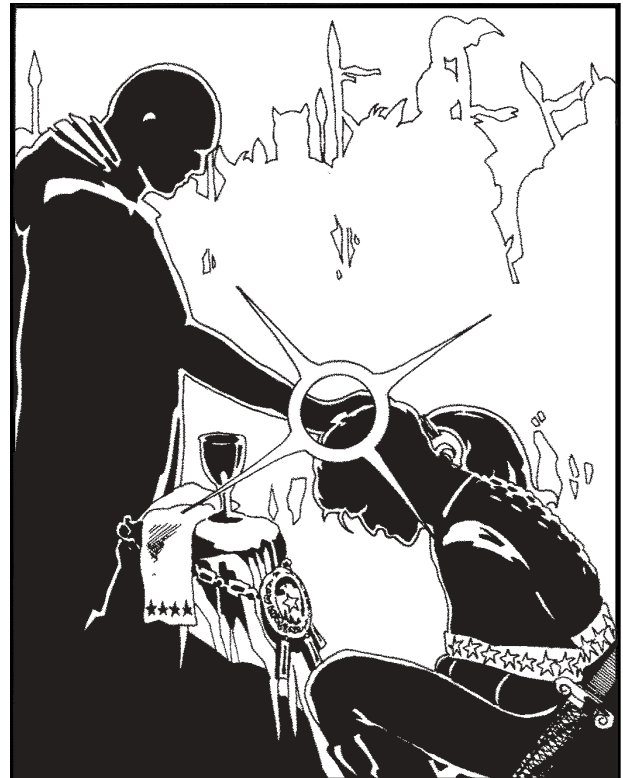
CLERIC BASE LIST 2.4.3

LIFE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Preservation I	1 body	1 min/lvl	10'	U
□ 2)	Lifekeeping I	1 body	1 min/lvl	10'	U
□ 3)	Preservation II	1 body	1 hr/lvl	10'	U
□ 4)	Heal Life Essence I	1 target	P	10'	U
□ 5)	Lifekeeping II	1 body	1 hr/lvl	touch	U
□ 6)	Heal Life Essence II	1 target	P	10'	U
□ 7)	Preservation III	1 body	1 day/lvl	touch	U
□ 8)					
□ 9)	Heal Life Essence III	1 target	P	10'	U
□ 10)	Preservation IV	1 body	1 week/lvl	10'	U
□ 11)	Lifekeeping III	1 body	1 day/lvl	10'	U
□ 12)	Lifegiving I	1 body	P	10'	U
□ 13)	Heal Life Essence True	1 target	P	10'	U
□ 14)	Preservation V	1 body	1 month/lvl	10'	U
□ 15)	Lifegiving II	1 body	P	10'	U
□ 16)	Lifekeeping IV	1 body	1 week/lvl	10'	U
□ 17)	Lifegiving III	1 body	P	10'	U
□ 18)	Preservation True	1 body	1 year/lvl	10'	U
□ 19)	Restoration	1 target	P	10'	U
□ 20)	Lifegiving IV	1 body	P	10'	U
□ 25)	Lifegiving V	1 body	P	10'	U
□ 30)	Restoration True	1 target	P	10'	U
□ 50)	Lifegiving True	1 body	P	10'	U

SPECIAL NOTES

See Section 7.2 for more on soul damage and the effects of death.



CLERIC BASE LIST 2.4.4

PROTECTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Prayer I	1 target	varies	100'	U
2	Bless I	1 target	varies	100'	U
3	Resistance I	1 target	varies	100'	U
4	Heat Resistance *	1 target	varies	100'	U
5	Cold Resistance *	1 target	varies	100'	U
6					
7					
8	Temperature Sphere I	10'R	varies	10'	U
9					
10	Protections Sphere I	10'R	varies	10'	U
11	Prayer III	varies	varies	100'	U
12	Bless III	varies	varies	100'	U
13	Resistance III	varies	varies	100'	U
14					
15	Temperature Sphere II	20'R	varies	10'	U
16					
17	Protections Sphere III	10'R	varies	10'	U
18	Prayer V	1-5 tgts	varies	100'	U
19					
20	Bless V	1-5 tgts	varies	100'	U
25	Resistance V	1-5 tgts	varies	100'	U
30	Protections Sphere V	10'R	varies	10'	U
50	Protections True	1 target	1 min/lvl	100'	U



PROTECTIONS

- Prayer I** — Target gets a 5 bonus to his RRs and maneuver rolls. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If caster is the target, the duration is 1 minute per level.
- Bless I** — Target gets a 5 bonus to his DB and maneuver rolls. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If caster is the target, the duration is 1 minute per level.
- Resistance I** — Target gets a 5 bonus to his RRs and DB. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If caster is the target, the duration is 1 minute per level.
- Heat Resistance** — Target is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Target also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks). The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled.

5. **Cold Resistance** — Target is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the target. Target also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and ice attacks). The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled.

8. **Temperature Sphere I** — All who are within the sphere are allowed benefits of either a *Heat Resistance* or a *Cold Resistance* spell (must be the same for all targets). The sphere is not mobile. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled.

10. **Protections Sphere I** — All within the radius are allowed the benefits of *Prayer I* or *Bless I* or *Resistance I* spell (must be the same for all targets). The sphere is not mobile. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled.

11. **Prayer III** — As *Prayer I*, except total bonus is 15 and bonus may be spread over 1-3 targets. One target would get a +15 bonus; three targets would get +5 each; etc.

12. **Bless III** — As *Bless I*, except total bonus is 15 and bonus may be spread over 1-3 targets. One target would get a +15 bonus; three targets would get +5 each; etc.

13. **Resistance III** — As *Resistance I*, except total bonus is 15 and bonus may be spread over 1-3 targets. One target would get a +15 bonus; three targets would get +5 each; etc.

15. **Temperature Sphere II** — As *Temperature Sphere I*, except radius is 20'.

17. **Protections Sphere III** — As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer III* or *Bless III* or *Resistance III* spell (must be the same for all targets).

18. **Prayer V** — As *Prayer I*, except total bonus is 25 and bonus may be spread over 1-5 targets. One target would get a +25 bonus; five targets would get +5 each; etc.

20. **Bless V** — As *Bless I*, except total bonus is 25 and bonus may be spread over 1-5 targets. One target would get a +25 bonus; five targets would get +5 each; etc.

25. **Resistance V** — As *Resistance I*, except total bonus is 25 and bonus may be spread over 1-5 targets. One target would get a +25 bonus; five targets would get +5 each; etc.

30. **Protections Sphere V** — As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer V* or *Bless V* or *Resistance V* spell (must be the same for all targets).

50. **Protections True** — Target gets a +30 bonus to his RRs, maneuver rolls, and DB and 30 is subtracted from all elemental attacks against him.

SPECIAL NOTES

Resistance, Prayer, Bless, and Protection Spheres are **not** cumulative with each other.



REPULSIONS

1. **Repel Undead V** — Causes up to 5 Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect up to 5 points of Undead (Class I Undead count as 1 point, Class II Undead count as 2 points, etc.). Animated Dead (see the Evil Channeling List, Necromancy) are treated as Class I Undead and are not entitled to an RR (i.e., they automatically disintegrate if the spell does not fail). *Creatures & Monsters* provides complete descriptions of the different types of Undead.

Each target is entitled to an RR. If the target fails the RR by 50 or less, it will flee (if the target cannot flee, it will remain motionless). If the target fails by more than 50, it disintegrates. One Base Attack Roll is applied to all targets. For the purposes of RRs, if no class is given for an Undead, use the following table to determine its class.

Level	Class
1-2	I
3-5	II
6-8	III
9-12	IV
13-15	V
16+	VI

The RR of any single Undead can be modified by concentrating the effects of the spell on that target. For each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus, *Repel Undead V* could affect five Class I Undead with no RR modifier **or** one Class I Undead with an RR modifier of -20 to each **or** one Class II Undead with an RR modifier of -5 and two Class I Undead with no RR modifier **or** any other combination of targets providing no more than 5 points were allocated.

2. **Cancel Channeling** — When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make an RR (before the caster of this spell makes a RR). For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell's RR is successful, it may target the caster normally; otherwise, the incoming spell has no effect on this target.
3. **Anti-Channels I** — Cancels a *Channels I* spell being transmitted or received within the range. Note that the *Channels I* spell gets no RR.
4. **Neutralize Curse I** — [RR Mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell.
5. **Anti-Channels III** — As *Anti-Channels I*, except affects up to a *Channels III*.
6. **Repel Undead IX** — As *Repel Undead V*, except 9 points of Undead may be affected.
7. **Remove Curse** — Dispel a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. If the curse is not dispelled, the caster cannot try again until he has gone up another level of experience.
8. **Dispel Channeling I** — Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails it RR, it is dispelled.
9. **Neutralize Curse II** — As *Neutralize Curse I*, except curse is nullified for 1 hour per level.
10. **Anti-Channels V** — As *Anti-Channels I*, except affects up to a *Channels V*.
11. **Repel Undead XII** — As *Repel Undead V*, except 12 points of Undead may be affected.
12. **Anti-Channels VIII** — As *Anti-Channels I*, except affects up to a *Channels VIII*.
14. **Dispel Channeling V** — As *Dispel Channeling I*, except affects up to five targets.

CLERIC BASE LIST 2.4.5

REPULSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Repel Undead V	varies	1 min/lvl	100'	F
☐ 2)	Cancel Channeling	caster	C	self	F
☐ 3)	Anti-Channels I	1 spell	—	100'	E
☐ 4)	Neutralize Curse I	1 curse	1 min/lvl	100'	F
☐ 5)	Anti-Channels III	1 spell	—	100'	E
☐ 6)	Repel Undead IX	varies	1 min/lvl	100'	F
☐ 7)	Remove Curse	1 target	P	touch	F
☐ 8)	Dispel Channeling I	1 target	—	10'	F
☐ 9)	Neutralize Curse II	1 curse	1 hr/lvl	100'	F
☐ 10)	Anti-Channels V	1 spell	—	100'	E
☐ 11)	Repel Undead XII	varies	1 min/lvl	100'	F
☐ 12)	Anti-Channels VIII	1 spell	—	100'	E
☐ 13)					
☐ 14)	Dispel Channeling V	5 targets	—	10'	F
☐ 15)	Anti-Channels X	1 spell	—	100'	E
☐ 16)	Repel Undead XV	varies	1 min/lvl	100'	F
☐ 17)					
☐ 18)	Neutralize Curse III	1 curse	1 day/lvl	100'	F
☐ 19)	Dispel Channeling X	10 targets	—	10'	F
☐ 20)	Repel Undead True	1 undead	1 min/lvl	100'	E
☐ 25)	Uncurse True	1 curse	P	touch	F
☐ 30)	Anti-Channels True	1 spell	—	100'	E
☐ 50)	Rechanneling	1 spell	1 rnd/lvl	300'	F

15. **Anti-Channels X** — As *Anti-Channels I*, except affects up to a *Channels X*.

16. **Repel Undead XV** — As *Repel Undead V*, except 15 points of Undead may be affected.

18. **Neutralize Curse True** — As *Neutralize Curse I*, except curse is nullified for 1 day per level.

19. **Dispel Channeling X** — As *Dispel Channeling I*, except affects up to ten targets.

20. **Repel Undead True** — As *Repel Undead V*, except this spell automatically disintegrates any one Undead of Class V or lower. A Class VI Undead is automatically sent fleeing.

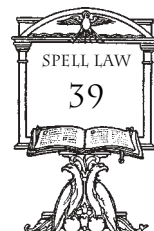
25. **Uncurse True** — [RR Mod: -50] As *Remove Curse*, except for the RR modification.

30. **Anti-Channels True** — As *Anti-Channels* except any *Channels* spell can be canceled. Spells channeled with the aid of a *Holy Bridge* (see Cleric Base list, Channels) are not affected.

50. **Rechanneling** — Caster can intercept one channeled spell that is being transmitted or received within his range and cast that spell himself. The person sending the channeled spell gets a RR (the attack level of this spell versus his level—not the level of the spell being intercepted).

SPECIAL NOTES

- 1) For all spells that affect Undead, GMs may want to give modifications to certain very powerful Undead. See *Creatures & Monsters* for a complete listing of Undead.
- 2) A caster can only attempt to repel a given Undead once per experience level (see Section 7.1.4).
- 3) See Section 7.1.30 for more on curses and removing them.



CLERIC BASE LIST 2.4.6

SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Summons I	1 creature	varies	100'	U
2)	Summons II	1-2 creatures	varies	100'	U
3)	Summons III	1-3 creatures	varies	100'	U
4)	Summons IV	1-4 creatures	varies	100'	U
5)	Summons V	1-5 creatures	varies	100'	U
6)	Summons VI	1-6 creatures	varies	100'	U
7)	Summons VII	1-7 creatures	varies	100'	U
8)	Summons VIII	1-8 creatures	varies	100'	U
9)	Summons X	1-9 creatures	varies	100'	U
10)	Demonic Gate I	1 demon	C	10'	U
11)	Summons XV	1-15 creatures	varies	100'	U
12)					
13)	Lord Summons	1-20 creatures	varies	100'	U
14)					
15)	Demonic Gate II	1 demon	C	10'	U
16)					
17)	Waiting Summons	1-10 creatures	varies	100'	U
18)					
19)					
20)	Demonic Gate III	1 demon	C	10'	U
25)	Mass Summons	varies	varies	100'	U
30)	Summons True	1 creature	1 day/lvl	100'	U
50)	Gate	1 being	—	varies	U

15. **Demonic Gate II** — As *Demonic Gate I*, except a Type II Demon is summoned.

17. **Waiting Summons** — As *Summons X*, except it can be delayed for up to 1 day per level of the caster **or** until triggered by one of the following (decided by caster at the time of casting): specified movements, specified sounds, touch, or specified actions.

20. **Demonic Gate III** — As *Demonic Gate I*, except a Type III Demon can be summoned.

25. **Mass Summons** — As *Summons II*, except a number of options equal to the caster's level are chosen.

30. **Summons True** — As *Summons I*, except for the duration and the level of the creature is random.

50. **Gate** — Caster can pull any being through a "gate" to the caster's location. If the being is intelligent, he must be willing to come. An intelligent being will get a feeling of the general "alignment" of the caster and a vague idea of the reason and significance for the "gate."



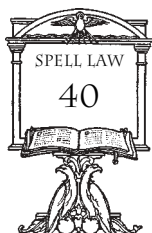
SUMMONS

- Summons I** — Caster magically summons a 1st-level, non-intelligent creature from the surrounding area. The caster can specify the type of creature, but the GM should determine the type of creature that answers the summons. If the creature can understand the caster (e.g., *Animal Tongues*), the creature can be controlled through normal communication. Otherwise, control is maintained only through concentration of the caster. If the creature summoned is used for a task that is not dangerous (in its own perception), the duration for this spell is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration immediately drops to 1 round per level.
- Summons II** — As *Summons I*, except caster chooses one of the following options: **a)** the level of the summoned creature is increased by one, **b)** an extra 1st level creature can be summoned, or **c)** the duration can be doubled.
- Summons III** — As *Summons II*, except 2 options are chosen.
- Summons IV** — As *Summons II*, except 3 options are chosen.
- Summons V** — As *Summons II*, except 4 options are chosen.
- Summons VI** — As *Summons II*, except 5 options are chosen.
- Summons VII** — As *Summons II*, except 6 options are chosen.
- Summons VIII** — As *Summons II*, except 7 options are chosen.
- Summons X** — As *Summons II*, except 9 options are chosen.
- Demonic Gate I** — Caster summons a Type I Demon that appears over the course of 2 rounds. The caster can only control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 rounds. However, during this two rounds, it will attack the closest being.
- Summons XV** — As *Summons II*, except 14 options are chosen.
- Lord Summons** — As *Summons II*, except 19 options are chosen.

SPECIAL NOTES

- When allowed to choose more than one option on summoning spells, the same option may be chosen more than once. For example, with a *Summons III*, two options are available. This means that if both options are used for the same thing; three first-level creatures could be summoned, or one third-level creature could be summoned, or one first-level creature could be summoned for four times as long.
- Demons are assumed to be beings of another plane who are brought into the caster's plane through the use of an elemental force (one not of the Demon's plane). Thus, the Demon and caster do not make RRs during the summons. See *Creatures & Monsters* for a full description of Demons. If no type for a Demon is given, use the following table to determine a Demon's type. The GM may wish to this type system to account for the types of Demons he wishes to use in his world.

Level	Type
1-2	I
3-5	II
6-10	III
11-15	IV
16-20	V
21-40	VI
41+	Beyond the Pale



COMMUNION

1. **Detect Enemies I** — Detects the total number of “enemies” (giving approximate direction and distance). This spell also reveals the most heavily represented type of enemy (by total levels). Caster can concentrate on a different 50'R each round.
2. **Cancel Channeling** — When the caster of this spell is a target of a spell from the realm of Channeling, the “incoming” spell must first make an RR. For RR purposes, each spell uses a level equal to its caster’s level. If the “incoming” spell passes the RR, it may target the caster normally; otherwise the incoming spell has no effect on this target.
3. **Cancel Essence** — As *Cancel Channeling*, except affects spells from the realm of Essence.
4. **Cancel Mentalism** — As *Cancel Channeling*, except affects spells from the realm of Mentalism.
5. **Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
6. **Enemy Speech** — For the duration of this spell, the caster can read and speak one “enemy” language with skill rank 8.
7. **Dispel Channeling** — Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell’s caster as the spell’s level). If the spell fails it RR, it is dispelled.
8. **Dispel Essence** — As *Dispel Channeling*, except affects spells from the realm of Essence.
9. **Dispel Mentalism** — As *Dispel Channeling*, except affects spells from the realm of Mentalism.
10. **Detect Enemies II** — As *Detect Enemies I*, except for range and area of effect.
11. **Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.
12. **Death’s Tale** — Caster gets a vision of the events surrounding the death of any 1 dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster’s level.
13. **Channel Opening I** — Caster can make contact with any 1 known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with a *Channels* spell (see Cleric Base List 2.4.1).
14. **Dispel Channeling Sphere I** — As *Dispel Channeling*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, the spell must make an RR (with a +30 modifier) or be cancelled (not dispelled) for as long as the active spell is inside the radius.



PALADIN BASE LIST 2.5.1

COMMUNION

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Enemies	50'R	1 min/lvl(C)	100'/lvl	P
2	Cancel Channeling	caster	1 min/lvl	self	F
3	Cancel Essence	caster	1 min/lvl	self	F
4	Cancel Mentalism	caster	1 min/lvl	self	F
5	Dreams I	caster	sleep	self	I
6	Enemy Speech	caster	1 min/lvl	self	I
7	Dispel Channeling I	1 target	—	10'	F
8	Dispel Essence I	1 target	—	10'	F
9	Dispel Mentalism I	1 target	—	10'	F
10	Detect Enemies II	100'R	1 min/lvl(C)	500'/lvl	P
11	Dream III	caster	sleep	self	I
12	Death's Tale	caster	—	self	I
13	Channel Opening I	1 being	C	1 mile/lvl	U
14	Dispel Chan. Sphere I	10'R	C	self	F
15	Dispel Ess. Sphere I	10'R	C	self	F
16	Dispel Ment. Sphere I	10'R	C	self	F
17	Commune I	caster	C	self	U
18					
19	Death's Tale True	caster	—	self	I
20	Detect Enemies True	200'R	1 min/lvl(C)	1000'/lvl	P
25	Commune True	caster	C	self	U
30	Channel Opening Tr.	1 being	C	1 mile/lvl	U
50	High Prayer	caster	C	self	U

15. **Dispel Essence Sphere I** — As *Dispel Channeling Sphere I*, except affects spells from the realm of Essence.

16. **Dispel Mentalism Sphere I** — As *Dispel Channeling Sphere I*, except affects spells from the realm of Mentalism.

17. **Commune I** — Caster receives (usually from his patron deity) a “yes” or a “no” answer to a question on a single topic. This spell may be used a maximum of once per day.

19. **Death's Tale True** — Caster gets a vision of the events surrounding the death of any 1 dead target within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.

20. **Detect Enemies True** — As *Detect Enemies I*, except for range and area of effect.

25. **Commune True** — As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only 1 concept.

30. **Channel Opening True** — As *Channel Opening I*, except caster can open a channel to anyone he chooses, regardless of whether or not he is acquainted with the being. The caster must specify the type of being he is seeking (e.g., a priest of a specific deity, a warrior with blue eyes, etc.).

50. **High Prayer** — Caster receives detailed information from his deity on a single topic question.

SPECIAL NOTES

- 1) See Section 7.1.22 for more on dreams and symbology.
- 2) The GM should define enemy as appropriate to his world. For most worlds, the term enemy will mean those that are actively opposed to the religion or deity.



PALADIN BASE LIST 2.5.2

EXORCISMS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Repel Undead I	varies	1 min/lvl	100'	F
2)	Detect Undead	10'R	1 min/lvl(C)	10'/lvl	P
3)	Repel Undead III	varies.	1 min/lvl	100'	F
4)	Repel Demon I	5'R/lvl	C	10'	F
5)	Repel Undead V	varies	1 min/lvl	100'	F
6)	Repel Demon II	5'R/lvl	C	10'	F
7)	Banish Demon I	1 Demon	1 mo/lvl	10'	F
8)	Neutralize Curse I	1 target	1 min/lvl	touch	F
9)	Repel Demon III	5'R/lvl	C	10'	F
10)	Repel Undead X	varies	1 min/lvl	100'	F
11)	Banish Demon II	1 Demon	1 mo/lvl	10'	F
12)	Repel Undead XII	varies	1 min/lvl	100'	F
13)	Repel Demon IV	5'R/lvl	C	10'	F
14)	Neutralize Curse II	1 target	1 hr/lvl	touch	F
15)	Repel Undead XV	varies	1 min/lvl	100'	F
16)	Repel Demon V	5'R/lvl	C	10'	F
17)	Banish Demon III	1 Demon	1 mo/lvl	10'	F
18)	Neutralize Curse III	1 target	1 day/lvl	touch	F
19)	Repel Demon VI	5'R/lvl	C	10'	F
20)	Repel Undead True	varies	1 min/lvl	100'	F
25)	Repel Demon True	10'R/lvl	C	10'	F
30)	Uncurse True	1 target	P	touch	F
50)	Banish Demon True	1 Demon	1 mo/lvl	10'	F



EXORCISMS

1. **Repel Undead I** — Causes Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect 1 point of Undead (Class I Undead count as 1 point, Class II Undead count as 2 points, etc.). Animated Dead (see the Evil Channeling List, Necromancy) are treated as Class I Undead and are not entitled to an RR (i.e., they automatically disintegrate if the spell does not fail). *Creatures & Monsters* provides complete descriptions of the different types of Undead.

Each target is entitled to an RR. If the target fails the RR by 50 or less, it will flee (if the target cannot flee, it will remain motionless). If the target fails by more than 50, it disintegrates. One Base Attack Roll is applied to all targets. For the purposes of RRs, if no class is given for an Undead, use the following table to determine its class.

Level	Class	Level	Class
1-2	I	9-12	IV
3-5	II	13-15	V
6-8	III	16+	VI

The RR of any single Undead can be modified by concentrating the effects of the spell on that target. For each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus, *Repel Undead V* could affect five Class I Undead with no RR modifier **or** one Class I Undead with an RR modifier of -20 to each **or** one Class II Undead with an RR modifier of -5 and two Class I Undead with no RR modifier **or** any combination of targets providing no more than 5 points were allocated.

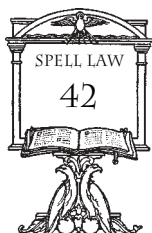
2. **Detect Undead** — Detects the presence of Undead in the area of affect. Caster can move the area of effect 5' each round.
3. **Repel Undead III** — As *Repel Undead I*, except affects 3 points of Undead.

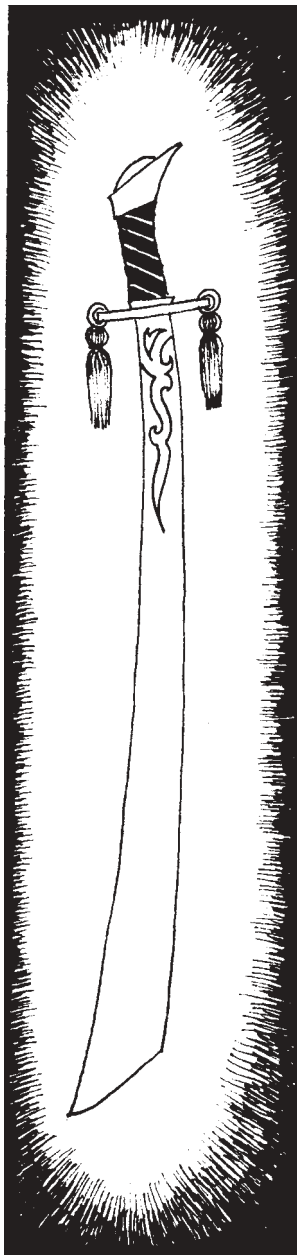
4. **Repel Demon I** — For as long as the caster concentrates, Type I Demons that are in the area of effect may not leave, **and** Type I Demons that are outside the area of effect may not enter.
5. **Repel Undead V** — As *Repel Undead I*, except affects 5 points of Undead.
6. **Repel Demon II** — As *Repel Demon I*, except affects up to Type II Demons.
7. **Banish Demon I** — Banishes the target Type I Demon from this plane of existence for the duration of the spell.
8. **Neutralize Curse** — [RR Mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell.
9. **Repel Demon III** — As *Repel Demon I*, except affects up to Type III Demons.
10. **Repel Undead X** — As *Repel Undead I*, except affects 10 points of Undead.
11. **Banish Demon II** — As *Banish Demon I*, except affects up to a Type II Demon.
12. **Repel Undead XII** — As *Repel Undead I*, except affects 12 points of Undead.
13. **Repel Demon IV** — As *Repel Demon I*, except affects up to Type IV Demons.
14. **Neutralize Curse II** — As *Neutralize Curse I*, except for duration.
15. **Repel Undead XV** — As *Repel Undead I*, except affects 15 points of Undead.
16. **Repel Demon V** — As *Repel Demon I*, except affects up to Type V Demons.
17. **Banish Demon III** — As *Banish Demon I*, except affects up to a Type III Demon.
18. **Neutralize Curse III** — As *Neutralize Curse I*, except for duration.
19. **Repel Demon VI** — As *Repel Demon I*, except affects up to Type VI Demons.
20. **Repel Undead True** — As *Repel Undead I*, except one Undead of type V or less is disintegrated. Type VI Undead are sent fleeing.
25. **Repel Demon True** — As *Repel Demon VI*, except for area of effect.
30. **Uncurse True** — [RR Mod: -50] Dispels a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. If the curse is not dispelled, the caster cannot try again until he has gone up another level of experience.
50. **Banish Demon True** — As *Banish Demon I*, except affects up to a Type IV Demon.

SPECIAL NOTES

- 1) For all spells that affect Undead, GMs may want to give modifications to certain very powerful undead. See *Creatures & Monsters* for a complete listing of Undead. A caster can only attempt to repel a given Undead once per level.
- 2) See Section 7.1.30 for more on curses and removing them.
- 3) Demons are assumed to be beings of another plane who are brought into the caster's plane through the use of an elemental force (one not of the Demon's plane). Thus, the Demon and caster do not make RRs during the summons. See *Creatures & Monsters* for a full description of Demons. If no type for a Demon is given, use the following table to determine a Demon's type. The GM may wish to this type system to account for the types of Demons he wishes to use in his world.

Level	Type	Level	Type
1-2	I	16-20	V
3-5	II	21-40	VI
6-10	III	41+	Beyond the Pale
11-15	IV		





HOLY ARMS

1. **Holy Attack I** — Adds +15 to the caster's melee or missile attack for the current round.

2. **Righteous Blow I** — After casting this spell, there is a chance that the caster's next attack (melee or missile) will be treated as "Magic" for the purposes of resolving criticals (usually only applicable against Large and Super Large creatures). The chance is equal to 10% plus 5% for each round that the caster concentrates (i.e., prays) immediately prior to preparing and casting this spell. The attack affected by this spell must occur within 1 minute per level after this spell was cast.

3. **Holy Strength I** — Caster gains a +5 to his strength stat bonus for the purposes of a maneuver. In combat, this results in a +10 to melee attacks and +5 to missile attacks.

4. **Holy Attack II** — As *Holy Attack I*, except bonus is +20.

5. **Righteous Blow II** — As *Righteous Blow I*, except attack is treated as "Mithril."

6. **Holy Focus** — As *Righteous Blow I*, except the critical is treated as "Holy" and the chance is equal to 20% plus 2% for every extra Power Point used to cast this spell. A maximum number of PPs equal to the caster's level may be used to cast this spell. For example, a 6th

level Paladin has a maximum chance of 20%; a 10th level Paladin could attain a 28% chance (by investing 10 PPs in the casting of the spell).

7. **Holy Attack III** — As *Holy Attack I*, except bonus is +25.

8. **Righteous Blow III** — As *Righteous Blow I*, except attack is treated as "Holy."

9. **Holy Aura I** — A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive an 'A' severity critical (type to be determined by the GM; based upon the nature of the creature).

10. **Holy Attack IV** — As *Holy Attack I*, except bonus is +30.

11. **Righteous Blow IV** — As *Righteous Blow I*, except attack is treated as "Slaying" (creature type must be chosen when spell

PALADIN BASE LIST 2.5.3

HOLY ARMS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Holy Attack I *	self	—	self	U
2	Righteous Blow I	self	—	self	U
3	Holy Strength I	self	1 rnd/lvl	self	U
4	Holy Attack II *	self	—	self	U
5	Righteous Blow II	self	—	self	U
6	Holy Focus *	self	—	self	U
7	Holy Attack III *	self	—	self	U
8	Righteous Blow III	self	—	self	U
9	Holy Aura I	10'R	1 min/lvl	self	F
10	Holy Attack IV *	self	—	self	U
11	Righteous Blow IV	self	—	self	U
12	Holy Strength II	self	1 rnd/lvl	self	U
13	Holy Attack V *	self	—	self	U
14					
15	Holy Aura II	10'R	1 min/lvl	self	F
16	Holy Attack VI *	self	—	self	U
17	Holy Strength III	self	1 rnd/lvl	self	U
18					
19	Holy Attack VII *	self	—	self	U
20	Holy Aura True	10'R	1 min/lvl	self	F
25	Holy Attack True *	self	—	self	U
30	Holy Focus True *	self	—	self	U
50	Holy Martyr	1'R/lvl	—	self	E

is cast).

12. **Holy Strength II** — As *Holy Strength I*, except strength stat bonus is +10 for a maneuver (+20 to melee attacks; +10 to missile attacks).

13. **Holy Attack V** — As *Holy Attack I*, except bonus is +35.

15. **Holy Aura II** — As *Holy Aura I*, except delivers a 'B' critical.

16. **Holy Attack VI** — As *Holy Attack I*, except bonus is +40.

17. **Holy Strength III** — As *Holy Strength I*, except strength stat bonus is +15 for a maneuver (+30 to melee attacks; +15 to missile attacks).

19. **Holy Attack VII** — As *Holy Attack I*, except bonus is +45.

20. **Holy Aura True** — As *Holy Aura I*, except delivers a 'C' critical.

25. **Holy Attack True** — As *Holy Attack I*, except bonus is +50.

30. **Holy Focus True** — As *Holy Focus*, except attack is automatically Holy.

50. **Holy Martyr** — The caster exposes all within the area of effect to the raw power of his deity. All in the area of effect suffer a +100 Fireball attack (centered on the caster). All concussion damage is doubled and an extra Slaying Critical (on the Large Creature Critical Strike Table) is delivered. The caster acts as the center-point for the blast and is not immune to any of the damage. For the caster, no objects, spells, etc. will protect him from the blast.



PALADIN BASE LIST 2.5.4

HOLY HEALING

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Healing I	1 target	P	touch	U
❑ 2)	Flowstop I	1 target	P	touch	U
❑ 3)	Frost/Burn Relief I	1 target	P	touch	U
❑ 4)	Minor Fracture Repair	1 target	P	touch	U
❑ 5)	Healing III	1 target	P	touch	U
❑ 6)	Stun Relief *	1 target	P	touch	Us
❑ 7)	Major Fracture Repair	1 target	P	touch	U
❑ 8)	Disease Resistance I	1 target	10 min/lvl	touch	U
❑ 9)	Poison Resistance I	1 target	10 min/lvl	touch	U
❑ 10)	Minor Vessel Repair	1 target	P	touch	U
❑ 11)	Healing V	1 target	P	touch	U
❑ 12)	Muscle/Tendon Repair	1 target	P	touch	U
❑ 13)	Frost/Burn Relief III	1 target	P	touch	U
❑ 14)	Stun Relief II *	1 target	P	touch	Us
❑ 15)	Unparalysis	1 target	P	touch	U
❑ 16)	Healing X	1 target	P	touch	U
❑ 17)	Frost/Burn Relief IV	1 target	P	touch	U
❑ 18)	Undisease	1 target	P	touch	U
❑ 19)	Unpoison	1 target	P	touch	U
❑ 20)	Stun Relief True *	1 target	P	touch	Us
❑ 25)	Healing XV	1 target	P	touch	U
❑ 30)	Healing True	1 target	P	touch	U
❑ 50)	Laying on Hands True	1 target	P	touch	U

HOLY HEALING

- Healing I** — Target is healed of d10 concussion hits.
- Flowstop I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round. Target may not be moved, or bleeding will resume at prior rate.
- Frost/Burn Relief I** — Target is healed of one area of mild frostbite or first degree burn.
- Minor Fracture Repair** — Allows caster to mend one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is one day.
- Healing III** — As *Healing I*, except heals 3d10 concussion hits.
- Stun Relief I** — Target is relieved of one round's worth of accumulated stun. See Section 7.1.1 for more information.
- Major Fracture Repair** — As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is one day.
- Disease Resistance I** — For the duration of this spell, the target gets an additional RR versus any disease(s).
- Poison Resistance I** — For the duration of this spell, the target gets an additional RR versus any poison(s).
- Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits per round, not major arteries or veins).
- Healing V** — As *Healing I*, except heals 5d10 concussion hits.
- Muscle/Tendon Repair I** — Allows caster to repair (not replace) one damaged muscle or tendon. Recovery time is 1 hour.
- Frost/Burn Relief III** — As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage **or** 1 area of severe damage (e.g., third degree burns) **or** a combination of 1 mild and 1 moderate area of damage.
- Stun Relief II** — As *Stun Relief I*, except relieves 2 rounds of stun.
- Unparalysis** — Caster can cure any one paralysis problem.
- Healing X** — As *Healing I*, except heals 10d10 concussion hits.

SPECIAL NOTES

See Section 7.2 for more information on healing.



- Frost/Burn Relief IV** — As *Frost/Burn Relief I*, except caster can heal 4 mild or 2 moderate **or** 1 mild and 1 severe **or** 2 mild and 1 moderate areas of damage.
- Undisease** — Caster can remove any one disease from the target.
- Unpoison** — Caster can remove any one poison from the target.
- Stun Relief True** — As *Stun Relief I*, except relieves all rounds of stun.
- Healing XV** — As *Healing I*, except heals 15d10 concussion hits.
- Healing True** — As *Healing I*, except heals all concussion damage.
- Laying on Hands True** — Caster can use any lower level spell on this list once per round.

HOLY SHIELDS

1. **Protection Prayer I** — Everyone in the area of effect who is aligned with the caster (GM's discretion) subtracts 5 from all elemental attacks against them. They may also add 5 to all RRs versus spells. These bonuses are not conferred to the caster.
2. **Aura** — Creates a bright aura about the caster, making him appear more powerful and subtracting 10 from all attacks against him.
3. **Shield** — Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a "real" shield.
4. **Blur** — Causes target to appear blurred to attackers. This subtracts 10 from all attacks.
5. **Unpain I** — Caster is able to sustain an additional 25% of his total concussion hits before passing out. Hits are still taken and remain when the spell lapses.
6. **Protection Prayer II** — As *Protection Prayer I*, except bonuses are 10.
7. **Deflections I** — Caster can deflect any one missile that passes within 10' of him (caster must be able to see the missile). This cause 100 to be subtracted from the missile's attack.
8. **True Aura** — As *Aura*, except it makes the caster appear very powerful; subtracting 15 from all attacks against him.
9. **Bladeturn I** — Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
10. **Unpain II** — As *Unpain I*, except an additional 50% can be sustained.
11. **Protection Prayer III** — As *Protection Prayer I*, except bonuses are 15.
12. **Deflections II** — As *Deflections I*, except will deflect up to two missiles.
13. **Aim Untrue I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss.
14. **Bladeturn II** — As *Bladeturn I*, except affects 2 attacks.
15. **Unpain III** — As *Unpain I*, except an additional 75% can be sustained.
16. **Protection Prayer IV** — As *Protection Prayer I*, except bonuses are 20.
17. **Deflections III** — As *Deflections I*, except will deflect up to three missiles.
18. **Aim Untrue III** — As *Aim Untrue I*, except affects up to three missiles.
19. **Bladeturn III** — As *Bladeturn I*, except affects 3 attacks.
20. **Unpain IV** — As *Unpain I*, except an additional 100% can be sustained.
25. **Protection Prayer True** — As *Protection Prayer I*, except bonuses are 25.
30. **Mass Deflections** — As *Deflections I*, except will deflect one missile per level of the caster.
50. **Holy Shields True** — Caster may use any lower level spell on this list once per round.

PALADIN BASE LIST 2.5.5

HOLY SHIELDS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Protection Prayer I	10'R	1 min/lvl	self	U
□ 2)	Aura	caster	10 min/lvl	self	U
□ 3)	Shield *	caster	1 min/lvl	self	U
□ 4)	Blur *	caster	1 min/lvl	self	U
□ 5)	Unpain I *	caster	1 min/lvl	self	Us
□ 6)	Protection Prayer II	10'R	1 min/lvl	self	U
□ 7)	Deflections I *	1 missile	—	10'	U
□ 8)	True Aura	caster	10 min/lvl	self	U
□ 9)	Bladeturn I *	1 attack	—	10'	U
□ 10)	Unpain II *	caster	1 min/lvl	self	Us
□ 11)	Protection Prayer III	10'R	1 min/lvl	self	U
□ 12)	Deflections II *	2 missiles	—	10'	U
□ 13)	Aim Untrue I *	1 missile	—	100'	U
□ 14)	Bladeturn II *	2 attacks	—	10'	U
□ 15)	Unpain III *	caster	1 min/lvl	self	Us
□ 16)	Protection Prayer IV	10'R	1 min/lvl	self	U
□ 17)	Deflections III *	3 missiles	—	10'	U
□ 18)	Aim Untrue II *	2 missiles	—	100'	U
□ 19)	Bladeturn III *	3 attacks	—	10'	U
□ 20)	Unpain IV	caster	1 min/lvl	self	Us
□ 25)	Protection Prayer True	10'R	1 min/lvl	self	U
□ 30)	Mass Deflections	1 missile/lvl	—	10'	U
□ 50)	Holy Shields True	varies	1 rnd/lvl	varies	U

SPECIAL NOTES

- 1) The *Aura* and *True Aura* spells are not cumulative with each other or with the *Blur* spell.
- 2) For more information on multiple target spells (e.g., *Deflections II*, etc.), see Section 7.1.16.



PALADIN BASE LIST 2.5.6 INSPIRING WAYS

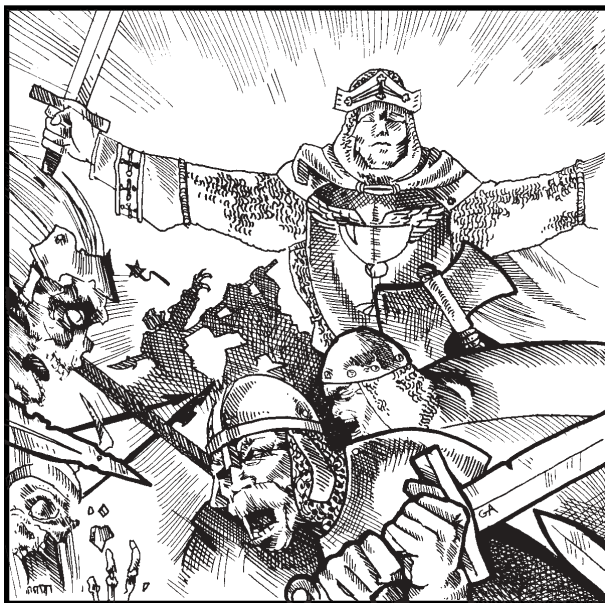
Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Courage	10'R	1 rnd/lvl	self	U
2)	Inspirations I *	20'R	1 rnd/lvl	100'	U
3)	Voice of Friendship *	1 target	varies	50'	Fm
4)	Inspirations II *	20'R	1 rnd/lvl	100'	U
5)	Voice of Reason *	1 target	varies	50'	Fm
6)	Inspirations III *	20'R	1 rnd/lvl	100'	U
7)	Voice of Caution *	1 target	varies	50'	Fm
8)	Command I *	1 target	C	10'/lvl	Fm
9)	Inspirations IV *	20'R	1 rnd/lvl	100'	U
10)	Words of Friendship *	varies	varies	100'	Fm
11)	Inspirations V *	20'R	1 rnd/lvl	100'	U
12)					
13)	Command II *	2 targets	C	10'/lvl	Fm
14)	Words of Reason *	varies	varies	100'	Fm
15)	Inspirations VI *	20'R	1 rnd/lvl	100'	U
16)	Courage True	10'R	1 rnd/lvl	self	U
17)	Inspirations VII *	20'R	1 rnd/lvl	100'	U
18)	Words of Caution *	varies	varies	100'	Fm
19)	Inspirations VIII *	20'R	1 rnd/lvl	100'	U
20)	Voice of Conviction	1 target	varies	10'	Fm
25)	Inspirations True *	20'R	1 rnd/lvl	100'	U
30)	Words of Conviction	varies	varies	100'	Fm
50)	Inspirations Mastery	varies	1 rnd/lvl	varies	U

INSPIRING WAYS

- Courage** — For the duration of this spell, all within the area of effect (including the caster) may make a second RR versus any fear or panic effect. This second RR is made with an additional +10 modifier.
- Inspirations I** — Caster inspires all allies who are within the area of effect (they must be aware of the caster). All allies gain +5 to melee attacks and moving maneuvers for the duration of the spell. This spell will only work during combat or highly religious moments (e.g., an oratory presentation prior to a large battle). These bonuses do not apply to the caster.
- Voice of Friendship** — For as long as they speak together, the target of this spell will believe that the caster is a good friend and is acting in the target's best interest.
- Inspirations II** — As *Inspirations I*, except bonuses are +10.
- Voice of Reason** — For as long as the caster speaks, the target will believe that the reasoning and ideas that the caster expresses are correct and valid.
- Inspirations III** — As *Inspirations I*, except bonuses are +15.
- Voice of Caution** — For as long as the caster speaks, the target will become more cautious (less rash) and will tend to obey the caster's warnings without hesitation or doubt.
- Command I** — Target must obey the caster. However, he will not perform any act that is completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- Inspirations IV** — As *Inspirations I*, except bonuses are +20.
- Words of Friendship** — As *Voice of Friendship*, except will affect all who can hear the caster.
- Inspirations V** — As *Inspirations I*, except bonuses are +25.
- Command II** — As *Command I*, except affects two targets.
- Words of Reason** — As *Voice of Reason*, except will affect all who can hear the caster.
- Inspirations VI** — As *Inspirations I*, except bonuses are +30.
- Courage True** — As *Courage*, except the second RR automatically succeeds.
- Inspirations VII** — As *Inspirations I*, except bonuses are +35.
- Words of Caution** — As *Voice of Caution*, except will affect all who can hear the caster.
- Inspirations VIII** — As *Inspirations I*, except bonuses are +40.
- Voice of Conviction** — [RR Mod: -50] After casting this spell, the caster must tell the truth (as he knows it). All targets who fail their RR will believe the caster is speaking the absolute truth.
- Inspirations True** — As *Inspirations I*, except bonuses are +50.
- Words of Conviction** — As *Voice of Conviction*, except will affect all who can hear the caster.
- Inspirations Mastery** — Caster can use any lower level spell from this list once per round.

SPECIAL NOTES

- Voice* and *Words* spells will only work on non-enemies (i.e., those that are not actively hostile to the caster).
- Voice* and *Words* spells increase favorable reactions. This effect lasts 1 hour per level of the caster after the caster stops speaking. After this duration, the target's natural tendencies and reactions will take over. Note that most targets will continue to believe the caster even after the spell has lapsed.
- Any target who resists a *Voice* or *Words* spell by more than 50 will realize that the caster was using magical influence.





INNER WALLS

1. **Heat Resistance** — Target is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Target also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks). The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is subsequently moved, the spell is dispelled.
2. **Cold Resistance** — Target is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the target. Target also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and ice attacks). The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is subsequently moved, the spell is dispelled.
3. **Resistance I** — Caster gets a +5 bonus to his RRs and DB.
4. **Bless I** — Caster gets a +5 bonus to his maneuver rolls and DB.
5. **Prayer I** — Caster gets a +5 bonus to his RRs and maneuver rolls.
7. **Sterilization** — Caster can sterilize 1 cubic foot per level of any solid or liquid. This will not affect inert poisons or harm creatures larger than 0.25" in length.
8. **Resistance II** — As *Resistance I*, except bonus is +10.
9. **Bless II** — As *Bless I*, except bonus is +10.
10. **Prayer II** — As *Prayer I*, except bonus is +10.
11. **Protection From Elements** — Caster is protected from any natural heat and natural cold down (treat as if target were in 70°F temperature). Caster also receives +40 to all RRs versus heat spells and heat attacks (+40 DB versus elemental fire and heat attacks); as well as +40 to all RRs versus cold spells and ice attacks (+40 DB versus elemental cold and ice attacks). The duration of this spell is 10 minutes per level if the caster does not move. If the caster moves, the spell will last as long as the caster concentrates.
13. **Resistance III** — As *Resistance I*, except bonus is +15.
14. **Bless III** — As *Bless I*, except bonus is +15.
15. **Prayer III** — As *Prayer II*, except bonus is +15.
17. **Resistance IV** — As *Resistance I*, except bonus is +20.
18. **Bless IV** — As *Bless I*, except bonus is +20.
19. **Prayer IV** — As *Prayer II*, except bonus is +20.

RANGER BASE LIST 2.6.1

INNER WALLS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	1 target	1 min/lvl	touch	U
2)	Cold Resistance *	1 target	1 min/lvl	touch	U
3)	Resistance I	caster	1 min/lvl	self	U
4)	Bless I	caster	1 min/lvl	self	U
5)	Prayer I	caster	1 min/lvl	self	U
6)					
7)	Sterilization	1 cu'/lvl	—	touch	U
8)	Resistance II	caster	1 min/lvl	self	U
9)	Bless II	caster	1 min/lvl	self	U
10)	Prayer II	caster	1 min/lvl	self	U
11)	Prot. from Elements	caster	varies	self	U
12)					
13)	Resistance III	caster	1 min/lvl	self	U
14)	Bless III	caster	1 min/lvl	self	U
15)	Prayer III	caster	1 min/lvl	self	U
16)					
17)	Resistance IV	caster	1 min/lvl	self	U
18)	Bless IV	caster	1 min/lvl	self	U
19)	Prayer IV	caster	1 min/lvl	self	U
20)	Purge Disease	1 target	P	touch	U
25)	Purge Curse	1 target	P	touch	U
30)	Purge Poison	1 target	P	touch	U
50)	Inner Wall	caster	1 min/lvl	self	U

20. **Purge Disease** — Allows target to attempt to throw off any 1 disease by making another RR with a special +50 modification. This spell may only be cast once per target per disease until the caster gains another level See Section 7.1.4).

25. **Purge Curse** — An RR is made for the curse (the caster's level is the attack level, the original attack level of the curse is the target level). If the RR fails, the curse is removed. This spell may only be cast once per target per curse until the caster gains another level (See Section 7.1.4).

30. **Purge Poison** — Allows target to attempt to throw off the effects of any poison by making a RR with a special +50 modification. This spell may only be cast once per target per poison until the caster gains another level (See Section 7.1.4).

50. **Inner Wall** — Caster gets +25 to his DB, RRs, and maneuver rolls.

SPECIAL NOTES

- 1) See Section 7.1.30 for more on curses.
- 2) See Section 7.1.4 for information on repeating attempts at removing poisons, diseases, and curses.
- 3) *Resistance*, *Prayer*, and *Bless* are not cumulative with each other.



RANGER BASE LIST 2.6.2

MOVING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Rockrunning	caster	1 min/lvl	self	U
2)	Limbwalking	caster	1 min/lvl	self	U
3)	Swimming	1 target	1 min/lvl	100'	U
4)	Waterwalking	caster	1 min/lvl	self	U
5)	Sandrunning	caster	1 min/lvl	self	U
6)	Limbrunning	caster	1 min/lvl	self	U
7)	Traceless Passing	caster	C	self	U
8)	Hide Tracks I	tracks of 1	C	50'	U
9)	Waterrunning	caster	1 min/lvl	self	U
10)	Hide Tracks II	tracks of 2	C	50'	U
11)	Swimming True	1 target	1 min/lvl	self	U
12)	Hide Tracks V	tracks of 5	C	50'	U
13)	Running True	caster	1 min/lvl	self	U
14)	Traceless Passing True	caster	10 min/lvl	self	U
15)	Merging Organic	caster	1 min/lvl	self	U
16)	Hide Tracks X	tracks of 10	C	self	U
17)	Traceless Running	caster	C	self	U
18)	Hide Tracks XV	tracks of 15	C	self	U
19)	Traceless Running True	caster	C	self	U
20)	Great Merging Organic	caster	1 min/lvl	self	U
25)	Hide Tracks XX	tracks of 20	C	50'	U
30)	Merging True Organic	caster	1 min/lvl	self	U
50)	Hide Tracks True	varies	C	50'	U



13. Running True — As any of the *Running* spells above, except any one of the spells can be used each round (e.g., the caster could run on sand, then on water, then on limbs, etc.).

14. Traceless Passing True — As *Traceless Passing*, except caster need not concentrate.

15. Merging Organic — Caster can merge into organic material (live or dead). While merged, the caster cannot move or perceive. When the caster emerges from the material, he can emerge from any side or face of the material. The caster cannot move "through" material greater in width than his own body size plus 2 feet.

16. Hide Tracks X — As *Hide Tracks I*, except it hides 10 beings' tracks.

17. Traceless Running — As *Traceless Passing*, except caster can move at two times normal pace (i.e., at a Run pace).

18. Hide Tracks XV — As *Hide Tracks I*, except it hides 15 beings' tracks.

19. Traceless Running True — As *Traceless Passing True*, except caster can move at two times normal pace (i.e., Run pace).

20. Great Merging Organic — As *Merging Organic*, except caster may turn within material and perceive the world outside the material.

25. Hide Tracks XX — As *Hide Tracks I*, except it hides 20 beings' tracks.

30. Merging True Organic — As *Great Merging Organic*, except caster may use spells on himself while merged.

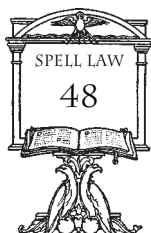
50. Hide Tracks True — As *Hide Tracks I*, except caster can either absolutely hide his own tracks (preventing discovery via any method, including magic) or he can hide the tracks of a number of beings equal to his level.

MOVING WAYS

- 1. Rockrunning** — Caster can run on any nearly horizontal rocky and earthen surfaces as if he was on level ground. He will expend exhaustion points as if he were walking.
- 2. Limbwalking** — Allows caster to walk along tree limbs as if he were on level ground.
- 3. Swimming** — Target can swim without expending energy (i.e., will expend no exhaustion points).
- 4. Waterwalking** — Caster can walk on water as if he were on level dry ground. This may not be used on rough water.
- 5. Sandrunning** — Caster can run on sandy surfaces as if he was on level ground. He will expend exhaustion points as if he were walking.
- 6. Limbrunning** — As *Limbwalking*, except caster can move at two times normal pace (i.e., Run pace). He will expend exhaustion points as if he were walking.
- 7. Traceless Passing** — Caster can walk without leaving tracks or other visible signs of his passing.
- 8. Hide Tracks I** — Caster can hide the tracks of any 1 being. This spell and *Traceless Passing* can be used simultaneously and caster will still maintain 50% activity (i.e., he can concentrate on both spells at the same time).
- 9. Waterrunning** — As *Waterwalking*, except caster can move at two times normal pace (i.e., Run pace). He will expend exhaustion points as if he were walking.
- 10. Hide Tracks II** — As *Hide Tracks I*, except it hides 2 beings' tracks.
- 11. Swimming True** — As *Swimming*, except target can swim as fast as he could run. He will expend exhaustion points as if he were walking.
- 12. Hide Tracks V** — As *Hide Tracks I*, except it hides 5 beings' tracks.

SPECIAL NOTES

The caster is limited to how much weight he can carry while under the influence of any movement spell above. See Section 7.1.12 for encumbrance limits of spells.



NATURE'S GUISES

1. **Hues** — Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with object when the spell is cast. In many situations this will give a +10 to +50 bonus (GM's discretion) to Hiding attempts (and perhaps to some Stalking attempts).
2. **Shade** — All shadows in the area of effect deepen. All Hiding maneuvers gain a bonus of +25 (+10 to all Stalking maneuvers).
3. **Freeze** — Up to 1 cubic foot of liquid per level is cooled to freezing at a rate of 1 cubic foot per round. This will not drop a liquid's temperature below -20°F (thus, liquids with a freezing point below -20°F will only get cooler).
4. **Silent Moves** — Caster can move silently, so long as he does not create a sound originating more than 1' from his body. In many situations, this will give a +10 to +50 bonus (GM discretion) to Stalking and/or Hiding attempts.
5. **Self Cloaking** — Caster blends into surrounding terrain. This results in a +75 bonus to Hiding attempts. Caster may not move (appreciably) without losing this bonus.
6. **Light** — Lights a 10'R area surrounding point touched.
7. **Darkness** — Throws a 10'R area surrounding point touched into normal darkness.
8. **Shadow** — Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between +25 and +75).
9. **Study Form** — Caster studies and memorizes the form of one type of animal or plant for use with spells later on this list. The caster can only have as many forms studied as he has levels.
10. **Plant Facade** — Allows caster to appear as any one type of plant that he has studied. Caster retains his size and will not smell or feel like the plant (i.e., it is purely a visual illusion and is subject to normal illusion rules).
11. **Animal Thoughts** — For the duration of this spell, the caster's mental patterns will appear to be those of any animal he has studied. The caster cannot move while this spell is active.
12. **Study Form True** — As Study Form, except a specific animal or plant form may be studied. For example, the woodsman's dog (as opposed to just a dog) may be studied.
13. **Animal Facade** — Allows caster to appear as any one type of animal that he has studied. Caster retains his size and will not smell or feel like the animal (i.e., it is purely a visual illusion and is subject to normal illusion rules).
15. **Animal Thoughts True** — As *Animal Thoughts*, except caster can move (though he must maintain concentration).
16. **Plant Form I** — Allows caster to take the form of any one plant he has studied. The caster will look and feel like the plant. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the plant.
18. **Animal Form I** — Allows caster to take the form of any one animal he has studied. The caster will look and feel like the animal. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the animal.
20. **Plant Form II** — As *Plant Form I*, except caster may also assume the scent and physical abilities of the plant. Caster can vary his size from 50% of normal to 400% of normal.
25. **Animal Form II** — As *Animal Form I*, except caster gains the movement abilities of the chosen animal. Caster can vary his size from 50% of normal to 400% of normal.
30. **Plant Form True** — As *Plant Form II*, except the caster can change his form to any other plant he has studied at any time during the duration of the spell.
50. **Animal Form True** — As *Animal Form III*, except the caster can change his form to any other animal he has studied at any time during the duration of the spell.

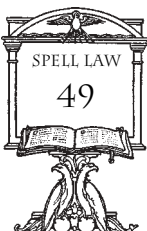
RANGER BASE LIST 2.6.3

NATURE'S GUISES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	U
2)	Shade	100'R	10 min/lvl	touch	E
3)	Freeze Liquid	1 cu'/lvl	C	10'	F
4)	Silent Moves	caster	1 min/lvl	self	U
5)	Self Cloaking	caster	C	self	U
6)	Light	10'R	10 min/lvl	touch	E
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	Shadow	caster	1 hr/lvl	self	U
9)	Study Form	caster	P	self	I
10)	Plant Facade	caster	1 min/lvl	self	E
11)	Animal Thoughts	caster	C	self	U
12)	Study Form True	caster	P	self	I
13)	Animal Facade	caster	1 min/lvl	self	E
14)					
15)	Animal Thoughts True	caster	C	self	U
16)	Plant Form I	caster	1 min/lvl	self	U
17)					
18)	Animal Form I	caster	1 min/lvl	self	U
19)					
20)	Plant Form II	caster	1 min/lvl	self	U
25)	Animal Form II	caster	1 min/lvl	self	U
30)	Plant Form True	caster	1 min/lvl	self	U
50)	Animal Form True	caster	1 min/lvl	self	U

SPECIAL NOTES

- 1) See Section 7.1.27 for specific limitations on illusions
- 2) See Section 7.1.11 for specific rules on changing forms.
- 3) For the purposes of spells on this list, an animal is a creature that has no greater than animal intelligence; and a plant is must have no measurable intelligence.
- 4) If *Shade*, *Light*, or *Darkness* is cast with the center point of its area of effect on a mobile target the area of effect **may** move with the target (see Section 7.1.7).



RANGER BASE LIST 2.6.4

NATURE'S SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Summon Nourishment	1 creature	—	varies	U
2)	Summon Warmth	1 creature	8 hours	varies	U
3)	Summon Guide	1 creature	24 hours (C)	varies	U
4)	Summon Guardian	1 creature	8 hours	varies	U
5)	Summon Mount	1 creature	24 hours	varies	U
6)	Summon Hunter	1 creature	—	varies	U
7)	Summon Sense	1 creature	24 hours (C)	varies	U
8)					
9)	Summon Group	1 group	24 hours	varies	U
10)	Mass Summons	1 creature/lvl	varies	varies	U
11)					
12)	Spread Plants	20'R	P	10'	U
13)	Fog Prayer	500'R/lvl	varies	10'	E
14)	Rain Prayer	500'R/lvl	varies	10'	E
15)	Spread Plants II	20'R	P	10'	U
16)	Storm Prayer	500'R/lvl	varies	10'	E
17)	Hail Prayer	500'R/lvl	varies	10'	E
18)					
19)	Lightning Prayer	500'R/lvl	varies	10'	E
20)	Tornado Prayer	500'R/lvl	varies	10'	E
25)	Clear Weather Prayer	500'R/lvl	varies	10'	E
30)	Weather Prayer True	500'R/lvl	varies	10'	E
50)	Prayer Mastery	500'R/lvl	varies	10'	E

10. **Mass Summons** — The caster can use any lower level spells on this list, except that one animal per level will be summoned. For example, a 10th level Ranger could summon 10 guardians. All of the animals will serve only the caster.
12. **Spread Plants** — This spell produces ground covering of grasses and small plants of other varieties. The plants must already exist in the area of effect. This spell simply allows them to multiply and grow faster (coverage takes 20+d100 hours).
13. **Fog Prayer** — Caster prayers to his deity for fog. The chance that the prayer is answered is 2% per level of the caster. See note #6 below.
14. **Rain Prayer** — As *Fog Prayer*, except generates a light rain.
15. **Spread Plants II** — As *Spread Plants I*, except will also spread saplings and small trees.
16. **Storm Prayer** — As *Fog Prayer*, except will generate a heavy thunderstorm.
17. **Hail Prayer** — As *Fog Prayer*, except generates a hail storm.
19. **Lightning Prayer** — As *Fog Prayer*, except will generate a lightning storm.
20. **Tornado Prayer** — As *Fog Prayer*, except will generate weather that results in a tornado.
25. **Clear Weather Prayer** — As *Fog Prayer*, except will ensure clear weather.
30. **Weather Prayer True** — As *Fog Prayer*, except caster's deity will grant whatever weather would be most beneficial to the caster's current goal.
50. **Prayer Mastery** — As any of the *Prayer* spells on this list, except chance of getting the effect is 95%.

SPECIAL NOTES

- The caster must be outdoors to cast the spells from this list.
- When summoning animals, the caster can specify a specific type of animal (bird, squirrel, deer, etc.). An animal of the specified type must exist within the region **and** the animal must be able to reach the caster within the specified time (this is usually a range of about 20 miles). One animal of the specified type will be summoned. If more than one animal exists, a random animal is summoned (not necessarily the closest). The animal will take 10+d100 minutes to arrive. The summoned animal must leave when the spell expires. If the spell is cast again, a different animal will be summoned.
- For the duration of the spell(s), the animal(s) summoned will ignore their natural instincts. For example, if a creature is summoned for warmth and a creature is summoned as a guardian, the two creatures will not be antagonistic to each other (regardless of their natural instincts towards each other).
- If a summoned animal is attacked, it will attack back in its natural fashion (and will no longer be under the influence of the spell). However, this violates the "trust" of the animal (see below).
- The animal summoning spells on this list require that the caster has done nothing to violate the trust of the animals in the area. If this trust is violated, the summoning spell types change to Fm and all animals will now get an RR (+50 mod) to resist (e.g., harming a Summoned animal would be a violation).
- For the *Prayer* spells on this list, the caster is required to pray for at least one minute. The exact amount of time needed will vary from deity to deity (GM's discretion). The weather will appear over the course of 1-10 hours. The caster can cast no more than one of each *Prayer* type per day. The chance of the weather appearing is modified by -30 if the weather does not normally occur in the region (at this time of year) or by +30 if the weather is very common in the region (at this time of year). Once summoned, the weather will run its natural course.

NATURE'S SUMMONS

- Summon Nourishment** — An animal will arrive bearing some form of nourishment for the caster. This may take the form of berries, nuts, or tubers (always some form of vegetable matter). The animal will drop the food and return to the wilderness.
- Summon Warmth** — A heavily-furred animal will arrive and lie down near the caster. The animal will allow the caster (and only the caster) to lie down next to it.
- Summon Guide** — An animal who knows the path to a specific location will arrive to guide the caster to that location. The animal will only guide the caster as long as he concentrates on the desired location.
- Summon Guardian** — A suitable large animal will arrive. This animal will attempt to protect the caster from hostile attacks for the duration of the spell. The animal will be one that is capable of inflicting at least Medium animal attacks. The animal will only protect the caster as long as the caster remains in the same general area that the spell was cast (i.e., if the caster leaves the area, the animal will not travel with him).
- Summon Mount** — A large animal will arrive and serve as a mount for the caster.
- Summon Hunter** — An animal will arrive bearing a recently killed prey for the caster (some form of meat). The animal will drop the food close by and then return to the wilderness.
- Summon Sense** — An animal with a specified heightened sense will arrive. For the duration of the spell, the animal will "perceive" for the caster. The caster can concentrate to have the animal communicate what he has been perceiving.
- Summon Group** — A "group" of animals will arrive and stay near the area where the spell was cast. For the purposes of this spell, the animals summoned must normally travel in groups (e.g., wolves, deer, birds, etc.).



SPELL LAW
50

NATURE'S WAY

1. **Trap Detection** — Caster has a 75% chance of detecting a trap in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.
2. **Water Finding I** — Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon. He will learn the approximate size and quality of source.
3. **Fire Starting I** — Allows caster to set a fire of 1'R. Fire will burn as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
5. **Food Finding I** — Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.). The food source must exceed 1 pound.
6. **Water Purification** — Allows caster to purify a number of gallons of water equal to his level.
7. **Shelter Finding I** — Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet. The shelter must have an entry (exceeding 2'R) opening onto open air.
8. **Lesser Traps** — This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a 'B' critical strike (must be either a Slash, a Krush, or a Puncture; specified by the caster at the time of casting) to any one target. The size of the trap can vary from 1'R to 10'R. The time to construct the trap is 1 round per 1'R.



9. **Weather Prediction I** — Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hour period.
10. **Nature's Awareness I** — Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of this spell, the caster cannot move.
11. **Water Finding II** — As *Water Finding I*, except range is 10 miles.
12. **Waiting Awareness I** — Allows caster to set up a natural "alarm system" in the area of effect. Any disturbing activity will cause caster to be alerted.
13. **Food Finding II** — As *Food Finding I*, except range is 10 miles.
14. **Major Traps** — As *Lesser Traps*, except trap can deliver an 'E' critical hit.
15. **Shelter Finding II** — As *Shelter Finding I*, except range is 10 miles.

RANGER BASE LIST 2.6.5

NATURE'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Trap Detection	5'R	1 min/lvl	50'	P
2	Water Finding I	1 mile R	—	self	I
3	Fire Starting	1'R	—	1'	E
4					
5	Food Finding I	1 mile R	—	self	I
6	Water Purification	varies	P	touch	E
7	Shelter Finding I	1 mile R	—	self	I
8	Lesser Traps	1-10'R	P	touch	E
9	Weather Prediction I	caster	—	1 mi/lvl	I
10	Nature's Awareness I	100'R	C	self	I
11	Water Finding II	10 mile R	—	self	I
12	Waiting Awareness I	10'R	1 hr/lvl	self	I
13	Food Finding II	10 mile R	—	self	I
14	Major Traps	10'R	P	touch	E
15	Shelter Finding II	10 mile R	—	self	I
16	Nature's Awareness III	300'R	C	self	I
17	Water Finding True	varies	—	self	I
18	Food Finding True	varies	—	self	I
19	Shelter Finding True	varies	—	self	I
20	Nature's Awareness V	500'R	C	500'R	I
25	Weather Prediction V	caster	—	1 mi/lvl	I
30	Waiting Awareness II	50'R	1 hr/lvl	self	I
50	Nature's Aware. True	100'R/lvl	C	self	I

16. **Nature's Awareness III** — As *Nature's Awareness I*, except for the area of effect.

17. **Water Finding True** — Finds the closest water source (as defined in *Water Finding I*). This spell gives only direction and distance; no information about the size and quality of the water source is gained.

18. **Food Finding True** — Finds the closest source of food (as defined in *Food Finding I*). This spell gives only direction and distance; no information about the quantity or quality of the food source is gained.

19. **Shelter Finding True** — Find the closest shelter (as defined in *Shelter Finding I*). This spell gives only direction and distance; no information about the size or type of shelter is gained.

20. **Nature's Awareness V** — As *Nature's Awareness I*, except for the area of effect.

25. **Weather Prediction** — As *Weather Prediction I*, except period is 5 days.

30. **Waiting Awareness II** — As *Waiting Awareness I*, except that the radius is 50'.

50. **Nature's Awareness True** — As *Nature's Awareness I*, except for the area of effect.

SPECIAL NOTES

Some of the spells on this list are Passive in type. The target of the spell is allowed a RR, but success only indicates that the target is aware that a spell was cast upon him. See Section 7.1.18 for more on Passive spells.



RANGER BASE LIST 2.6.6

PATH MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Pathlore	10'R	—	self	I
2)	Nightvision	caster	10 min/lvl	self	U
3)	Tracking I	caster	C	self	U
4)	Path Tale	caster	C	self	I
5)	Pathfinding I	caster	C	1 mile	I
6)	Tracks Lore	caster	—	touch	I
7)	Detect Ambush I	50'R	10 min/lvl(C)	self	I
8)	Passing Lore	1 object	—	touch	I
9)	Pathfinding V	caster	C	5 miles	I
10)	Animal Tongues	caster	1 min/lvl	self	I
11)	Tracks Analysis	100'R	C	self	I
12)	Plant Tongues	caster	1 min/lvl	self	I
13)	Pathfinding XX	caster	C	20 miles	I
14)	Detect Ambush II	caster	10 min/lvl(C)	self	I
15)	Stonespeech	caster	1 min/lvl	self	I
16)	Tracking II	caster	C	self	U
17)	Detect Ambush III	150'R	10 min/lvl	self	I
18)					
19)	Paths True	caster	—	1 mi/lvl	I
20)	Detect Ambush True	10'R/lvl	10 min/lvl(C)	self	I
25)	Know Path	caster	C	self	I
30)	Tracking True	caster	C	self	U
50)	Tracks Ahead	1 mi/lvl	C	100'	I

PATH MASTERY

- Pathlore** — Caster learns origin and nearest “destination” of any path within the area of effect.
- Nightvision** — Target can see 100' on a normal night as if it were daylight.
- Tracking I** — Caster gets a +50 bonus for all Tracking attempts.
- Path Tale** — Caster acquires visual image of any user(s) of a given path, up to 1 hour in the past per level of the caster.
- Pathfinding I** — Caster learns the location(s) of any path(s) within 1 mile. This spell reveals the nearest point on path, but not the path's course.
- Tracks Lore** — Caster learns origin of tracks, and acquires a visual image of the one who left them. Caster will gain a +25 bonus when tracking this particular being or animal.
- Detect Ambush I** — Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).
- Passing Lore** — Caster acquires visual and aural (sound) image of any being or animal that has passed within a 50'R of a specific object. The being or animal can have passed up to 1 hour per level earlier. If more than one being or animal has passed, the caster will see them one image at a time, one image per round (starting with the oldest image).
- Pathfinding V** — As *Pathfinding I*, except range is 5 miles.
- Animal Tongues** — Allows caster to understand and “speak” the language of any 1 animal species.
- Tracks Analysis** — Caster acquires a visual image of all beings or animals who left tracks in the area. This provides a +50 bonus when later tracking that particular being or animal. If more than one being or animal has left tracks, the caster will see them one image at a time, one image per round (starting with the oldest image).
- Plant Tongues** — Allows caster to understand and “speak” the language of any 1 plant species.
- Pathfinding XX** — As *Pathfinding I*, except for range.
- Detect Ambush II** — As *Detect Ambush I*, except area of effect is 100'R.
- Stonespeech** — Allows caster to understand and “speak” the language of any 1 “stone.”
- Tracking II** — As *Tracking I*, except bonus is +75.
- Detect Ambush III** — As *Detect Ambush I*, except area of effect is 150'R.
- Paths True** — As *Pathfinding I*, except range is 1 mile per level and exact route(s) within the range are ascertained.
- Detect Ambush True** — As *Detect Ambush*, except area of effect is 10'R/lvl.
- Know Path** — Allows caster to ascertain the proper path to what he seeks (includes the course along that path). For example, he will always know the best way to Syclax.
- Tracking True** — As *Tracking*, except that it will negate any *Hide Tracks* spell (except for *Hide Tracks True*), and will always give tracker a special +100 Tracking bonus.
- Tracks Ahead** — Allows caster to know entire course of the tracks in the area of effect (i.e., exactly where and how they go). This will not negate *Hide Tracks True*.

SPECIAL NOTES

- A path is defined as a trodden path/way or a road/way/track made for a particular purpose. See Section 7.1.25 for more on paths.
- See Section 7.1.19 for more on visibility in various environments.





BLOOD WAYS

1. **Clotting I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round. For 1 hour, the caster may not be moved or bleeding will resume at prior rate.
2. **Cut Repair I** — Allows caster to stop bleeding from one wound that is bleeding at a rate of 1 hit per round.
3. **Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 3 hits per round, not major arteries or veins).
4. **Clotting V** — As *Clotting I*, except caster can stop bleeding in a wound that is bleeding up to 5 hits per round.
5. **Cut Repair III** — As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits per round (total); three 1 hit per round wounds **or** one 3 hits per round wound **or** one 2 hits per round and one 1 hit per round wound can be healed.
6. **Major Vessel Repair I** — Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries. Recovery time is 1-10 days (depending on severity of wound).
7. **Joining** — Allows caster to reattach severed limb. Also requires the use of Bone Ways, Muscle Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
9. **Mass Clotting** — As *Clotting V*, except caster can stop a bleeding in a wound that is bleeding a number of hits per round equal to his level. For example, a 9th lvl Healer could stop the bleeding in a wound that is bleeding 9 hits per round.
10. **Mass Cut Repair** — As *Cut Repair III*, except that caster can stop a number of hits per round equal to his level. For example, a 12th level Healer could stop bleeding wounds that were bleeding a total of 12 hits per round.
11. **Unclotting** — Allows caster to remove any one blood clot. This will counter *Clotting Curse* (on the Evil Cleric list, Curses). This spell has no effect on bleeding wounds that have clotted (i.e., “clots” in this sense apply only to internal blood clotting).
13. **Major Vessel Repair III** — As *Major Vessel Repair I*, except caster can repair up to 3 veins and/or arteries.
15. **Joining True** — As *Joining*, except caster must cast the other 3 Healer *Joining True* spells **and** recovery is instantaneous.
17. **Major Vessel Repair V** — As *Major Vessel Repair I*, except caster can repair up to 5 veins and/or arteries.
19. **Unclotting True** — As *Unclotting*, except all blood clots are removed.

HEALER BASE LIST 2.7.1

BLOOD WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Clotting I	caster	—	self	Us
□ 2)	Cut Repair I	caster	P	self	Us
□ 3)	Minor Vessel Repair	caster	P	self	Us
□ 4)	Clotting V	caster	—	self	Us
□ 5)	Cut Repair III	caster	P	self	Us
□ 6)	Major Vessel Repair I	caster	P	self	Us
□ 7)	Joining ‡ *	caster	P	self	Us
□ 8)					
□ 9)	Mass Clotting	caster	—	self	Us
□ 10)	Mass Cut Repair	caster	P	self	Us
□ 11)	Unclotting	caster	—	self	Us
□ 12)					
□ 13)	Major Vessel Repair III	caster	P	self	Us
□ 14)					
□ 15)	Joining True ‡ *	caster	P	self	Us
□ 16)					
□ 17)	Major Vessel Repair V	caster	P	self	Us
□ 18)					
□ 19)	Unclotting True	caster	—	self	Us
□ 20)	Regulations *	caster	varies	self	Us
□ 25)	New Blood	caster	P	self	Us
□ 30)	Blood Disease Cures	caster	P	self	Us
□ 50)	Blood Repairs True	caster	1 rnd/lvl	self	Us

20. **Regulations** — Caster can regulate his own blood flow and completely eliminate any blood loss without fear of harm. The duration of this spell is for as long as the caster is immobile. If the caster moves, the spell ends. For example, a Healer is bleeding for twenty-seven hits per round lies down and casts this spell. As long as he doesn't move, he will not bleed and he may still cast other spells from this list (i.e., *Cut Repair*, etc.).
25. **New Blood** — Caster can restore all of the blood lost from his body. Recovery time is 1-10 hours.
30. **Blood Disease Cures** — Caster can eliminate any blood disease from his body. Recovery time is 1-10 hours.
50. **Blood Repairs True** — Caster can use any one of the lower spells on this list once per round.

SPECIAL NOTES

See Section 7.2 for more on healing.



HEALER BASE LIST 2.7.2

BONE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Minor Fracture Repair	caster	P	self	Us
2)	Cartilage Repair	caster	P	self	Us
3)	Major Fracture Repair	caster	P	self	Us
4)	Skull Repair	caster	P	self	Us
5)	Joint Repair	caster	P	self	Us
6)	Minor Fract. Rep. True	caster	P	self	Us
7)	Joining ‡ *	caster	P	self	Us
8)	Cartilage Repair True	caster	P	self	Us
9)	Major Frac. Rep. True	caster	P	self	Us
10)	Skull Repair True	caster	P	self	Us
11)	Joint Repair True	caster	P	self	Us
12)	Shatter Repair	caster	P	self	Us
13)	Cartilage Regeneration	caster	P	self	Us
14)	Bone Regeneration	caster	P	self	Us
15)	Joining True ‡ *	caster	P	self	Us
16)	Rapid Shatter Repair	caster	P	self	Us
17)	Rapid Cartilage Regen.	caster	P	self	Us
18)	Skull Regen.	caster	P	self	Us
19)	Rapid Bone Regen.	caster	P	self	Us
20)	Shatter Repair True	caster	P	self	Us
25)	Cartilage Regen. True	caster	P	self	Us
30)	Bone Regen. True	caster	P	self	Us
50)	Skeletal Regen. True	caster	P	self	Us

10. **Skull Repair True** — As *Skull Repair*, except recovery is instantaneous.

11. **Joint Repair True** — As *Joint Repair*, except recovery is instantaneous.

12. **Shatter Repair** — Allows caster to repair any broken or shattered bone. Recovery time is 1-10 hours.

13. **Cartilage Regeneration** — Caster can regenerate any one area of cartilage. Recovery time is 1-10 hours.

14. **Bone Regeneration** — Caster can regenerate any one bone. Recovery time is 1-10 hours. This spell will not work on the skull.

15. **Joining True** — As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.

16. **Rapid Shatter Repair** — As *Shatter Repair*, except recovery time is 5-50 minutes.

17. **Rapid Cartilage Reneration** — As *Cartilage Regeneration*, except recovery time is 5-50 minutes.

18. **Skull Regeneration** — As *Bone Regeneration*, except will only work on the skull.

19. **Rapid Bone Regeneration** — As *Bone Regeneration*, except recovery time is 5-50 minutes.

20. **Shatter Repair True** — As *Shatter Repair*, except recovery is instantaneous.

25. **Cartilage Regeneration True** — As *Cartilage Regeneration*, except that caster can regenerate all of the lost cartilage in his body. Recovery time is 1-10 hours.

30. **Bone Regeneration True** — As *Bone Regeneration*, except that caster can regenerate all of the lost bones in his body (including his skull). Recovery time is 1-10 hours.

50. **Skeletal Regeneration True** — Caster can regenerate all of the lost bone and/or cartilage in his body. Recovery is instantaneous.

BONE WAYS

1. **Minor Fracture Repair** — Allows caster to mend on simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 1-10 hours.

2. **Cartilage Repair** — Allows caster to repair all cartilage damage around one joint. Recovery time is 1-2 hours.

3. **Major Fracture Repair** — As *Minor Fracture Repair*, except that caster can also repair compound fractures.

4. **Skull Repair** — Allows caster to mend one fracture in his skull (but not a shattered area). Recovery time is 1-10 hours.

5. **Joint Repair** — Allows caster to repair one broken (but not shattered) joint. Recovery time is 1-10 hours.

6. **Minor Fracture Repair True** — As *Minor Fracture Repair*, except recovery is instantaneous.

7. **Joining** — Allows caster to reattach severed limb. Also requires the use of Blood Ways, Muscle Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.

8. **Cartilage Repair True** — As *Cartilage Repair*, except recovery is instantaneous.

9. **Major Fracture Repair True** — As *Major Fracture Repair*, except recovery is instantaneous.

SPECIAL NOTES

See Section 7.2 for more on healing.



CLEANSING

1. **Transfer** — Caster transfers one injury or addiction from the target to himself. The power point cost for this spell is equal to the cost of the healing spell necessary to heal the injury. This transfer spell must be cast multiple times for multiple injuries. If a single wound would take more than one healing spell to cure, this spell must be cast multiple times for the entire wound to be healed (though the Healer may choose to not transfer all the wounds). Note that the Healer does not have to know the spell needed to heal the wound before he can transfer the wound. In the case of concussion hits, the caster must decide how many hits he wants to heal and then transfer according to the healing spell that could heal that many points with one spell. To **transfer** a severed limb, the caster must know all 4 *Joining* spells **and** he must spend 28 PPs (7 for each *Joining* spell). However, the caster may choose to only spend 7 PPs and leave the target with a stub (i.e., only casting the *Joining* spell from Blood Ways).

For example, Rana the Healer is 10th level and has 75 power points (PPs). Ringlin the Fighter has just suffered: a severed hand, a damaged arm (two severed muscles, and a minor fracture), 80 concussion hits of damage, a gash that is bleeding 5 hits per round, and a serious skull fracture. Rana must cast 8 *Transfers*: one for the severed muscles (4 PPs for *Muscle Repair III*), four for the severed hand (28 PPs for all the *Joining* spells), one for the minor fracture (1 PP for *Minor Fracture Repair*), one for the bleeding wound (4 PPs for *Clotting V*), and one for the concussion damage (12 PPs for *Heal X*). Total PP expenditure would be 49. Ringlin would be completely unwounded and Rana must go about healing herself. Note that Rana could have chosen to not transfer the severed hand (if she did, her own hand would fall off). In this case, if she transferred enough for 1 *Joining* spell (from Blood Ways), Ringlin would have a stub and a spare hand (perhaps to be joined later—if the hand can be preserved); and Rana would have 21 more PPs.

2. **Disease Purification** — Stops infection and/or spread of a disease after the disease is acquired. No further damage will occur in the uninfected areas of the body.
3. **Poison Purification** — Neutralizes any 1 poison in the caster's system. **Note:** *Damage already sustained is not cured.*
4. **Self Preservation** — Caster's "dead" body is preserved for the duration of the spell. This prevents any further deterioration (i.e., stat deterioration) or damage from already existing wounds. The caster will be in a coma and healing spells will continue to work (as they are all subconscious). This spell will not prevent the caster's soul from leaving his body (i.e., he must be healed to above the "death" threshold in a short amount of time or his soul will leave his body). If the soul leaves the body before the body is healed, only *Lifegiving* can return the soul.
5. **Ease Addiction I** — The caster must only check for withdrawal from a specific addiction once every two weeks (instead of once per week).
6. **Heal Addiction I** — The caster has one addiction level lowered by one. See *Gamemaster Law* for more on addiction and withdrawal.
7. **Ease Addiction II** — As *Ease Addiction I*, except the target must only check once per month.
8. **Heal Addiction II** — As *Heal Addiction I*, except the level is lowered by two.
10. **Mind Disease Cures** — Caster is cured of any 1 mind disease. Recovery times is 1-10 days.
11. **Heal Addiction III** — As *Heal Addiction I*, except the level is lowered by three.
12. **Long Transfer** — As *Transfer*, except for target can be up to 1' per level away.
13. **Cure Disease** — One disease is removed from the caster's system.

HEALER BASE LIST 2.7.3

CLEANSING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Transfer	1 target	P	touch	U
2)	Disease Purification	caster	P	self	Us
3)	Poison Purification	caster	P	self	Us
4)	Self Preservation	caster	1 min/lvl	self	Us
5)	Ease Addiction I	caster	P	self	Us
6)	Heal Addiction I	caster	P	self	Us
7)	Ease Addiction II	caster	P	self	Us
8)	Heal Addiction II	caster	P	self	Us
9)					
10)	Mind Disease Cures	caster	P	self	Us
11)	Heal Addiction III	caster	P	self	Us
12)	Long Transfer	1 target	P	1'/lvl	U
13)	Cure Disease	caster	P	self	Us
14)	Heal Addiction IV	caster	P	self	Us
15)	Cure Poison	caster	P	self	Us
16)	Unpsychosis	caster	P	self	Us
17)	Heal Addiction V	caster	P	self	Us
18)					
19)	Mind Disease Cures Tr.	caster	P	self	Us
20)	Heal Addiction X	caster	P	self	Us
25)	Lord Heal Addiction	caster	P	self	Us
30)	Heal Addiction True	caster	P	self	Us
50)	Addiction Mastery	caster	P	self	Us

14. **Heal Addiction IV** — As *Heal Addiction I*, except the level is lowered by three.

15. **Cure Poison** — One poison is removed from the caster's system.

16. **Unpsychosis** — Allows the caster to repair a minor psychosis (recovery time of 1-10 hours). Minor psychosis include mild to moderate phobias (see *GM Law* for more on mind diseases).

17. **Heal Addiction V** — As *Heal Addiction I*, except the level is lowered by five.

19. **Mind Disease Cures True** — As *Mind Disease Cures*, except recovery is instantaneous.

20. **Heal Addiction X** — As *Heal Addiction I*, except the level is lowered by ten.

25. **Lord Heal Addiction** — As *Heal Addiction I*, except the level is lowered by twenty.

30. **Heal Addiction True** — As *Heal Addiction I*, except the level is lowered by one per level of the caster.

50. **Addiction Mastery** — As *Heal Addiction True*, except affects all addictions the target has.

SPECIAL NOTES

- 1) See Section 7.2 for more on healing, death, and injuries.
- 2) The caster can only cast these spells once per target until the caster increases his experience level (see Section 7.1.4).
- 3) *Gamemaster Law* has more information on addiction and withdrawal.



HEALER BASE LIST 2.7.4

MUSCLE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Sprain Repair	caster	P	self	Us
☐ 2)	Muscle Repair I	caster	P	self	Us
☐ 3)	Tendon Repair I	caster	P	self	Us
☐ 4)	Muscle Repair III	caster	P	self	Us
☐ 5)	Tendon Repair III	caster	P	self	Us
☐ 6)					
☐ 7)	Joining ‡ *	caster	P	self	Us
☐ 8)	Muscle Repair True	caster	P	self	Us
☐ 9)	Tendon Repair True	caster	P	self	Us
☐ 10)					
☐ 11)	Mass Muscle Repair	caster	P	self	Us
☐ 12)	Muscle Regeneration	caster	P	self	Us
☐ 13)	Mass Tendon Repair	caster	P	self	Us
☐ 14)	Tendon Regeneration	caster	P	self	Us
☐ 15)	Joining True ‡ *	caster	P	self	Us
☐ 16)					
☐ 17)	Rapid Muscle Regen.	caster	P	self	Us
☐ 18)					
☐ 19)	Rapid Tendon Regen.	caster	P	self	Us
☐ 20)	Regeneration True	caster	P	self	Us
☐ 25)	Total Muscle Regen.	caster	P	self	Us
☐ 30)	Total Tendon Regen.	caster	P	self	Us
☐ 50)	Mass Repairs True	caster	P	self	Us

MUSCLE WAYS

- Sprain Repair** — Caster can repair 1 sprain (no recovery time).
- Muscle Repair** — Caster can repair 1 damaged muscle. Recovery time is 5-50 minutes.
- Tendon Repair I** — Caster can repair 1 damaged tendon. Recovery time is 5-50 minutes.
- Muscle Repair III** — As *Muscle Repair I*, except caster can repair 3 damaged muscles.
- Tendon Repair III** — As *Tendon Repair I*, except caster can repair 3 damaged tendons.
- Joining** — Allows caster to reattach severed limb. Also requires the use of Bone Ways, Blood Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
- Muscle Repair True** — As *Muscle Repair I*, except recovery is instantaneous.
- Tendon Repair True** — As *Tendon Repair I*, except recovery is instantaneous.
- Mass Muscle Repair** — Caster can repair a number of damaged muscles equal to his level. Recovery time is 5-50 minutes.
- Muscle Regeneration** — Caster can regenerate any 1 muscle. Recovery time is 5-50 minutes.
- Mass Tendon Repair** — Caster can repair a number of damaged tendons equal to his level. Recovery time is 5-50 minutes.
- Tendon Regeneration** — Caster can regenerate any 1 tendon. Recovery time is 5-50 minutes.
- Joining True** — As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
- Rapid Muscle Regeneration** — As *Muscle Regeneration*, except recovery time is 1-10 minutes.
- Rapid Tendon Regeneration** — As *Tendon Regeneration*, except recovery time is 1-10 minutes.

SPECIAL NOTES

See Section 7.2 for more on healing.



- Regeneration True** — Caster can regenerate any 1 muscle or tendon. Recovery time is instantaneous.
- Total Muscle Regeneration** — Caster can regenerate all of the muscles in his body. Recovery time is 5-50 minutes.
- Total Tendon Regeneration** — Caster can regenerate all of the tendons in his body. Recovery time is 5-50 minutes.
- Mass Repairs True** — Caster can repair a number of damaged muscles and/or tendons equal to his level. Recovery is instantaneous.

ORGAN WAYS

1. **Nasal Repair** — Caster can repair any nose damage short of complete nose loss.
2. **Minor Nerve Repair** — Caster can repair any minor nerve damage in 1 area. Recovery time is 5-50 minutes.
3. **Minor Ear Repair** — Caster can repair any external ear damage, including ear loss (regeneration takes 5-50 minutes)
4. **Minor Eye Repair** — Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
5. **Major Nerve Repair** — As *Minor Nerve Repair*, except caster can repair any 1 area of major nerve damage.
6. **Major Ear Repair** — As *Minor Ear Repair*, except caster can also repair any internal ear damage (e.g., restore hearing). Recovery time is 1-10 hours.
7. **Joining** — Allows caster to reattach severed limb. Also requires the use of Bone Ways, Muscle Ways, and Blood Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
8. **Major Eye Repair** — As *Minor Eye Repair*, except caster can repair any eye damage short of complete eye loss. Recovery time is 1-10 hours.
9. **Minor Nerve Repair True** — As *Minor Nerve Repair*, except that recovery is instantaneous.
10. **Organ Repair** — Caster can repair any damage to 1 organ (except the brain) that has not been completely destroyed. Recovery time is 1-10 hours.
12. **Paralysis Cures** — Caster can cure any paralysis problem. Recovery time is 1-10 hours.
13. **Mass Nerve Regeneration** — Caster can regenerate all the nerves in his body (outside brain area). Recovery time is 1-10 hours.
14. **Major Nerve Repair True** — As *Major Nerve Repair*, except that recovery is instantaneous.
15. **Joining True** — As *Joining*, except caster must cast the other 3 Healer *Joining True* spells **and** recovery is instantaneous.
17. **Rapid Paralysis Cures** — As *Paralysis Cures*, except recovery time is 5-50 hours.
18. **Rapid Mass Nerve Regeneration** — As *Mass Nerve Regeneration*, except recovery time is 5-50 minutes.
20. **Brain Repair** — Caster can repair brain damage (such as that caused by a skull fracture, etc. at the discretion of the GM). Experience lost by brain damage to the wounded being (the one from whom the damage is transferred) is not restored. Should the Healer have brain damage inflicted directly upon him (e.g., he is stuck in the head), he may suffer memory and/or experience loss. Recovery time is 1-10 hours.
25. **Organ Regeneration** — Caster can regenerate any 1 organ (external or internal), but not the brain. Recovery time is 1-10 hours.
30. **Paralysis Cures True** — As *Paralysis Cures*, except recovery is instantaneous.
50. **Reuniting** — Caster may reunite his soul with his body, provided the body is functional. To restore a dead target to life, a Healer would first have to heal all of the target's wounds (without "killing" himself), and then restore the target's soul by giving up his own (for the target this process operates like the *Lifegiving IV* spell on the Cleric Base list, Life Mastery). While technically alive, but without his soul, the Healer would be affected as if he had been "absolved" (per *Absolution Pure*, on the Cleric Base List, Channels); thus, he could take no conscious actions **and** he would be at -75 for all subconscious actions. He may regain his own soul through the use of this spell **or** through someone else casting the appropriate spell.

HEALER BASE LIST 2.7.5

ORGAN WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Nasal Repair	caster	P	self	Us
☐ 2)	Minor Nerve Repair	caster	P	self	Us
☐ 3)	Minor Ear Repair	caster	P	self	Us
☐ 4)	Minor Eye Repair	caster	P	self	Us
☐ 5)	Major Nerve Repair	caster	P	self	Us
☐ 6)	Major Ear Repair	caster	P	self	Us
☐ 7)	Joining ‡ *	caster	P	self	Us
☐ 8)	Major Eye Repair	caster	P	self	Us
☐ 9)	Minor Nerve Repair Tr.	caster	P	self	Us
☐ 10)	Organ Repair	caster	P	self	Us
☐ 11)					
☐ 12)	Paralysis Cures	caster	P	self	Us
☐ 13)	Mass Nerve Regen.	caster	P	self	Us
☐ 14)	Major Nerve Rep. True	caster	P	self	Us
☐ 15)	Joining True ‡ *	caster	P	self	Us
☐ 16)					
☐ 17)	Rapid Paralysis Cures	caster	P	self	Us
☐ 18)	Rpd. Mass Nerve Regen.	caster	P	self	Us
☐ 19)					
☐ 20)	Brain Repair	caster	P	self	Us
☐ 25)	Organ Regeneration	caster	P	self	Us
☐ 30)	Paralysis Cures True	caster	P	self	Us
☐ 50)	Reuniting	caster	P	self	Us



SPECIAL NOTES

See Section 7.2 for more on healing.

HEALER BASE LIST 2.7.6

SURFACE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Heal I	caster	P	self	Us
2)	Frost/Burn Relief I	caster	P	self	Us
3)	Stun Relief I *	caster	P	self	Us
4)	Regenerate I *	caster	C	self	Us
5)	Frost/Burn Relief II	caster	P	self	Us
6)	Awake	caster	P	self	Us
7)	Heal V	caster	P	self	Us
8)	Frost/Burn Relief III	caster	P	self	Us
9)	Stun Relief III *	caster	P	self	Us
10)	Regenerate II *	caster	C	self	Us
11)	Frost/Burn Relief	caster	P	self	Us
12)	Heal X	caster	P	self	Us
13)	Stun Relief V *	caster	P	self	Us
14)					
15)	Regenerate III *	caster	C	self	Us
16)					
17)	Heal XV	caster	P	self	Us
18)					
19)	Stun Relief X *	caster	P	self	Us
20)	Heal XX	caster	P	self	Us
25)	Heal True	caster	P	self	Us
30)	Frost/Burn Relief True	caster	P	self	Us
50)	Stun Relief True *	caster	P	self	Us



11. **Frost/Burn Relief V** — As *Frost/Burn Relief I*, except the area(s) of damage that can be healed are: 5 mild and 1 severe **or** 1 mild and 2 moderate **or** 1 moderate and 1 severe **or** etc.
12. **Heal X** — As *Heal I*, except caster can heal 10d10 concussion hits.
13. **Stun Relief V** — As *Stun Relief I*, except caster is relieved of 5 rounds accumulated stun effects.
15. **Regenerate III** — As *Regenerate I*, except 3 hits are healed every round.
17. **Heal XV** — As *Heal I*, except caster can heal 15d10 concussion hits.
19. **Stun Relief X** — As *Stun Relief I*, except caster is relieved of 10 rounds accumulated stun effects.
20. **Heal XX** — As *Heal I*, except caster can heal 20d10 concussion hits.
25. **Heal True** — As *Heal I*, except caster is healed of all concussion hits.
30. **Frost/Burn Relief True** — Caster is relieved of all burns and/or frostbite.
50. **Stun Relief True** — Caster is relieved of all accumulated stun effects.

SURFACE WAYS

1. **Heal I** — Caster is healed of d10 concussion hits.
2. **Frost/Burn Relief I** — Will heal one area of mild frostbite or a 1st degree burn.
3. **Stun Relief I** — Caster is relieved of 1 round's worth of accumulated stun effects (see Section 7.1.1).
4. **Regenerate I** — Reduces damage by 1 hit every round as long as caster concentrates. If caster is unconscious, this spell will operate without concentration (see Section 7.1.1).
5. **Frost/Burn Relief II** — As *Frost/Burn Relief I*, except 2 areas of mild damage **or** 1 area of moderate damage (e.g., 2nd degree burn) are healed.
6. **Awake** — Caster is instantly awake from any unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.). Caster takes one round to awaken.
7. **Heal V** — As *Heal I*, except caster can heal 5d10 concussion hits.
8. **Frost/Burn Relief III** — As *Frost/Burn Relief I*, except 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn) **or** a combination of 1 mild and 1 moderate area can be healed.
9. **Stun Relief III** — As *Stun Relief I*, except caster is relieved of 3 rounds accumulated stun effects.
10. **Regenerate II** — As *Regenerate I*, except 2 hits are healed every round.

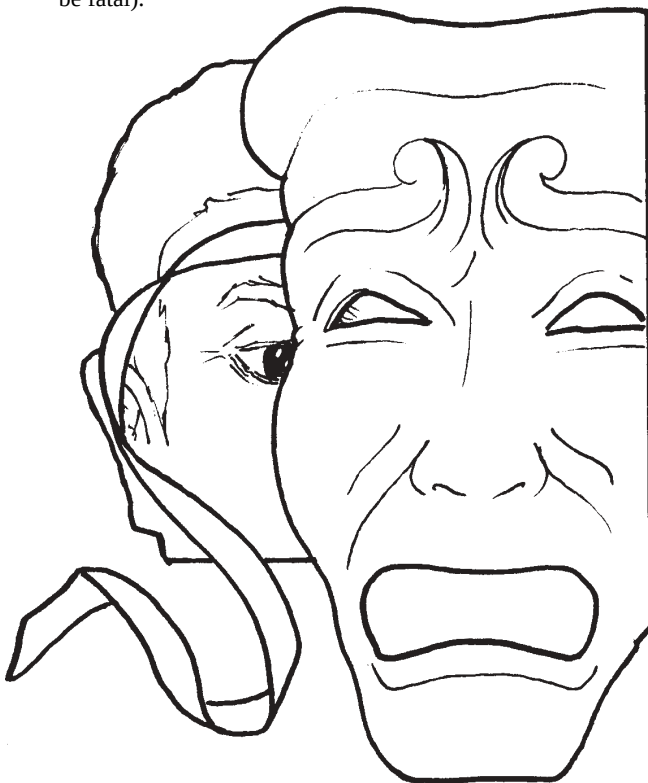
SPECIAL NOTES

See Section 7.2 for more on healing.



CURSES

1. **Detect Curse** — Detects a curse on an item or person.
2. **Nightvision Curse** — Target can see at night as if it were day, but he can only see in the day as if it were the darkest night.
4. **Ulcer Curse** — Target can only eat bread or dairy products. Anything else will aggravate his ulcer (unless he makes an RR) and he will be incapacitated for 1-10 hours.
5. **Curse of Dake** — Target cannot move faster than a walking pace on his own (he may be carried or ride at a faster pace).
6. **Green Tongue** — Target can only eat green leaves. Eating other food incapacitates him (if he fails a RR) for 1-10 hrs.
7. **Sea Curse** — Target will never voluntarily swim, enter any water (even a bath), or get into a boat.
8. **Curse of Furd** — All of target's fumble/failure ranges (weapon attacks, spell casting, and skill resolution) are doubled.
9. **Excommunication** — Target loses all Channeling power points (PPs). He cannot cast any Channeling spells (even through bonus items). A hybrid spell user of Channeling (e.g., Sorcerer or Healer) would only lose half his PPs. A character suffering from this curse suffers no exhaustion for the lost PPs.
10. **Learning of Mins** — Target can only speak and write his native language.
11. **Curse of Shar Bu** — Target is sterile and impotent.
12. **Power Leech** — Target loses 1 power point every 10 min. Power points are recovered in a normal fashion (usually a sleep period), but begin to leak away as soon as they are regained.
13. **Beauty of Arraer** — Target's appearance is raised to the maximum possible (and then some). If anyone sees the uncovered face of the target or gets within 3' (and is of the opposite sexual persuasion and fails a RR), they will attempt to possess and carry off the target (they will fight if necessary). Certain persons will get modifications to their RRs (eunuchs, hedonists, curties, morawoses, esscecees, icers, etc.).
14. **Clotting Curse** — Target's blood will coagulate and create a blood clot around the area of any cut or wound (bleeding at least one hit per round). The clot will cut off circulation to the area fed by the given vessel and target will lose the affected body section after 2-20 minutes due to system damage (e.g., a thigh wound might ultimately mean loss of leg; a neck wound would be fatal).



EVIL CHANNELING 2.8.1

CURSES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Curse	1 target	1 min/lvl	10'	P
2)	Nightvision Curse	1 target	special	100'	F
3)					
4)	Ulcer Curse	1 target	special	100'	F
5)	Curse of Dake	1 target	special	100'	F
6)	Green Tongue	1 target	special	100'	F
7)	Sea Curse	1 target	special	100'	F
8)	Curse of Furd	1 target	special	100'	F
9)	Excommunication	1 target	1 day/10 fail	100'	F
10)	Learning of Mins	1 target	special	100'	F
11)	Curse of Shar Bu	1 target	special	100'	F
12)	Power Leech	1 target	special	100'	F
13)	Beauty of Arraer	1 target	special	100'	F
14)	Clotting Curse	1 target	special	100'	F
15)	Ugliness of Orn	1 target	special	100'	F
16)	Curse of Oli	1 target	special	100'	F
17)					
18)	Curse of Penth	1 target	special	100'	F
19)	Rewounding	1 target	special	100'	F
20)	Running Death	1 target	special	100'	F
25)	Friendslayer	1 target	special	100'	F
30)	Excommunication True	1 target	special	100'	F
50)	Dark Thoughts	1 target	special	100'	F

15. **Ugliness of Orn** — Target's appearance is lowered to 1. If a person sees the uncovered face of the target (or gets within 3'), he must make a RR. If he fails by 51 or more, he attacks the target. Even if the viewer is successful in his RR, he will experience extreme distaste (i.e., disdain) for the target. For example, if the target went home after failing against this curse, his mother might resist (she gets a large modifier), but she might still make him sleep in the barn and eat on the porch.



16. **Curse of Oli** — Target will lie 50% of the time, regardless of the topic.
18. **Curse of Penth** — Target may only speak the truth.
19. **Rewounding** — Once per day (at a random time), the target will experience the pain from an old wound. For new characters, treat this as an 'A' Krush critical strike 50% of the time and a d10 concussion hits the other 50% of the time. Alternatively, the GM can re-open a specific old wound.
20. **Running Death** — Target will move at fastest possible pace until he dies of exhaustion. He may be restrained, but whenever freed, he will begin to run again.
25. **Friendslayer** — Every time the target is in a combat situation near friend(s) who are within 10', there is a 10% chance each round (non-cumulative) that he will attack one of his friends (random determination) and attempt to kill him. For these purposes a "friend" is any companion or associate.
30. **Excommunication True** — As *Excommunication* except effect is permanent until removed.
50. **Dark Thoughts** — Target may not attack any "evil" creature and the target learns all evil languages and the target will obey the commands of any evil person who is 10 or more levels higher than himself.

SPECIAL NOTES

- 1) See Section 7.1.30 for more on dispelling curses.
- 2) See Section 7.3 for more information on using Evil spell lists.



EVIL CHANNELING 2.8.2

DARK CHANNELS

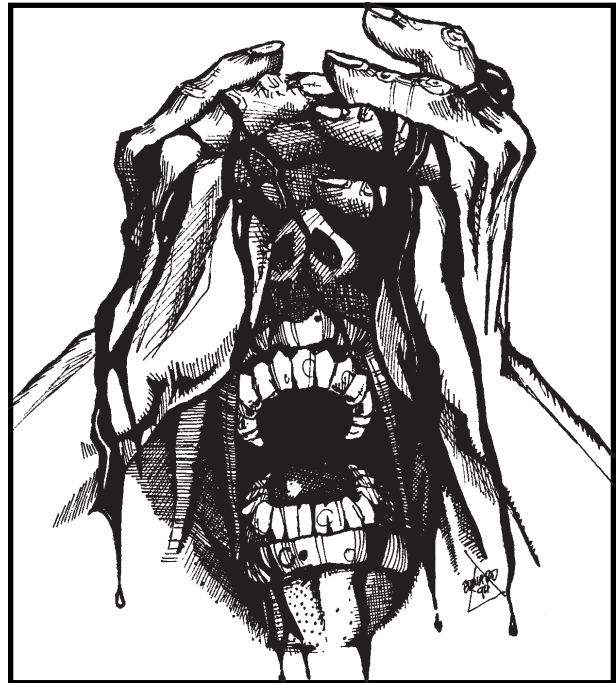
Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Dark Stunning *	1 target	1 rnd/5 fail	100'	F
3)	Channels I *	1 spell	—	varies	U
4)					
5)	Dark Sleep *	1 target	1 rnd/5 fail	100'	F
6)	Channels III *	1 spell	—	varies	U
7)	Channel Opening I	1 being	C	1 mile/lvl	U
8)	Dark Blinding *	1 target	1 hr/10 fail	100'	F
9)					
10)	Black Channel I *	1 target	—	varies	F
11)	Channels V *	1 spell	—	varies	U
12)					
13)	Absolution *	1 target	1 week/10 fail	50'	F
14)					
15)	Black Channel II *	1 target	—	varies	F
16)	Channel Opening II	1 being	C	10 mile/lvl	U
17)	Channel VII *	1 spell	—	varies	U
18)					
19)	Channel X *	1 spell	—	varies	U
20)	Absolution Pure *	1 target	—	50'	F
25)	Black Channel III *	1 target	—	varies	F
30)	Dark Absolution *	1 target	—	50'	F
50)	Unholy Gate	—	1 rnd	varies	U



DARK CHANNELS

- Dark Stunning** — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power source (usually a deity). The target is stunned.
- Channels I** — When this spell is cast, the first level spell that the caster begins to cast the next round will be “channeled” to another spell user of the Channeling realm. The “channeled” spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately (i.e., the receiving spell user is now treated as the caster of the spell). All normal restrictions apply to the transmitted spell. The caster of the *Channels* spell must be able to see the receiver of the spell **or** know exactly where he is (direction and distance, or specific location). The receiver must know exactly when the spell is coming (though he need not know exactly what spell is coming). For example, if a Cleric was at a certain altar at midnight of a full moon ready to receive a spell; then another spell user who knew this could use *Channels* to send him a spell.
- Dark Sleep** — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power source (usually a deity). The target falls into a deep, magical sleep.
- Channels III** — As *Channels I*, except up to a third level spell may be transmitted.
- Channel Opening I** — Caster can make contact with any 1 known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with *Channels* spell.
- Dark Blinding** — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power source (usually a deity). The target is blinded.

- Black Channel I** — Caster may cast one of the *Black Channel I* spells (see Section 7.1.23).
- Channels V** — As *Channels I*, except up to a fifth level spell may be transmitted.
- Absolution** — [RR Mod: -20] Target’s “soul” is torn from his body. The soul remains in whatever place “souls” go for the duration. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored. Even subconscious activity (healing, etc.) is performed with a -75 penalty.
- Black Channel II** — As *Black Channel I*, except a *Black Channel II* spell can be cast (see Section 7.1.23).



- Channeling Opening II** — As *Channeling Opening I*, except for range.
- Channel VII** — As *Channels I*, except up to a seventh level spell may be transmitted.
- Channel X** — As *Channels I*, except up to a tenth level spell may be transmitted.
- Absolution Pure** — As *Absolution*, except “soul” can only be brought back through *Lifegiving*.
- Black Channel III** — As *Black Channel I*, except a *Black Channel III* spell can be cast (see Section 7.1.23).
- Dark Absolution** — As *Absolution Pure*, except the “soul” is utterly destroyed.
- Unholy Gate** — Opens a direct channel to the evil cleric’s deity; results depend on the deity’s personality, motives and powers. Any spell the deity can cast can be transmitted through the gate.

SPECIAL NOTES

- GMs should examine Section 7.1.23 for more information on *Black Channels*.
- See Section 7.2 for more information on the effects of soul destruction.
- See Section 7.1.19 for more information on vision and the effects of blindness.
- See Section 7.3 for more information on using Evil spell lists.



DARK LORE

1. **Afterthoughts** — Allows caster virtually total recall of any conversation or writing he encountered within a period of days equal to his level.
2. **Detect Good** — Detects “true good” in an animate or inanimate target. Caster can concentrate on a 5'R area each round.
3. **Detect Blessing** — As *Detect Good*, except detects blessings in an animate or inanimate target.
4. **Detect Emotion** — Detects extreme emotions in the living mind of a target, or in an object forged under extreme emotion. Caster can concentrate on a 5'R area each round.
5. **Dark Lore I** — Caster can ascertain the origin point and nature of any 1 item “of darkness” or “of evil.” The caster will not learn specific capabilities.
6. **Detections Holy** — As *Detect Good*, except detects “holy” items and detection area is 10'R.
8. **Dream I** — Caster has a dream relating to a topic decided upon just before retiring; limited to once per night. The caster must sleep a minimum of four hours.
10. **Bless Tales** — Caster can determine the author, origin, and complete history of a given blessing. He also learns the nature and specific powers.
11. **Dark Lore II** — As *Dark Lore I*, except caster can ascertain the origin point and nature of any 2 items of darkness or evil or caster can determine the nature, origin point, and the exact significance of any 1 item of darkness or evil.
12. **Dreams II** — As *Dream I*, except limit is 2 dreams per night on different topics.
13. **Emotion Analysis** — Caster can determine the nature and origin of active extremes in emotion found within any 1 target (inanimate or animate). The degree and other details of such emotion can also be acquired.
14. **Dark Lore III** — As *Dark Lore I*, except caster can ascertain the origin point and nature of any 3 items of evil or darkness or caster can determine the age, origin point, nature, specific capabilities, and the name of any 1 item of evil or darkness. Caster also learns item's specific capabilities.
15. **Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.
16. **Light Lore I** — As *Dark Lore I*, except caster can ascertain the origin point and nature of any 1 item “of light” or “of good.”
19. **Light Lore II** — As *Light Lore I*, except caster can ascertain the origin point and nature of any 2 items of good or light or caster can determine the nature, origin point, and the exact significance of any 1 item of light or good.
20. **Black Lore** — Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness; it allows caster to visualize all who have possessed the item.
25. **Light Lore III** — As *Light Lore I*, except caster can ascertain the origin point and nature of any 3 items of good or light or caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of good or light. Caster also learns item's specific capabilities.
30. **White Lore** — As *Black Lore*, except it can only be used on an item “of darkness” or “of evil.”
50. **Black Lore Mastery** — As *Black Lore*, except caster can acquire the information on all items of evil or darkness within 100'.

EVIL CHANNELING 2.8.3

DARK LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	caster	—	self	I
2)	Detect Good	5'R	1 min/lvl	100'	P
3)	Detect Blessing	5'R	1 min/lvl	100'	P
4)	Detect Emotion	5'R	1 min/lvl	100'	P
5)	Dark Lore I	1 item	—	10'	P
6)	Detections Holy	10'R	1 min/lvl	100'	P
7)					
8)	Dream I	caster	sleep	self	I
9)					
10)	Bless Tales	1 blessing	—	self	P
11)	Dark Lore II	varies	—	10'	P
12)	Dreams II	caster	sleep	self	I
13)	Emotion Analysis	1 target	—	10'	Pm
14)	Dark Lore III	varies	—	10'	P
15)	Dreams III	caster	sleep	self	I
16)	Light Lore I	1 item	—	10'	P
17)					
18)					
19)	Light Lore II	varies	—	10'	P
20)	Black Lore	1 item	—	100'	P
25)	Light Lore III	varies	—	10'	P
30)	White Lore	1 item	—	100'	P
50)	Black Lore Mastery	varies	—	100'	P

SPECIAL NOTES

- 1) See Section 7.1.30 for more information on curses.
- 2) See Section 7.1.3 for definitions of “Blessing,” “Evil,” “Good,” “Holy,” “Of Darkness,” and “Of Light.”
- 3) See Section 7.1.22 for more information on dreams and symbology.
- 4) See Section 7.3 for more information on using Evil spell lists.



EVIL CHANNELING 2.8.4

DISEASE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Chills	1 target	P	100'	F
2)	Grey Vision	1 target	P	100'	F
3)	Smelling Loss	1 target	P	100'	F
4)	Hearing Loss	1 target	P	100'	F
5)	Tongue Rot	1 target	P	100'	F
6)	Asthma	1 target	P	100'	F
7)	Leprosy	1 target	P	100'	F
8)	Minor Allergy	1 target	P	100'	F
9)	Root Rot	1 plant	P	touch	F
10)	Hemophilia	1 target	P	100'	F
11)	Malaria	1 target	P	100'	F
12)	Withering Hand	1 target	P	touch	F
13)	Epilepsy	1 target	P	100'	F
14)	Pneumonia	1 target	P	100'	F
15)	Major Allergy	1 target	P	100'	F
16)	Carrier I	1 target	P	100'	F
17)	Elephantiasis	1 target	P	100'	F
18)					
19)	Carrier II	1 target	P	100'	F
20)	Leukemia	1 target	P	100'	F
25)	Carrier III	1 target	P	100'	F
30)	Rabies	1 target	P	100'	F
50)	Plague	1 target	P	100'	F

DISEASE

- Chills** — Target gets a cold. Roll d100 for severity (high is bad for target).
- Grey Vision** — Target is color-blind. Treat as a -10 to all perceptions involving vision.
- Smelling Loss** — Target has no sense of smell. Target never perceives by smell alone; and suffers a -25 to all perceptions involving smell and other senses.
- Hearing Loss** — Target has no sense of hearing. Target never perceives by hearing alone; and suffers a -25 to all perceptions involving hearing and other senses.
- Tongue Rot** — Over the course of 1 week the target's tongue will rot away. When tongue is fully gone, he will not be able to speak.
- Asthma** — Target gets severe asthma. For every round of physical exertion (melee, running, firing a bow, rowing, etc.), the target will have a -5 modifier (cumulative) to any action involving physical exertion. When this modifier reaches -100 the target lapses into unconsciousness. Each -5 modifier requires 3 rounds of rest to eradicate.
- Leprosy** — Target gets leprosy. This causes a gradual loss of feeling in the extremities (and blood flow). Every day, the target suffers a -1 (cumulative) to all perceptions involving touch (maximum of -25). Also, target suffers a -1 to his appearance per day (down to a minimum of 1). After one week of leprosy, all concussion damage against the target is halved (this represents the loss of feeling in certain areas of the body).
- Minor Allergy** — Target becomes slightly allergic to a substance (not himself) of the caster's choosing. When in the presence of this substance, the target will be only be able to take 80% activity each round.
- Root Rot** — The roots of any one plant wither and die and no new roots can be grown. The plant will eventually die.

10. **Hemophilia** — The target becomes a hemophiliac. All bleeding wounds (i.e., "hits/rnd") and concussion hits are doubled. All critical strikes against the target have a 50% chance of giving an additional 1 hit per round. Healing hits requires double the normal expenditure.

11. **Malaria** — The target contracts malaria. After the initial bout of high fever, delirium, coma, and incapacitation (lasting 1+2d10 days), the target will be subject to random "relapses" similar to the initial bout (5% chance per month). If the target receives no care during the initial bout, there is a 99% chance of death (only 1% chance if properly cared for during this time).

12. **Withering Hand** — Caster may instantly kill any one plant he touches.

13. **Epilepsy** — Target becomes an epileptic. In a tension situation, there is a 5% chance he will go into an epileptic fit. If someone treats them (i.e., holds them down and places an appropriate object in his mouth), he has only a 1% chance of dying; if not, he has a 5% chance of dying.

14. **Pneumonia** — Target gets pneumonia. If the target is kept warm and completely immobile for 2 weeks, he will have only a 25% chance of dying (50% chance if not treated). The chance of dying is lowered by 5% for every 10 points by which caster's Constitution exceeds 50 (down to a minimum of 1%).

15. **Major Allergy** — As *Minor Allergy*, except caster only gets 60% activity each round.

16. **Carrier I** — The target suffers any one of the diseases from this list (fifth level or lower) chosen by the caster. In addition, the target is contagious. All who come into contact (5'R) of the target makes an RR (with a +25 modifier; modifier drops to +0 with touching the target; drops to -25 with intimate contact with the target). If the original target makes his RR, he does not suffer the effects, but is still a carrier of the disease. All people who catch the disease from the target are not contagious.

17. **Elephantiasis** — Target gets elephantiasis. One of his extremities (not his head) swells and grows up to 5x normal size. Exact effect should be determined by the GM (but the extremity should be completely useless).

19. **Carrier II** — As *Carrier I*, except caster may select any disease from this list (10th level or lower).

20. **Leukemia** — Target gets leukemia. He will weaken at a rate of 2% per day (-2/day, cumulative, to activity in each round); when the total reaches 100%, the target is dead.

25. **Carrier III** — As *Carrier I*, except caster may select any disease from this list (15th level or lower).

30. **Rabies** — Target gets rabies. After 21 days of no visible effect, the disease sets in. The target's organs contract; he foams at the mouth, becomes very thirsty and violent; and any one he bites or scratches must resist or catch the disease. The target dies 5-7 days after disease's onset.

50. **Plague** — Target gets a "plague." If he fails his RR, he will die 95% of the time (in 10 minutes). The other 5% of the time, he believes that he resisted (and suffers no effects), but becomes a carrier instead. Anyone coming within 5' of a carrier must resist (+25 RR; +0 RR if touching the target; -25 RR if in intimate contact with the target) or face the same chances as the original target. Only the original target is contagious.

SPEICAL NOTES

- When selecting allergies, the caster cannot choose something that the target is in constant contact with. For example, the caster cannot choose for the target to be allergic to himself, air, dirt, etc.
- Once caught, diseases cannot be dispelled with *Dispelling* spells. However, they can be cured by *Undisease* or *Remove Disease* spells.
- Unless stated otherwise, all diseases gained through this list are not contagious.
- See Section 7.3 for more information on using Evil spell lists.



NECROMANCY

1. **Animate Dead I** — Caster can cause any dead body (within 50% of his own mass), to rise up and move. The caster must concentrate for the body to perform action; if he stops concentration, the body will stand motionless. The body can be maneuvered with a -25 modifier, and can melee with a -20 OB. Body cannot have been dead more than 1 day. Use Created Undead stats from *Creatures & Monsters* except the Undead will have a Move Rate of 25 and an OB of -20.
2. **Control Undead I** — Caster can control one Class I Undead. When this spell is cast, there is a flat 2% per Class of the Undead that the Undead will resist the spell.
3. **Undead Mastery** — [RR Mod: -25] Caster may master 1 level of Undead per level of the caster. This spell must be cast separately on each Undead. A mastered Undead allows the caster to control this specific undead without concentration. If the Undead is ever more than 10' per level from the master, this spell is dispelled. When this spell is cast, there is a flat 5% chance per Class of Undead that the Undead will resist the spell.
4. **Animate Dead II** — As *Animate Dead I*, except caster can control 2 bodies (within the restrictions above) **or** one body with -15 modifier to maneuvers and an OB of -10.
5. **Create Undead I** — Given a body that has been dead less than 1 week, the caster can turn the body into a Class I Undead. The Undead will attempt to attack the closest living being (if uncontrolled), but can take no other activity other than moving to the being and attacking. If controlled, the Undead will do anything (within its capabilities) that the caster commands. The Undead can be *Dispelled*, *Repelled*, or just smashed into little pieces.
6. **Control Undead II** — As *Control Undead I*, except 1 Class II Undead **or** 2 Class I's can be controlled.
7. **Animate Dead III** — As *Animate Dead I*, except 3 bodies can be controlled **or** one body with -5 to maneuvers and a +0 melee OB.
8. **Create Undead II** — As *Create Undead I*, except 1 Class II Undead **or** 2 Class I Undead can be created.
9. **Control Undead III** — As *Control Undead I*, except 1 Class III Undead **or** 3 Class I's **or** 1 Class II and 1 Class I can be controlled.
10. **Animate Undead IV** — As *Animate Dead I*, except 4 bodies can be controlled at the basic penalties **or** 1 body with +5 to maneuvers and a +10 melee OB.
11. **Create Undead III** — As *Create Undead I*, except can create 1 Class III Undead **or** 3 Class I **or** 1 Class II and 1 Class I.
12. **Animate Dead V** — As *Animate Dead I*, except 5 bodies can be controlled at the basic penalties **or** 1 body with +10 to maneuvers and a +20 melee OB.
13. **Control Undead IV** — As *Control Undead I*, except caster can control 1 Class IV Undead **or** 4 Class I's **or** 2 Class II's **or** 1 Class III and 1 Class I **or** 1 Class II and 2 Class I's.
14. **Animate Dead VI** — As *Animate Dead I*, except 6 bodies can be controlled at the basic penalties **or** 1 body with +15 to maneuvers and a +30 melee OB.
15. **Create Undead IV** — As *Create Undead I*, except caster can create 1 Class IV Undead **or** 4 Class I's **or** 2 Class II's **or** 1 Class III and 1 Class I **or** 1 Class II and 2 Class I's.
17. **Order Undead** — Any undead that is currently mastered (with the *Undead Mastery* spell), will follow simple, straight forward orders. This cancels the *Undead Mastery* spell. After completing the orders (which it will attempt to do for up to 1 day per level of the caster), the Undead returns to a normal Undead status (i.e., it attacks closest living being).
19. **Control Undead V** — As *Control Undead I*, except caster can control 1 Class V Undead **or** 5 Class I **or** etc.
20. **Create Undead V** — As *Create Undead I*, except caster can create 1 Class V Undead **or** 5 Class I's **or** 1 Class IV and 1 Class I **or** etc.

EVIL CHANNELING 2.8.5

NECROMANCY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Animate Dead I	1 corpse	1 min/lvl(C)	100'	U
2)	Control Undead I *	1 undead	C	100'	E
3)	Undead Mastery	1 undead	P	10'	F
4)	Animate Dead II	varies	1 min/lvl(C)	100'	U
5)	Create Undead I	1 corpse	P	10'	U
6)	Control Undead II *	varies	C	100'	E
7)	Animate Dead III	varies	1 min/lvl(C)	100'	U
8)	Create Undead II	varies	P	10'	U
9)	Control Undead III *	varies	C	100'	E
10)	Animate Dead IV	varies	1 min/lvl(C)	100'	U
11)	Create Undead III	varies	P	10'	U
12)	Animate Dead V	varies	1 min/lvl(C)	100'	U
13)	Control Undead IV *	varies	C	100'	E
14)	Animate Dead VI	varies	1 min/lvl(C)	100'	U
15)	Create Undead IV	varies	P	10'	U
16)					
17)	Order Undead	1 undead	varies	10'	U
18)					
19)	Control Undead V *	varies	C	100'	E
20)	Create Undead V	varies	P	10'	U
25)	Control Undead True *	varies	C	varies	E
30)	Ritual of Black Eternity	caster	P	self	U
50)	Create Undead True	1 corpse	P	10'	U

25. **Control Undead True** — As *Control Undead I*, except caster can control any one Undead **or** any one Undead (Class V or lower) without concentration **or** all Class III or lower Undead within a 100'R. Range for controlling a single Undead is extended to 300'.

30. **Ritual of Black Eternity** — This ritual is considered to be one of the most evil of all magics. Using it, the caster transforms himself into a Lich, one of the most evil of the Undead. During the ritual, the caster's vital organs are "transferred" into a ready container (jar, box, item, etc.). If the spell succeeds (failure results in final death), the caster will be totally sustained by magic and will have slipped between the realms of life and unlife. He can only be irrevocably destroyed by the destruction of the container and his organs. See *Creatures & Monsters* for typical statistics of a Lich.

50. **Create Undead True** — As *Create Undead I*, except caster can create any Undead that exists in the world system in use (e.g., Ring Wraiths, Vampires, etc.).

SPECIAL NOTES

- 1) For the purposes of the above spells, Undead are divided into 6 classes: I, II, III, IV, V, and above V. A GM must place each of the Undead types in his world systems into one of these classes for the purposes of these spells. For example, Skeletons would obviously be Class I Undead, Mummies might be Class IV or V, Vampires would be above Class V, etc. See *Creatures & Monsters* for a complete classification of various Undead. Animated Dead are normally treated as Class I Undead. Also note that Undead do not normally get RRs versus spells from the Necromancy list.
- 2) See Section 7.2.2 for notes on Undead.
- 3) See Section 7.3 for more information on using Evil spell lists.



WOUNDING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Wounding I *	1 target	P	2'	F
2)	Cramp *	1 target	P	2'	F
3)	Bleeding I *	1 target	P	2'	F
4)	Wounding III *	1 target	P	2'	F
5)	Sensory Damage I *	1 target	P	2'	F
6)	Fracture *	1 target	P	2'	F
7)	Bleeding III *	1 target	P	2'	F
8)	Wounding V *	1 target	P	2'	F
9)	Sensory Damage II *	1 target	P	2'	F
10)	Paralysis *	1 target	P	2'	F
11)	Wounding VII *	1 target	P	2'	F
12)	Drain Soul I *	1 target	P	2'	F
13)	Energy Drain I *	1 target	C	2'	F
14)	Bleeding V *	1 target	P	2'	F
15)	Wounding X *	1 target	P	2'	F
16)	Energy Drain II *	1 target	P	2'	F
17)					
18)	Drain Soul II *	1 target	P	2'	F
19)					
20)	Wounding XV *	1 target	P	2'	F
25)	Drain Soul True *	1 target	P	2'	F
30)	Bleeding True *	1 target	P	2'	F
50)	Wounding True *	1 target	P	2'	F

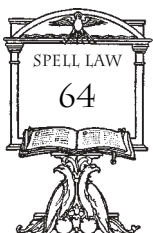
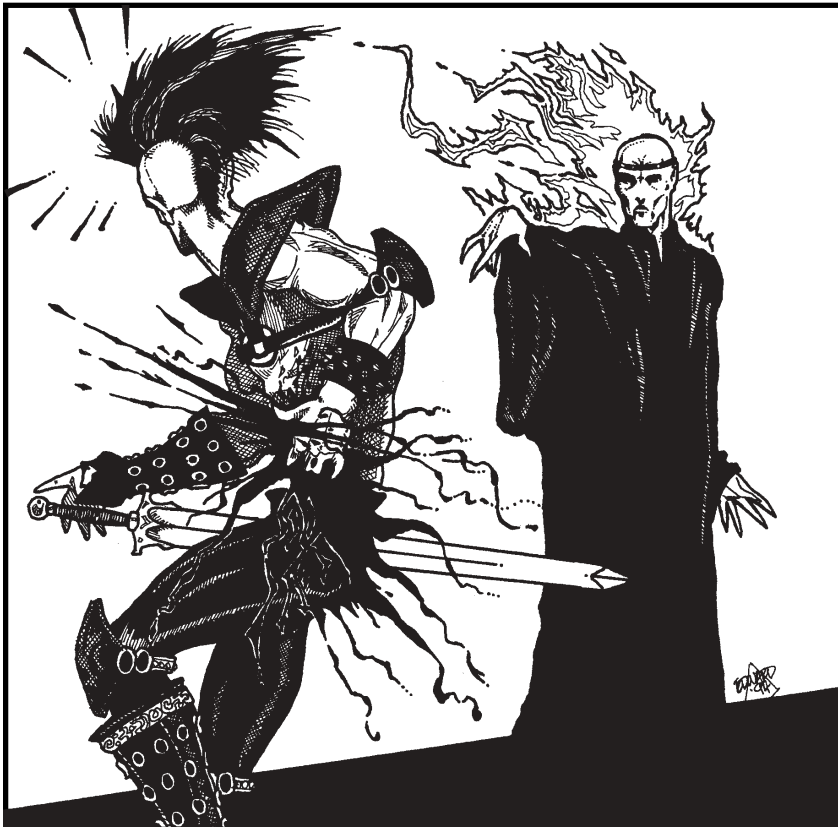
WOUNDING

- Wounding I** — Causes d10 concussion hits of damage.
- Cramp** — Causes one muscle to cramp in the target. Target will be at -10% to activity per 10 failure.
- Bleeding I** — Target will bleed at the rate of 1 hit per round.
- Wounding III** — As *Wounding I*, except does 3d10 concussion hits of damage.
- Sensory Damage I** — One external sensory organ (eye, nose, ear, etc.) is damaged. Foe will operate without that organ until healed. In addition, he will have a -10 modification per 10 failure to all actions that partially use that organ (-100 for all actions involving that organ directly).
- Fracture** — One of target's limbs suffers a minor fracture.
- Bleeding III** — As *Bleeding I*, except target bleeds for 3 hits per round.
- Wounding V** — As *Wounding I*, except does 5d10 concussion hits of damage.
- Sensory Damage II** — As *Sensory Damage I*, except 2 organs are affected.
- Paralysis** — The area touched by the caster on the target is paralyzed.
- Wounding VII** — As *Wounding I*, except does 7d10 concussion hits of damage.
- Drain Soul I** — Target is drained of d10 Temporary Constitution points. If target's Constitution drops to 0 or below, he becomes a Class I Created Undead.
- Energy Drain I** — Target loses 1 hit per round that the caster concentrates (and remains within 2' of the target). As each point is drained, the caster is restored 1 point (up to his maximum).
- Bleeding V** — As *Bleeding I*, except target bleeds for 5 hits per round.
- Wounding X** — As *Wounding I*, except does 10d10 concussion hits of damage.
- Energy Drain II** — As *Energy Drain I*, except drains 2 hits per round.

- Drain Soul II** — As *Drain Soul I*, except drains 2d10 points and target becomes a Class II Created Undead if Constitution drops to 0 (or below).
- Wounding XV** — As *Wounding I*, except does 15d10 concussion hits of damage.
- Drain Soul True** — As *Drain Soul I*, except drains 1 point per level of the caster and target becomes a Class III Created Undead if Constitution drops to 0 (or below).
- Bleeding True** — As *Bleeding I*, except target bleeds for 1 hit for every 5 levels of the caster.
- Wounding True** — As *Wounding I*, except target loses all his hits and takes an additional 1 hit for each level of the caster.

SPECIAL NOTES

- All spells on this list have a range of 2'. In melee, it is presumed that you are within 2' of your opponent every round.
- See Section 7.2.2 for more on the effects of draining Constitution points.
- See Section 7.3 for more information on using Evil spell lists.





OPEN CHANNELING LISTS



BARRIER LAW	LIGHT'S WAY	PURIFICATIONS	WEATHER WAYS
☐ 1) Light Wall ☐ 2) Airwall ☐ 3) Light Wall II ☐ 4) Waterwall ☐ 5) Woodwall ☐ 6) Earthwall ☐ 7) Icewall I ☐ 8) Barrier Pit ☐ 9) Airwall True ☐ 10) Stonewall ☐ 11) Waterwall True ☐ 12) Woodwall True ☐ 13) Earthwall True ☐ 14) Icewall II ☐ 15) Stonewall True ☐ 16) Meld Walls ☐ 17) Curved Wall ☐ 18) Wall of Force	☐ 1) Projected Light ☐ 2) Light I ☐ 3) Aura ☐ 4) Light II ☐ 5) Sudden Light ☐ 6) True Aura ☐ 7) Shock Bolt ☐ 8) Light III ☐ 9) Utterlight I ☐ 10) Waiting Light ☐ 11) Flare ☐ 12) Light V ☐ 13) Light X ☐ 14) Utterlight V ☐ 15) Mass Light ☐ 16) Mass Aura ☐ 17) Lightning Call ☐ 18) Alkar ☐ 19) Mass Utterlight	☐ 1) Disease Purification ☐ 2) Food Preservation ☐ 3) Poison Purification ☐ 4) Disease Resistance I ☐ 5) Poison Resistance I ☐ 6) Sustenance Purification ☐ 7) Disease Resistance II ☐ 8) Poison Resistance II ☐ 9) Mind Disease Cures ☐ 10) Disease Resistance III ☐ 11) Poison Resistance III ☐ 12) Undisease ☐ 13) Unpoison ☐ 14) Mass Undisease ☐ 15) Mass Unpoison ☐ 16) Mind Disease Cures Tr. ☐ 17) Gr. Disease Purification ☐ 18) Gr. Poison Purification ☐ 19) Purification True	☐ 1) Living Gauge ☐ 2) Rain Prediction ☐ 3) Storm Prediction ☐ 4) Weather Prediction I ☐ 5) Breeze Call ☐ 6) Fog Call ☐ 7) Weather Prediction III ☐ 8) Precipitation Call ☐ 9) Weather Prediction V ☐ 10) Wind Mastery ☐ 11) Clear Skies ☐ 12) Weather Prediction True ☐ 13) Rain Call ☐ 14) Weather Call ☐ 15) Storm Call ☐ 16) Weather Mastery
CONCUSSION'S WAYS	LOFTY MOVEMENTS	SOUND'S WAY	
☐ 1) Healing I ☐ 2) Frost/Burn Relief I ☐ 3) Minor Irritation Relief ☐ 4) Healing III ☐ 5) Stun Relief * ☐ 6) Frost/Burn Relief II ☐ 7) Regeneration I * ☐ 8) Healing V ☐ 9) Frost/Burn Relief III ☐ 10) Awakening ☐ 11) Healing VII ☐ 12) Regeneration II * ☐ 13) Frost/Burn Relief IV ☐ 14) Healing X ☐ 15) Long Stun Relief * ☐ 16) Regeneration III * ☐ 17) Healing XV ☐ 18) Regeneration V * ☐ 19) True Healing ☐ 20) Mass True Healing	☐ 1) Edgewalking ☐ 2) Limbwalking ☐ 3) Stonewalking ☐ 4) Waterwalking ☐ 5) Merging Organic ☐ 6) Store Sanctuary ☐ 7) Limbrunning ☐ 8) Stonerunning ☐ 9) Waterrunning ☐ 10) Windwalking ☐ 11) Returning I ☐ 12) Gr. Merging Organic ☐ 13) Returning V ☐ 14) Windrunning ☐ 15) Returning X ☐ 16) Merging Tr. Organic ☐ 17) Windrunning True ☐ 18) Word of Return * ☐ 19) Rereturning *	☐ 1) Speech I ☐ 2) Quiet I ☐ 3) Soundwall I ☐ 4) Speech II ☐ 5) Silence I ☐ 6) Quiet III ☐ 7) Soundwall V ☐ 8) Quiet V ☐ 9) Silence V ☐ 10) Speech III ☐ 11) Sounding ☐ 12) Silence X ☐ 13) Mass Soundwalls ☐ 14) Mass Quiet ☐ 15) Speech True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 21) _____ ☐ 22) _____ ☐ 23) _____ ☐ 24) _____ ☐ 25) _____ ☐ 26) _____ ☐ 27) _____ ☐ 28) _____ ☐ 29) _____ ☐ 30) _____ ☐ 31) _____ ☐ 32) _____ ☐ 33) _____ ☐ 34) _____ ☐ 35) _____ ☐ 36) _____ ☐ 37) _____ ☐ 38) _____ ☐ 39) _____ ☐ 40) _____ ☐ 41) _____ ☐ 42) _____ ☐ 43) _____ ☐ 44) _____ ☐ 45) _____ ☐ 46) _____ ☐ 47) _____ ☐ 48) _____ ☐ 49) _____ ☐ 50) _____
DETECTION MASTERY	NATURE'S LAW	SPELL DEFENSE	
☐ 1) Detect Channeling ☐ 2) Detect Essence ☐ 3) Detect Mentalism ☐ 4) Detect Life ☐ 5) Detect Curse ☐ 6) Detect Undead ☐ 7) Detect Traps ☐ 8) Life Typing ☐ 9) Detect Invisible ☐ 10) Perceive Power I ☐ 11) Poison Analysis ☐ 12) Power Typing ☐ 13) Detect Spell ☐ 14) Perceive Power II ☐ 15) Location ☐ 16) Curse Analysis ☐ 17) Life Analysis ☐ 18) Detect True ☐ 19) Location True	☐ 1) Plant Lore ☐ 2) Herb Lore ☐ 3) Stone Lore ☐ 4) Speed Growth ☐ 5) Animal Tongues ☐ 6) Animal Mastery I ☐ 7) Nature's Awareness I ☐ 8) Plant Tongues ☐ 9) Animal Mastery III ☐ 10) Animal Empathy ☐ 11) Plant Control I ☐ 12) Stonespeech ☐ 13) Herb Production ☐ 14) Animal Mastery V ☐ 15) Plant Control III ☐ 16) Nature's Awareness V ☐ 17) Earth Empathy ☐ 18) Mastery ☐ 19) Animal Mastery True	☐ 1) Protection I ☐ 2) Cancel Channeling ☐ 3) Protection Sphere I ☐ 4) Cancel Essence ☐ 5) Protection II ☐ 6) Cancel Mentalism ☐ 7) Protection Sphere II ☐ 8) Dispel Channeling I ☐ 9) Channeling Shield ☐ 10) Protection III ☐ 11) Essence Shield ☐ 12) Dispel Essence I ☐ 13) Mind Shield ☐ 14) Protection IV ☐ 15) Spell Shield II ☐ 16) Dispel Mentalism I ☐ 17) Protection V ☐ 18) Spell Shield True ☐ 19) Channeling Resistance ☐ 20) Essence Resistance ☐ 21) Mentalism Resistance ☐ 22) Resistance True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 21) _____ ☐ 22) _____ ☐ 23) _____ ☐ 24) _____ ☐ 25) _____ ☐ 26) _____ ☐ 27) _____ ☐ 28) _____ ☐ 29) _____ ☐ 30) _____ ☐ 31) _____ ☐ 32) _____ ☐ 33) _____ ☐ 34) _____ ☐ 35) _____ ☐ 36) _____ ☐ 37) _____ ☐ 38) _____ ☐ 39) _____ ☐ 40) _____ ☐ 41) _____ ☐ 42) _____ ☐ 43) _____ ☐ 44) _____ ☐ 45) _____ ☐ 46) _____ ☐ 47) _____ ☐ 48) _____ ☐ 49) _____ ☐ 50) _____



CLOSED CHANNELING LISTS



BLOOD LAW	CREATIONS	MUSCLE LAW	SYMBOLIC WAYS
☐ 1) Flowstop I ☐ 2) Flowstop III ☐ 3) Clotting I ☐ 4) Flowstop V ☐ 5) Limb Preservation ‡ * ☐ 6) Cut Repair I ☐ 7) Clotting III ☐ 8) Minor Vessel Repair ☐ 9) Cut Repair III ☐ 10) Major Vessel Repair ☐ 11) ☐ 12) Joining ‡ * ☐ 13) Flowstop True ☐ 14) Clotting True ☐ 15) ☐ 16) Unc clotting ☐ 17) ☐ 18) Cut Repair True ☐ 19) ☐ 20) Mass Flowstop ☐ 25) Joining True ‡ * ☐ 30) Mass Clotting ☐ 50) Mass Blood Repair	☐ 1) ☐ 2) Sustain self ☐ 3) Water Production I ☐ 4) Food Production I ☐ 5) Fire Starting ☐ 6) Nutrient Conjures I ☐ 7) Water Production III ☐ 8) Food Production III ☐ 9) Herb Enhancement ☐ 10) Water Production V ☐ 11) Food Production V ☐ 12) Nutrient Conjures III ☐ 13) Herb Mastery ☐ 14) ☐ 15) Lesser Plant Production ☐ 16) Mass Water Production ☐ 17) Food Production True ☐ 18) ☐ 19) ☐ 20) Lesser Animal Prod. ☐ 25) Nutrient Conjures True ☐ 30) Greater Plant Prod. ☐ 50) Greater Animal Prod.	☐ 1) Muscle Lore ☐ 2) Tendon Lore ☐ 3) Sprain Repair 1 ☐ 4) Muscle Repair I ☐ 5) Limb Preservation ‡ * ☐ 6) Tendon Repair I ☐ 7) ☐ 8) ☐ 9) Muscle Repair III ☐ 10) Tendon Repair III ☐ 11) ☐ 12) Joining ‡ * ☐ 13) Muscle Repair True ☐ 14) ☐ 15) Tendon Repair True ☐ 16) ☐ 17) Mass Muscle Repair ☐ 18) ☐ 19) Mass Tendon Repair ☐ 20) Muscle Regeneration ☐ 25) Joining True ‡ * ☐ 30) Tendon Regeneration ☐ 50) Mass Repair True	☐ 1) Analyze Symbol ☐ 2) Spell Prime ☐ 3) Unsymbol I ☐ 4) ☐ 5) Symbol I ☐ 6) ☐ 7) Symbol II ☐ 8) Unsymbol II ☐ 9) Symbol III ☐ 10) Analyze Symbol True ☐ 11) Symbol V ☐ 12) Unsymbol III ☐ 13) Symbol VI ☐ 14) ☐ 15) Symbol VII ☐ 16) Unsymbol V ☐ 17) Symbol VIII ☐ 18) Unsymbol X ☐ 19) Symbol IX ☐ 20) Symbol X ☐ 25) Lord Research ☐ 30) Lord Symbol ☐ 50) Unsymbol True
BONE LAW	LOCATING WAYS	NERVE LAW	
☐ 1) Bone Lore ☐ 2) ☐ 3) Minor Fracture Repair ☐ 4) Cartilage Repair ☐ 5) Limb Preservation ‡ * ☐ 6) Major Fracture Repair ☐ 7) ☐ 8) Skull Repair ☐ 9) ☐ 10) Joint Repair ☐ 11) Min. Fracture Rep. Tr. ☐ 12) Joining ‡ * ☐ 13) Cartilage Repair True ☐ 14) Maj. Fracture Rep. Tr. ☐ 15) Skull Repair True ☐ 16) Joint Repair True ☐ 17) Shatter Repair ☐ 18) Mass Min. Fract. Rep. ☐ 19) ☐ 20) Mass Cartilage Repair ☐ 25) Joining True ‡ * ☐ 30) Mass Maj. Fract. Rep. ☐ 50) Mass Shatter Repair	☐ 1) ☐ 2) Guess ☐ 3) Pathfinding I ☐ 4) Guidance ☐ 5) Location I ☐ 6) Pathfinding III ☐ 7) ☐ 8) Location III ☐ 9) Pathfinding V ☐ 10) Location V ☐ 11) Memory's Path ☐ 12) Pathfinding X ☐ 13) Divine Guidance ☐ 14) ☐ 15) Finding I ☐ 16) Location X ☐ 17) Pathfinding True ☐ 18) Finding III ☐ 19) ☐ 20) Lord Location ☐ 25) Paths True ☐ 30) Location True ☐ 50) Finding True	☐ 1) Nerve Lore ☐ 2) ☐ 3) ☐ 4) Minor Nerve Repair ☐ 5) Limb Preservation ‡ * ☐ 6) ☐ 7) ☐ 8) ☐ 9) Major Nerve Repair ☐ 10) Unparalysis ☐ 11) Min. Nerve Repair Tr. ☐ 12) Joining ‡ * ☐ 13) ☐ 14) ☐ 15) Minor Brain Repair ☐ 16) Maj. Nerve Repair Tr. ☐ 17) ☐ 18) Paralysis Cures ☐ 19) Unpsychosis ☐ 20) Mass Nerve Rep. Tr. ☐ 25) Joining True ‡ * ☐ 30) Nerve Regeneration ☐ 50) Brain Regeneration	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
CALM SPIRITS	LORE	ORGAN LAW	
☐ 1) Animal Calming I ☐ 2) Calm I ☐ 3) Animal Calming III ☐ 4) Calm II ☐ 5) Hold Kind ☐ 6) Calm III ☐ 7) Animal Calming V ☐ 8) Calm IV ☐ 9) Calm V ☐ 10) Mass Animal Calm. I ☐ 11) True Hold ☐ 12) Calm X ☐ 13) ☐ 14) ☐ 15) Shout Of Calming * ☐ 16) ☐ 17) ☐ 18) Mass Animal Calm. II ☐ 19) ☐ 20) Lord Calm ☐ 25) Long Calm ☐ 30) Mass Calm ☐ 50) Calm True	☐ 1) Afterthoughts ☐ 2) Detect Evil ☐ 3) Detect Curse ☐ 4) Detect Hate ☐ 5) Light Lore I ☐ 6) Poison Lore ☐ 7) ☐ 8) Life Lore ☐ 9) ☐ 10) Curse Tales ☐ 11) Dark Lore I ☐ 12) Light Lore II ☐ 13) ☐ 14) ☐ 15) Hate Analysis ☐ 16) ☐ 17) Light Lore III ☐ 18) Dark Lore II ☐ 19) White Lore ☐ 20) Dark Lore III ☐ 25) Life Lore True ☐ 30) Black Lore ☐ 50) White Lore Mastery	☐ 1) Organ Lore ☐ 2) ☐ 3) Nasal Repair ☐ 4) ☐ 5) Minor Ear Repair ☐ 6) Minor Eye Repair ☐ 7) ☐ 8) ☐ 9) Major Ear Repair ☐ 10) ☐ 11) Major Eye Repair ☐ 12) ☐ 13) ☐ 14) Heart Repair ☐ 15) Lung Repair ☐ 16) Organ Repair ☐ 17) Nose Regeneration ☐ 18) Organ Transplant ☐ 19) ☐ 20) Eye & Ear Regen. ☐ 25) Organ Repair True ☐ 30) Heart Regeneration ☐ 50) Organ Regeneration	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

ANIMIST BASE LISTS		CLERIC BASE LISTS	
ANIMAL MASTERY	NATURE'S MOVEMENT/SENSES	CHANNELS	PROTECTIONS
☐ 1) Animal Sleep I ☐ 2) Animal Restoration I ☐ 3) Animal Tongues ☐ 4) Animal Sleep III ☐ 5) Animal Mastery I ☐ 6) Animal Location ☐ 7) Befriending ☐ 8) Animal Restoration II ☐ 9) Animal Empathy ☐ 10) Animal Summons I ☐ 11) Animal Mastery III ☐ 12) Animal Summons III ☐ 13) Animal Call ☐ 14) Animal Reviving I ☐ 15) Call of the Wild ☐ 16) Animal Mastery V ☐ 17) Animal Restoration III ☐ 18) Animal Summons V ☐ 19) Animal Reviving II ☐ 20) Animal Summons X ☐ 25) Animal Master True ☐ 30) Animal Reviving III ☐ 50) Animal Summons True	☐ 1) Cat Step ☐ 2) Chameleon Skin ☐ 3) Wolf Sense ☐ 4) Deer Speed I ☐ 5) Bat Sense ☐ 6) Otterlungs ☐ 7) Glide I ☐ 8) Hawk Sense ☐ 9) Tiger Skin ☐ 10) Boar Strength ☐ 11) Lion Claws ☐ 12) Insect Sense ☐ 13) Deer Speed II ☐ 14) Bear Skin ☐ 15) Bear Arms ☐ 16) Glide III ☐ 17) Viperfang ☐ 18) Wyvern Skin ☐ 19) Deer Speed III ☐ 20) Ox Strength ☐ 25) Glide True ☐ 30) Deer Speed True ☐ 50) Dragon Skin	☐ 1) Create Holy Water ☐ 2) Calming * ☐ 3) Channels I * ☐ 4) ☐ 5) Stunning * ☐ 6) Channels III * ☐ 7) ☐ 8) Golden Slumbers * ☐ 9) ☐ 10) Channels V * ☐ 11) Blinding * ☐ 12) ☐ 13) Channels VIII * ☐ 14) Absolution * ☐ 15) Holy Shout ☐ 16) Item Returning ☐ 17) Channels X * ☐ 18) Sanctuary * ☐ 19) Item Rereturning ☐ 20) Absolution Pure * ☐ 25) Sanctuary True * ☐ 30) Lord Channels * ☐ 50) Holy Bridge	☐ 1) Prayer I ☐ 2) Bless I ☐ 3) Resistance I ☐ 4) Heat Resistance * ☐ 5) Cold Resistance * ☐ 6) ☐ 7) ☐ 8) Temperature Sphere I ☐ 9) ☐ 10) Protections Sphere I ☐ 11) Prayer III ☐ 12) Bless III ☐ 13) Resistance III ☐ 14) ☐ 15) Temperature Sphere II ☐ 16) ☐ 17) Protections Sphere III ☐ 18) Prayer V ☐ 19) ☐ 20) Bless V ☐ 25) Resistance V ☐ 30) Protections Sphere V ☐ 50) Protections True
HERB MASTERY	NATURE'S PROTECTION	COMMUNAL WAYS	REPULSIONS
☐ 1) Herb Lore ☐ 2) Enhancement ☐ 3) Herb Finding I ☐ 4) Instant Herbal Cures ☐ 5) Herb Mastery II ☐ 6) Herb Finding III ☐ 7) Herb Production ☐ 8) Herb Mastery III ☐ 9) Herb Finding V ☐ 10) Herb Cleansing ☐ 11) Herb Mastery V ☐ 12) ☐ 13) Herb Finding X ☐ 14) ☐ 15) Herb Mastery X ☐ 16) ☐ 17) P. Instant Herbal Cures ☐ 18) Herb Finding XX ☐ 19) ☐ 20) Lord Herb Finding ☐ 25) Enhancement True ☐ 30) Herb Mastery True ☐ 50) Herb Finding True	☐ 1) Study Form ☐ 2) Resist Elements ☐ 3) Hues ☐ 4) Plant Facade ☐ 5) Silent Moves ☐ 6) Underwater Breathing ☐ 7) Animal Facade ☐ 8) Shadow ☐ 9) Shielding Organic I * ☐ 10) Plant Form I ☐ 11) Prot. From Elements ☐ 12) Animal Thoughts ☐ 13) Shielding Organic II * ☐ 14) Animal Form I ☐ 15) Animal Thoughts True ☐ 16) Animal Form II ☐ 17) Plant Form II ☐ 18) Shielding Organic III * ☐ 19) Animal Form III ☐ 20) Plant Form True ☐ 25) Animal Form True ☐ 30) Nature's Form True ☐ 50) Shielding Org. True *	☐ 1) Guess ☐ 2) ☐ 3) Intuitions I ☐ 4) Dream I ☐ 5) Intuitions III ☐ 6) Death's Tale ☐ 7) Channel Opening I ☐ 8) Intuitions V ☐ 9) ☐ 10) Dreams III ☐ 11) Intuitions X ☐ 12) Commune I ☐ 13) Magic Basin I ☐ 14) ☐ 15) Channel Opening II ☐ 16) ☐ 17) ☐ 18) Magic Basin II ☐ 19) Death's Tale True ☐ 20) Commune True ☐ 25) Intuitions True ☐ 30) Channel Opening True ☐ 50) High Prayer	☐ 1) Repel Undead V ☐ 2) Cancel Channeling ☐ 3) Anti-Channels I ☐ 4) Neutralize Curse I ☐ 5) Anti-Channels III ☐ 6) Repel Undead IX ☐ 7) Remove Curse ☐ 8) Dispel Channeling I ☐ 9) Neutralize Curse II ☐ 10) Anti-Channels V ☐ 11) Repel Undead XII ☐ 12) Anti-Channels VIII ☐ 13) ☐ 14) Dispel Channeling V ☐ 15) Anti-Channels X ☐ 16) Repel Undead XV ☐ 17) ☐ 18) Neutralize Curse III ☐ 19) Dispel Channeling X ☐ 20) Repel Undead True ☐ 25) Uncurse True ☐ 30) Anti-Channels True ☐ 50) Rechanneling
NATURE'S LORE	PLANT MASTERY	LIFE MASTERY	SUMMONS
☐ 1) Trap Detection ☐ 2) Nature's Awareness I ☐ 3) Pathfinding ☐ 4) Detect Magic ☐ 5) Weather Prediction I ☐ 6) Nature's Awareness II ☐ 7) Weather Prediction III ☐ 8) Locate Landmark I ☐ 9) Waiting Awareness I ☐ 10) Nature's Awareness III ☐ 11) Weather Prediction V ☐ 12) Memory's Path ☐ 13) Waiting Awareness II ☐ 14) Locate Landmark II ☐ 15) Nature's Eye I ☐ 16) Nature's Awareness V ☐ 17) Elemental Communication ☐ 18) Water Visions ☐ 19) Locate Landmark True ☐ 20) Nature's Eye II ☐ 25) Weather Prediction True ☐ 30) Nature's Eye III ☐ 50) Animist's Eye	☐ 1) Plant Lore ☐ 2) Speed Growth I ☐ 3) Plant Tongues ☐ 4) Plant Restore ☐ 5) Speed Growth II ☐ 6) Plant Location ☐ 7) Plant Growth II ☐ 8) Plant Control I ☐ 9) Speed Growth III ☐ 10) Plant Growth III ☐ 11) Plant Control III ☐ 12) Tree Restore ☐ 13) Plant Growth V ☐ 14) Speed Growth IV ☐ 15) Plant Control V ☐ 16) Wall of Thorns ☐ 17) Firestop ☐ 18) Plant Growth X ☐ 19) ☐ 20) Plant Growth True ☐ 25) Speed Growth True ☐ 30) Plant Control True ☐ 50) Plant Animation	☐ 1) Preservation I ☐ 2) Lifekeeping I ☐ 3) Preservation II ☐ 4) Heal Life Essence I ☐ 5) Lifekeeping II ☐ 6) Heal Life Essence II ☐ 7) Preservation III ☐ 8) ☐ 9) Heal Life Essence III ☐ 10) Preservation IV ☐ 11) Lifekeeping III ☐ 12) Lifegiving I ☐ 13) Heal Life Essence True ☐ 14) Preservation V ☐ 15) Lifegiving II ☐ 16) Lifekeeping IV ☐ 17) Lifegiving III ☐ 18) Preservation True ☐ 19) Restoration ☐ 20) Lifegiving IV ☐ 25) Lifegiving V ☐ 30) Restoration True ☐ 50) Lifegiving True	☐ 1) Summons I ☐ 2) Summons II ☐ 3) Summons III ☐ 4) Summons IV ☐ 5) Summons V ☐ 6) Summons VI ☐ 7) Summons VII ☐ 8) Summons VIII ☐ 9) Summons X ☐ 10) Demonic Gate I ☐ 11) Summons XV ☐ 12) ☐ 13) Lord Summons ☐ 14) ☐ 15) Demonic Gate II ☐ 16) ☐ 17) Waiting Summons ☐ 18) ☐ 19) ☐ 20) Demonic Gate III ☐ 25) Mass Summons ☐ 30) Summons True ☐ 50) Gate

PALADIN BASE LISTS		RANGER BASE LISTS	
COMMUNION	HOLY HEALING	INNER WALLS	NATURE'S SUMMONS
☐ 1) Detect Enemies ☐ 2) Cancel Channeling ☐ 3) Cancel Essence ☐ 4) Cancel Mentalism ☐ 5) Dreams I ☐ 6) Enemy Speech ☐ 7) Dispel Channeling I ☐ 8) Dispel Essence I ☐ 9) Dispel Mentalism I ☐ 10) Detect Enemies II ☐ 11) Dream III ☐ 12) Death's Tale ☐ 13) Channel Opening I ☐ 14) Dispel Chan. Sphere I ☐ 15) Dispel Essence Sphere I ☐ 16) Dispel Ment. Sphere I ☐ 17) Commune I ☐ 18) ☐ 19) Death's Tale True ☐ 20) Detect Enemies True ☐ 25) Commune True ☐ 30) Channel Opening True ☐ 50) High Prayer	☐ 1) Healing I ☐ 2) Flowstop I ☐ 3) Frost/Burn Relief I ☐ 4) Minor Fracture Repair ☐ 5) Healing III ☐ 6) Stun Relief * ☐ 7) Major Fracture Repair ☐ 8) Disease Resistance I ☐ 9) Poison Resistance I ☐ 10) Minor Vessel Repair ☐ 11) Healing V ☐ 12) Muscle/Tendon Repair ☐ 13) Frost/Burn Relief III ☐ 14) Stun Relief II * ☐ 15) Unparalysis ☐ 16) Healing X ☐ 17) Frost/Burn Relief IV ☐ 18) Undisease ☐ 19) Unpoison ☐ 20) Stun Relief True * ☐ 25) Healing XV ☐ 30) Healing True ☐ 50) Laying on Hands True	☐ 1) Heat Resistance * ☐ 2) Cold Resistance * ☐ 3) Resistance I ☐ 4) Bless I ☐ 5) Prayer I ☐ 6) ☐ 7) Sterilization ☐ 8) Resistance II ☐ 9) Bless II ☐ 10) Prayer II ☐ 11) Prot. from Elements ☐ 12) ☐ 13) Resistance III ☐ 14) Bless III ☐ 15) Prayer III ☐ 16) ☐ 17) Resistance IV ☐ 18) Bless IV ☐ 19) Prayer IV ☐ 20) Purge Disease ☐ 25) Purge Curse ☐ 30) Purge Poison ☐ 50) Inner Wall	☐ 1) Summon Nourishment ☐ 2) Summon Warmth ☐ 3) Summon Guide ☐ 4) Summon Guardian ☐ 5) Summon Mount ☐ 6) Summon Hunter ☐ 7) Summon Sense ☐ 8) ☐ 9) Summon Group ☐ 10) Mass Summons ☐ 11) ☐ 12) Spread Plants ☐ 13) Fog Prayer ☐ 14) Rain Prayer ☐ 15) Spread Plants II ☐ 16) Storm Prayer ☐ 17) Hail Prayer ☐ 18) ☐ 19) Lightning Prayer ☐ 20) Tornado Prayer ☐ 25) Clear Weather Prayer ☐ 30) Weather Prayer True ☐ 50) Prayer Mastery
EXORCISMS	HOLY SHIELDS	MOVING WAYS	NATURE'S WAY
☐ 1) Repel Undead I ☐ 2) Detect Undead ☐ 3) Repel Undead III ☐ 4) Repel Demon I ☐ 5) Repel Undead V ☐ 6) Repel Demon II ☐ 7) Banish Demon I ☐ 8) Neutralize Curse I ☐ 9) Repel Demon III ☐ 10) Repel Undead X ☐ 11) Banish Demon II ☐ 12) Repel Undead XII ☐ 13) Repel Demon IV ☐ 14) Neutralize Curse II ☐ 15) Repel Undead XV ☐ 16) Repel Demon V ☐ 17) Banish Demon III ☐ 18) Neutralize Curse III ☐ 19) Repel Demon VI ☐ 20) Repel Undead True ☐ 25) Repel Demon True ☐ 30) Uncurse True ☐ 50) Banish Demon True	☐ 1) Protection Prayer I ☐ 2) Aura ☐ 3) Shield * ☐ 4) Blur * ☐ 5) Unpain I * ☐ 6) Protection Prayer II ☐ 7) Deflections I * ☐ 8) True Aura ☐ 9) Bladeturn I * ☐ 10) Unpain II * ☐ 11) Protection Prayer III ☐ 12) Deflections II * ☐ 13) Aim Untrue I * ☐ 14) Bladeturn II * ☐ 15) Unpain III * ☐ 16) Protection Prayer IV ☐ 17) Deflections III * ☐ 18) Aim Untrue II * ☐ 19) Bladeturn III * ☐ 20) Unpain IV ☐ 25) Protection Prayer Treu ☐ 30) Mass Deflections ☐ 50) Holy Shields True	☐ 1) Rockrunning ☐ 2) Limbwalking ☐ 3) Swimming ☐ 4) Waterwalking ☐ 5) Sandrunning ☐ 6) Limbrunning ☐ 7) Traceless Passing ☐ 8) Hide Tracks I ☐ 9) Waterrunning ☐ 10) Hide Tracks II ☐ 11) Swimming True ☐ 12) Hide Tracks V ☐ 13) Running True ☐ 14) Traceless Passing True ☐ 15) Merging Organic ☐ 16) Hide Tracks X ☐ 17) Traceless Running ☐ 18) Hide Tracks XV ☐ 19) Traceless Running True ☐ 20) Great Merging Organic ☐ 25) Hide Tracks XX ☐ 30) Merging True Organic ☐ 50) Hide Tracks True	☐ 1) Trap Detection ☐ 2) Water Finding I ☐ 3) Fire Starting ☐ 4) ☐ 5) Food Finding I ☐ 6) Water Purification ☐ 7) Shelter Finding I ☐ 8) Lesser Traps ☐ 9) Weather Prediction I ☐ 10) Nature's Awareness I ☐ 11) Water Finding II ☐ 12) Waiting Awareness I ☐ 13) Food Finding II ☐ 14) Major Traps ☐ 15) Shelter Finding II ☐ 16) Nature's Awareness III ☐ 17) Water Finding True ☐ 18) Food Finding True ☐ 19) Shelter Finding True ☐ 20) Nature's Awareness V ☐ 25) Weather Prediction V ☐ 30) Waiting Awareness II ☐ 50) Nature's Awareness True
HOLY ARMS	INSPIRING WAYS	NATURE'S GUISES	PATH MASTERY
☐ 1) Holy Attack I * ☐ 2) Righteous Blow I ☐ 3) Holy Strength I ☐ 4) Holy Attack II * ☐ 5) Righteous Blow II ☐ 6) Holy Focus * ☐ 7) Holy Attack III * ☐ 8) Righteous Blow III ☐ 9) Holy Aura I ☐ 10) Holy Attack IV * ☐ 11) Righteous Blow IV ☐ 12) Holy Strength II ☐ 13) Holy Attack V * ☐ 14) ☐ 15) Holy Aura II ☐ 16) Holy Attack VI * ☐ 17) Holy Strength III ☐ 18) ☐ 19) Holy Attack VII * ☐ 20) Holy Aura True ☐ 25) Holy Attack True * ☐ 30) Holy Focus True * ☐ 50) Holy Martyr	☐ 1) Courage ☐ 2) Inspirations I * ☐ 3) Voice of Friendship * ☐ 4) Inspirations II * ☐ 5) Voice of Reason * ☐ 6) Inspirations III * ☐ 7) Voice of Caution * ☐ 8) Command I * ☐ 9) Inspirations IV * ☐ 10) Words of Friendship * ☐ 11) Inspirations V * ☐ 12) ☐ 13) Command II * ☐ 14) Words of Reason * ☐ 15) Inspirations VI * ☐ 16) Courage True ☐ 17) Inspirations VII * ☐ 18) Words of Caution * ☐ 19) Inspirations VIII * ☐ 20) Voice of Conviction ☐ 25) Inspirations True * ☐ 30) Words of Conviction ☐ 50) Inspirations Mastery	☐ 1) Hues ☐ 2) Shade ☐ 3) Freeze Liquid ☐ 4) Silent Moves ☐ 5) Self Cloaking ☐ 6) Light ☐ 7) Darkness I ☐ 8) Shadow ☐ 9) Study Form ☐ 10) Plant Facade ☐ 11) Animal Thoughts ☐ 12) Study Form True ☐ 13) Animal Facade ☐ 14) ☐ 15) Animal Thoughts True ☐ 16) Plant Form I ☐ 17) ☐ 18) Animal Form I ☐ 19) ☐ 20) Plant Form II ☐ 25) Animal Form II ☐ 30) Plant Form True ☐ 50) Animal Form True	☐ 1) Pathlore ☐ 2) Nightvision ☐ 3) Tracking I ☐ 4) Path Tale ☐ 5) Pathfinding I ☐ 6) Tracks Lore ☐ 7) Detect Ambush I ☐ 8) Passing Lore ☐ 9) Pathfinding V ☐ 10) Animal Tongues ☐ 11) Tracks Analysis ☐ 12) Plant Tongues ☐ 13) Pathfinding XX ☐ 14) Detect Ambush II ☐ 15) Stonespeech ☐ 16) Tracking II ☐ 17) Detect Ambush III ☐ 18) ☐ 19) Paths True ☐ 20) Detect Ambush True ☐ 25) Know Path ☐ 30) Tracking True ☐ 50) Tracks Ahead

HEALER BASE LISTS		EVIL CHANNELING BASE LISTS	
BLOOD WAYS	MUSCLE WAYS	DISEASE	CURSES
☐ 1) Clotting I ☐ 2) Cut Repair I ☐ 3) Minor Vessel Repair ☐ 4) Clotting V ☐ 5) Cut Repair III ☐ 6) Major Vessel Repair I ☐ 7) Joining ‡ * ☐ 8) ☐ 9) Mass Clotting ☐ 10) Mass Cut Repair ☐ 11) Unclotting ☐ 12) ☐ 13) Major Vessel Repair III ☐ 14) ☐ 15) Joining True ‡ * ☐ 16) ☐ 17) Major Vessel Repair V ☐ 18) ☐ 19) Unclotting True ☐ 20) Regulations * ☐ 25) New Blood ☐ 30) Blood Disease Cures ☐ 50) Blood Repairs True	☐ 1) Sprain Repair ☐ 2) Muscle Repair I ☐ 3) Tendon Repair I ☐ 4) Muscle Repair III ☐ 5) Tendon Repair III ☐ 6) ☐ 7) Joining ‡ * ☐ 8) Muscle Repair True ☐ 9) Tendon Repair True ☐ 10) ☐ 11) Mass Muscle Repair ☐ 12) Muscle Regeneration ☐ 13) Mass Tendon Repair ☐ 14) Tendon Regeneration ☐ 15) Joining True ‡ * ☐ 16) ☐ 17) Rapid Muscle Regen. ☐ 18) ☐ 19) Rapid Tendon Regen. ☐ 20) Regeneration True ☐ 25) Total Muscle Regen. ☐ 30) Total Tendon Regen. ☐ 50) Mass Repairs True	☐ 1) Chills ☐ 2) Grey Vision ☐ 3) Smelling Loss ☐ 4) Hearing Loss ☐ 5) Tongue Rot ☐ 6) Asthma ☐ 7) Leprosy ☐ 8) Minor Allergy ☐ 9) Root Rot ☐ 10) Hemophilia ☐ 11) Malaria ☐ 12) Withering Hand ☐ 13) Epilepsy ☐ 14) Pneumonia ☐ 15) Major Allergy ☐ 16) Carrier I ☐ 17) Elephantiasis ☐ 18) ☐ 19) Carrier II ☐ 20) Leukemia ☐ 25) Carrier III ☐ 30) Rabies ☐ 50) Plague	☐ 1) Detect Curse ☐ 2) Nightvision Curse ☐ 3) ☐ 4) Ulcer Curse ☐ 5) Curse Of Dake ☐ 6) Green Tongue ☐ 7) Sea Curse ☐ 8) Curse of Furd ☐ 9) Excommunication ☐ 10) Leaning of Mins ☐ 11) Curse of Shar Bu ☐ 12) Power Leech ☐ 13) Beauty of Arraer ☐ 14) Clotting Curse ☐ 15) Ugliness Of Orn ☐ 16) Curse of Oli ☐ 17) ☐ 18) Curse of Penth ☐ 19) Rewounding ☐ 20) Running Death ☐ 25) Friendslayer ☐ 30) Excommunication True ☐ 50) Dark Thoughts
BONE WAYS	ORGAN WAYS	NECROMANCY	DARK CHANNELS
☐ 1) Minor Fracture Repair ☐ 2) Cartilage Repair ☐ 3) Major Fracture Repair ☐ 4) Skull Repair ☐ 5) Joint Repair ☐ 6) Minor Fract. Rep. True ☐ 7) Joining ‡ * ☐ 8) Cartilage Repair True ☐ 9) Major Frac. Rep. True ☐ 10) Skull Repair True ☐ 11) Joint Repair True ☐ 12) Shatter Repair ☐ 13) Cartilage Regeneration ☐ 14) Bone Regeneration ☐ 15) Joining True ‡ * ☐ 16) Rapid Shatter Repair ☐ 17) Rapid Cartilage Regen. ☐ 18) Skull Regen. ☐ 19) Rapid Bone Regen. ☐ 20) Shatter Repair True ☐ 25) Cartilage Regen. True ☐ 30) Bone Regen. True ☐ 50) Skeletal Regen. True	☐ 1) Nasal Repair ☐ 2) Minor Nerve Repair ☐ 3) Minor Ear Repair ☐ 4) Minor Eye Repair ☐ 5) Major Nerve Repair ☐ 6) Major Ear Repair ☐ 7) Joining ‡ * ☐ 8) Major Eye Repair ☐ 9) Minor Nerve Repair Tr. ☐ 10) Organ Repair ☐ 11) ☐ 12) Paralysis Cures ☐ 13) Mass Nerve Regen. ☐ 14) Major Nerve Rep. True ☐ 15) Joining True ‡ * ☐ 16) ☐ 17) Rapid Paralysis Cures ☐ 18) Rpd. Mass Nerve Regen. ☐ 19) ☐ 20) Brain Repair ☐ 25) Organ Regeneration ☐ 30) Paralysis Cures True ☐ 50) Reuniting	☐ 1) Animate Dead I ☐ 2) Control Undead I * ☐ 3) Undead Mastery ☐ 4) Animate Dead II ☐ 5) Create Undead I ☐ 6) Control Undead II * ☐ 7) Animate Dead III ☐ 8) Create Undead II ☐ 9) Control Undead III * ☐ 10) Animate Dead IV ☐ 11) Create Undead III ☐ 12) Animate Dead V ☐ 13) Control Undead IV * ☐ 14) Animate Dead VI ☐ 15) Create Undead IV ☐ 16) ☐ 17) Order Undead ☐ 18) ☐ 19) Control Undead V * ☐ 20) Create Undead V ☐ 25) Control Undead True * ☐ 30) Ritual of Black Eternity ☐ 50) Create Undead True	☐ 1) ☐ 2) Dark Stunning * ☐ 3) Channels I * ☐ 4) ☐ 5) Dark Sleep * ☐ 6) Channels III * ☐ 7) Channel Opening I ☐ 8) Dark Blinding * ☐ 9) ☐ 10) Black Channel I * ☐ 11) Channels V * ☐ 12) ☐ 13) Absolution * ☐ 14) ☐ 15) Black Channel II * ☐ 16) Channel Opening II ☐ 17) Channel VII * ☐ 18) ☐ 19) Channel X * ☐ 20) Absolution Pure * ☐ 25) Black Channel III * ☐ 30) Dark Absolution * ☐ 50) Unholy Gate
CLEANSING	SURFACE WAYS	WOUNDING	DARK LORE
☐ 1) Transfer ☐ 2) Disease Purification ☐ 3) Poison Purification ☐ 4) Self Preservation ☐ 5) Ease Addiction I ☐ 6) Heal Addiction I ☐ 7) Ease Addiction II ☐ 8) Heal Addiction II ☐ 9) ☐ 10) Mind Disease Cures ☐ 11) Heal Addiction III ☐ 12) Long Transfer ☐ 13) Cure Disease ☐ 14) Heal Addiction IV ☐ 15) Cure Poison ☐ 16) Unpsychosis ☐ 17) Heal Addiction V ☐ 18) ☐ 19) Mind Disease Cures Tr. ☐ 20) Heal Addiction X ☐ 25) Lord Heal Addiction ☐ 30) Heal Addiction True ☐ 50) Addiction Mastery	☐ 1) Heal I ☐ 2) Frost/Burn Relief I ☐ 3) Stun Relief I * ☐ 4) Regenerate I * ☐ 5) Frost/Burn Relief II ☐ 6) Awake ☐ 7) Heal V ☐ 8) Frost/Burn Relief III ☐ 9) Stun Relief III * ☐ 10) Regenerate II * ☐ 11) Frost/Burn Relief ☐ 12) Heal X ☐ 13) Stun Relief V * ☐ 14) ☐ 15) Regenerate III * ☐ 16) ☐ 17) Heal XV ☐ 18) ☐ 19) Stun Relief X * ☐ 20) Heal XX ☐ 25) Heal True ☐ 30) Frost/Burn Relief True ☐ 50) Stun Relief True *	☐ 1) Wounding I * ☐ 2) Cramp * ☐ 3) Bleeding I * ☐ 4) Wounding III * ☐ 5) Sensory Damage I * ☐ 6) Fracture * ☐ 7) Bleeding III * ☐ 8) Wounding V * ☐ 9) Sensory Damage II * ☐ 10) Paralysis * ☐ 11) Wounding VII * ☐ 12) Drain Soul I * ☐ 13) Energy Drain I * ☐ 14) Bleeding V * ☐ 15) Wounding X * ☐ 16) Energy Drain II * ☐ 17) ☐ 18) Drain Soul II * ☐ 19) ☐ 20) Wounding XV * ☐ 25) Drain Soul True * ☐ 30) Bleeding True * ☐ 50) Wounding True *	☐ 1) Afterthoughts ☐ 2) Detect Good ☐ 3) Detect Blessing ☐ 4) Detect Emotion ☐ 5) Dark Lore I ☐ 6) Detections Holy ☐ 7) ☐ 8) Dream I ☐ 9) ☐ 10) Bless Tales ☐ 11) Dark Lore II ☐ 12) Dreams II ☐ 13) Emotion Analysis ☐ 14) Dark Lore III ☐ 15) Dreams III ☐ 16) Light Lore I ☐ 17) ☐ 18) ☐ 19) Light Lore II ☐ 20) Black Lore ☐ 25) Light Lore III ☐ 30) White Lore ☐ 50) Black Lore Mastery



OF ESSENCE



The Essence is that which is common to all things, living and dead, organic and inorganic. It has been characterized by many names—the Tao, Magic, the Unified Field, etc., and represents a force and order that defines the ways of the world. Changes in the patterns of the Essence dictate the flow of events, and the course of life itself. It is a power beyond the grasp of any being.

Nonetheless, some who become one with the Essence find ways of manipulating its patterns on a temporary basis. This fleeting strength allows them to redefine the reality around them, molding elements and wielding very real power. Thus, the spells of those who are of the realm of Essence can be both beautiful and lethal, affecting one or many. In the end, however, the normal patterns will always prevail, and only the effects will remain to tell the tale.

Those things unliving interfere with the manipulation of the patterns of the essence. Being essentially inert, they inhibit the usual extension of one's own Essence, creating difficulty for the spell user seeking to alter patterns outside the body's immediate sphere. This ability to mold the Essence is a prerequisite to successful casting of spells. It is because of this principle, that users of the Essence will rarely wear armor or helms while utilizing spells. Inorganic substances, particularly metal, create even greater difficulties (and provides stronger protection against the powers of Essence). For a full discussion of the modifiers for these object interfering with Essence spells, see the *Rolemaster Standard System*.

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	Body Reins	Mind Over Matter
	Body Renewal	Monk's Bridge
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	Dark Contacts	Entity Summons
	Dark Summons	Matter Disruption
	Darkness	Physical Erosion
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ESSENCE SPELL LIST 3.____

	Lvl	Spell	Area of Effect	Duration	Range	Type
☐	1					
☐	2					
☐	3					
☐	4					
☐	5					
☐	6					
☐	7					
☐	8					
☐	9					
☐	10					
☐	11					
☐	12					
☐	13					
☐	14					
☐	15					
☐	16					
☐	17					
☐	18					
☐	19					
☐	20					
☐	25					
☐	30					
☐	50					

[illegible]

DELVING WAYS

2. **Text Analysis I** — Caster can read text written in an unknown language, but only understand basic concepts of it. This spell gives the caster the equivalent of rank 2 knowledge in a written language.
3. **Stone Analysis** — Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.
4. **Metal Analysis** — As *Stone Analysis*, except metal may be examined.
5. **Gas Analysis** — As *Stone Analysis*, except gas may be examined.
7. **Text Analysis II** — As *Text Analysis I*, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), implications, or cultural references. This spell gives the caster the equivalent of rank 5 knowledge in a written language.
8. **Liquid Analysis** — As *Stone Analysis*, except liquid may be examined.
10. **Delving** — Gives significant details about an item's construction and purpose (not specific powers).
11. **Spell Analysis** — Provides analysis of an active spell; giving its duration, the list it was cast from, and its type (not its level or exactly what spell it is).
14. **Death Analysis** — Gives information concerning a being's death (weapon, spell, time since, etc.); must be cast in place of death (within 24 hour) or in the presence of body (no time limit).
15. **Text Analysis III** — As *Text Analysis II*, except everything but implications is known (e.g., answers to riddles are not known automatically). This spell gives the caster the equivalent of rank 8 knowledge in a written language.
16. **Power Analysis** — As *Spell Analysis*, except will work on abilities/powers that are not currently active. One item, person, or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.
17. **Conveyance** — Caster's awareness leaves his body (which is inactive for the duration of the spell) and may travel at 1 mile per minute. However, it can only travel 10' per round when moving through solid material or when observing the world. If the spell expires before the caster returns to his body, he will return to his body at the fixed rate of 500' per round, **and** upon returning to his body, he must make a RR modified by -50 or die (the attack level is equal to the number of rounds overstayed).
18. **Death's Delving** — As *Death Analysis*, except gives a visual image of the killer, and a vague reason for death (e.g., revenge, robbery, accident, etc.).

OPEN ESSENCE 3.1.1 DELVING WAYS

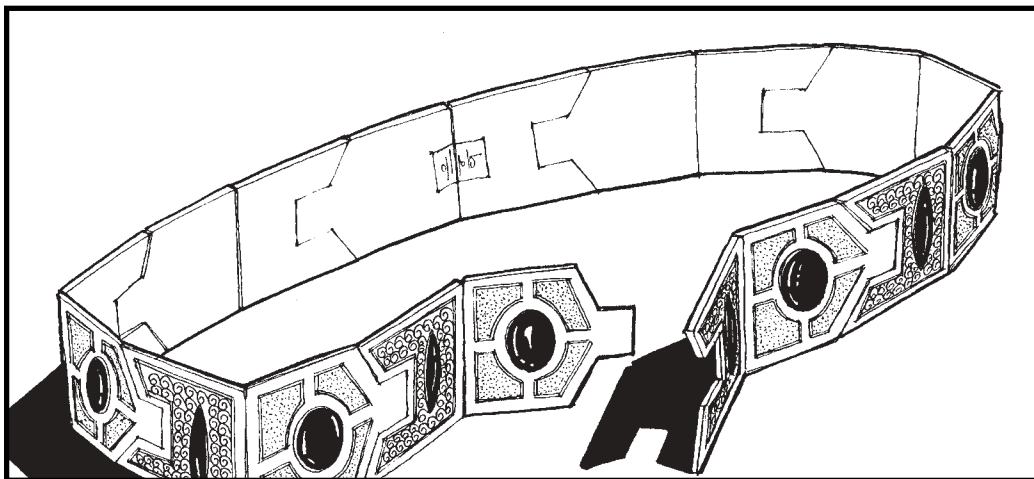
Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Text Analysis I	caster	1 min/lvl (C)	self	U
3)	Stone Analysis	caster	—	10'	I
4)	Metal Analysis	caster	—	10'	I
5)	Gas Analysis	caster	—	10'	I
6)					
7)	Text Analysis II	caster	1 min/lvl (C)	self	U
8)	Liquid Analysis	caster	—	10'	I
9)					
10)	Delving	1 item	—	touch	I
11)	Spell Analysis	1 spell	—	100'	I
12)					
13)					
14)	Death Analysis	1 corpse	—	touch	I
15)	Text Analysis III	caster	1 min/lvl (C)	self	U
16)	Power Analysis	1 target	—	100'	P
17)	Conveyance	caster	10 min/lvl	self	U
18)	Death's Delving	1 corpse	—	touch	I
19)					
20)	Analysis	1 target	—	10'	I
25)	Mass Analysis	1 tgt/rnd	1 rnd/lvl	10'	I
30)	Power Analysis True	1 target	—	100'	P
50)	Conveyance True	caster	10 min/lvl	self	U

20. **Analysis** — Any of the lower level spells may be used together on one item, person, or place (*Conveyance* is not included).

25. **Mass Analysis** — As *Analysis*, except one item per round may be examined.

30. **Power Analysis True** — As *Power Analysis*, except exact origin, creator, and detailed purpose are given; this includes exact spell (when appropriate).

50. **Conveyance True** — As *Conveyance*, except rate is 10 mile per minute (50' per round through solid material and while observing).



OPEN ESSENCE 3.1.2

DETECTING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Essence	5'R	1 min/lvl (C)	100'	P
2)	Detect Mentalism	5'R	1 min/lvl (C)	100'	P
3)	Detect Channeling	5'R	1 min/lvl (C)	100'	P
4)					
5)	Detect Invisible	5'R	1 min/lvl (C)	100'	P
6)	Detect Traps	5'R	1 min/lvl (C)	100'	P
7)	Detect Evil	5'R	1 min/lvl	100'	P
8)	Location I	caster	1 min/lvl	100'	P
9)					
10)	Perceive Power I	5'R	1 min/lvl (C)	100'	P
11)	Detect Death	5'R	1 min/lvl (C)	100'	P
12)	Location III	caster	1 min/lvl	300'	P
13)					
14)					
15)	Detect Spell	5'R	1 min/lvl (C)	100'	P
16)	Location V	caster	1 min/lvl	500'	P
17)					
18)	Perceive Power III	5'R	1 min/lvl (C)	300'	P
19)					
20)	Greater Location	caster	1 min/lvl	1 mile	P
25)	Detect Detections	5'R	1 min/lvl (C)	100'	P
30)	Detect True	5'R	1 rnd/lvl (C)	100'	P
50)	Location True	caster	1 min/lvl	1 mi/lvl	P



16. **Location V** — As *Location I*, except range is 500'.

18. **Perceive Power III** — As *Perceive Power I*, except range is 300'.

20. **Greater Location** — As *Location I*, except range is 1 mile.

25. **Detect Detections** — As *Detect Essence*, except detects any type of detection spell that is operating in the area examined (gives exact spell detected).

30. **Detect True** — Any of the lower level *Detect* spells can be used once per round.

50. **Location True** — As *Location I*, except range is 1 mile per level.



DETECTING WAYS

1. **Detect Essence** — Detects any active spell or item from the Essence realm. Caster can concentrate on a 5'R area each round.
2. **Detect Mentalism** — As *Detect Essence*, except realm is Mentalism.
3. **Detect Channeling** — As *Detect Essence*, except realm is Channeling.
5. **Detect Invisible** — As *Detect Essence*, except detects invisible things. All attacks against something so detected are modified by -50.
6. **Detect Traps** — As *Detect Essence*, except it gives a 75% chance of detecting a trap (trap sophistication may modify this chance).
7. **Detect Evil** — As *Detect Essence*, except detects if a being is evil **or** an item created by evil **or** long used by a very evil person.
8. **Location I** — Gives the direction and distance to any specific object or place that the caster is familiar with **or** has had described in detail.
10. **Perceive Power I** — As *Detect Essence*, except it will give an estimate of the power of the person (level) or item or spell examined.
11. **Detect Death** — As *Detect Essence*, except detects dead bodies and whether anything has died in the radius in the last 24 hours.
12. **Location III** — As *Location I*, except range is 300'.
15. **Detect Spell** — As *Detect Essence*, except detects any spell that has been cast in the area examined. Gives exact spell that was cast.

SPECIAL NOTES

- 1) See Section 7.1.10 for more on detecting invisible.
- 2) For the purposes of spells on this list, "evil" is defined as something that causes (or is a source of) intentional suffering, injury, or destruction (see Section 7.1.3).
- 3) When using a *Location* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item with range can possibly match the description).



ELEMENTAL SHIELDS

1. **Resist Light** — Target is totally protected from all natural light (includes glare, sunburn, and temporary blinding; but not lightning); +10 to all RRs vs light (electricity); -10 to elemental electricity attacks.
2. **Resist Heat** — As *Resist Light*, except protects against natural heat to 200° F and modifies spells involving heat by 10.
3. **Resist Cold** — As *Resist Light*, except protects against natural cold to -20° F and modifies spells involving cold by 10.
4. **Resist Light Sphere** — As *Resist Light*, except all beings within 10'R of target are protected.
5. **Resist Heat Sphere** — As *Resist Heat*, except all beings within 10'R of target are protected.
6. **Resist Cold Sphere** — As *Resist Cold*, except all beings within 10'R of target are protected.
8. **Lightarmor** — As *Resist Light*, except protects against all natural light and electricity and modifies spells involving light (electricity) by 20.
9. **Heatarmor** — As *Lightarmor*, except protects against heat.
10. **Coldarmor** — As *Lightarmor*, except protects against cold.
11. **Lightarmor Sphere** — As *Lightarmor*, except protects all beings within 10'R.
12. **Heatarmor Sphere** — As *Heatarmor*, except protects all beings within 10'R.
13. **Coldarmor Sphere** — As *Coldarmor*, except protects all beings within 10'R.
15. **Lightning Armor** — As *Lightarmor*, except it also decreases all electrical concussion hits (e.g., from shock bolts and lightning bolts) by half, and decreases electrical critical strikes by one level (e.g., 'A's are ignored, 'B's become 'A's, 'C's become 'B's, etc.)
17. **Fire Armor** — As *Lightning Armor*, except fire and heat spells are affected (e.g., fire bolts and fireballs).
19. **Ice Armor** — As *Lightning Armor*, except cold and ice spells are affected (e.g., ice bolts and coldballs).
20. **Mass Lightarmor** — As *Lightarmor*, except as many targets as the caster's level can be affected.
25. **Mass Heatarmor** — As *Heatarmor*, except as many targets as the caster's level can be affected.
30. **Mass Coldarmor** — As *Coldarmor*, except as many targets as the caster's level can be affected.
50. **True Armor** — Acts as *Lightning Armor*, *Fire Armor*, and *Ice Armor* all at the same time.

OPEN ESSENCE 3.1.3

ELEMENTAL SHIELDS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Resist Light	1 target	1 min/lvl	10'	U
2)	Resist Heat	1 target	1 min/lvl	10'	U
3)	Resist Cold	1 target	1 min/lvl	10'	U
4)	Resist Light Sphere	10'R	1 min/lvl	10'	U
5)	Resist Heat Sphere	10'R	1 min/lvl	10'	U
6)	Resist Cold Sphere	10'R	1 min/lvl	10'	U
7)					
8)	Lightarmor	1 target	1 min/lvl	10'	U
9)	Heatarmor	1 target	1 min/lvl	10'	U
10)	Coldarmor	1 target	1 min/lvl	10'	U
11)	Lightarmor Sphere	10'R	1 min/lvl	self	U
12)	Heatarmor Sphere	10'R	1 min/lvl	self	U
13)	Coldarmor Sphere	10'R	1 min/lvl	self	U
14)					
15)	Lightning Armor	1 target	1 min/lvl	10'	U
16)					
17)	Fire Armor	1 target	1 min/lvl	10'	U
18)					
19)	Ice Armor	1 target	1 min/lvl	10'	U
20)	Mass Lightarmor	1 tgt/lvl	1 min/lvl	10'	U
25)	Mass Heatarmor	1 tgt/lvl	1 min/lvl	10'	U
30)	Mass Coldarmor	1 tgt/lvl	1 min/lvl	10'	U
50)	True Armor	1 target	1 min/lvl	10'	U

SPECIAL NOTES

No spells on this list are cumulative with each other.



OPEN ESSENCE 3.1.4

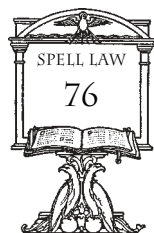
ESSENCE HAND

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Vibrations I	1 lb	1 rnd/lvl	100'	F
2)	Staying I	1 lb	1 min/lvl	100'	F
3)	Telekinesis I	1 lb	1 min/lvl(C)	100'	F
4)	Vibrations II	5 lbs	1 rnd/lvl	100'	F
5)	Staying II	5 lbs	1 min/lvl	100'	F
6)	Telekinesis II	5 lbs	1 min/lvl(C)	100'	F
7)	Vibrations III	25 lbs	1 rnd/lvl	100'	F
8)	Staying III	25 lbs	1 min/lvl	100'	F
9)	Vibrations IV	50 lbs	1 rnd/lvl	100'	F
10)	Aiming	1 target	1 rnd(C)	touch	U
11)	Telekinesis III	25 lbs	1 min/lvl(C)	100'	F
12)	Staying IV	50 lbs	1 min/lvl	100'	F
13)	Mass Vibrations I	varies	1 rnd/lvl	100'	F
14)	Telekinesis IV	50 lbs	1 min/lvl(C)	100'	F
15)	Staying V	100 lbs	1 min/lvl	100'	F
16)	Hurling I	1 lb	—	10'	E
17)	Telekinesis V	100 lbs	1 min/lvl(C)	100'	F
18)					
19)	Mass Vibrations III	varies	1 rnd/lvl	100'	F
20)	Lord Aim	1 target	1 rnd(C)	touch	U
25)	Staying True	10 lb/lvl	1 min/lvl	100'	F
30)	Great Telekinesis	10 lb/lvl	1 min/lvl(C)	100'	F
50)	Aim True	1 target	1 rnd(C)	touch	U



ESSENCE HAND

- Vibrations I** — Causes an object of up to 1 pound mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
- Staying I** — Exerts 1 pound of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.
- Telekinesis I** — Can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell of an equal weight limit cast upon it.
- Vibrations II** — As *Vibrations I*, except mass limit is 5 pounds.
- Staying II** — As *Staying I*, except mass limit is 5 pounds.
- Telekinesis II** — As *Telekinesis I*, except mass limit is 5 pounds.
- Vibrations III** — As *Vibrations I*, except mass limit is 25 pounds.
- Staying III** — As *Staying I*, except mass limit is 25 pounds.
- Vibrations IV** — As *Vibrations I*, except mass limit is 50 pounds.
- Aiming** — By concentrating on the mind of a missile firer and the flight of the missile, the caster causes +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.
- Telekinesis III** — As *Telekinesis I*, except the mass limit is 25 pounds.
- Staying IV** — As *Staying I*, except the mass limit is 50 pounds.



- Mass Vibrations I** — As *Vibrations I*, except as many objects (up to 5 pounds each) as the caster's level can be vibrated (they must all be within the field of vision of the caster).
- Telekinesis IV** — As *Telekinesis I*, except mass limit is 50 pounds.
- Staying V** — As *Staying I*, except mass limit is 100 pounds.
- Hurling I** — Caster may "hurl" one object (that starts within 10' of him) of 1 pound or less with sufficient force to deliver an attack. Attacks are resolved on the Sling Attack Table with a maximum range of 300'. The OB of the attack is the caster's directed spell skill with this spell. If *Arms Law* is not available, use the Shock Bolt Attack Table (with a maximum range of 300') delivering Impact criticals.
- Telekinesis V** — As *Telekinesis I*, except mass limit is 100 pounds.
- Mass Vibrations III** — As *Mass Vibrations I*, except objects may be up to 25 pounds in mass.
- Lord Aim** — As *Aiming*, except missile attack bonus is 100.
- Staying True** — As *Staying I*, except mass limit is 10 pounds per level.
- Great Telekinesis** — As *Telekinesis I*, except mass limit is 10 pounds per level.
- Aim True** — As *Aiming*, except missile attack automatically does maximum damage. If the target is a Large or Super Large creature, the attack is treated as a Slaying attack.

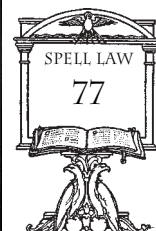
ESSENCE'S PERCEPTIONS

2. **Presence** — Caster is aware of the presence of all sentient/ thinking beings within 20'.
3. **Listen I** — Caster can pick a point up to 10' away and he will hear as if he were at that point (there can be intervening objects such as walls).
5. **Long Ear I** — Caster's point of hearing may be moved independently up to 100' away (moves at the rate of 10' per round). He must physically be able to go there (e.g., he could not send his point of hearing thorough walls or closed doors).
6. **Watch I** — As *Listen I*, except the caster sees from the fixed point (it can rotate).
7. **Long Eye I** — As *Long Ear I*, except the caster sees from the moving point (it can rotate).
8. **Listen II** — As *Listen I*, except the range is 100'.
10. **Telepathy** — Caster can read the surface thoughts of one target.
11. **Watch II** — As *Watch I*, except the range is 100'.
12. **Long Ear II** — As *Long Ear I*, except the range is 300'.
14. **Listen III** — As *Listen I*, except the range is 500'.
15. **Long Eye II** — As *Long Eye I*, except the range is 300'.
18. **Watch III** — As *Watch I*, except range is 500'.
20. **Listen IV** — As *Listen I*, except the range is 1 mile/level.
25. **Watch IV** — As *Watch I*, except the range is 1 mile/level.
30. **Listen True** — As *Listen*, except the range is unlimited (the caster must be able to locate the desired point in terms of direction and distance).
50. **Watch True** — As *Listen True*, except the caster sees instead of hearing.

OPEN ESSENCE 3.1.5

ESSENCE'S PERCEPTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Presence *	20'R	1 rnd/lvl (C)	10'	U
☐ 3)	Listen I	varies	1 rnd/lvl (C)	10'	U
☐ 4)					
☐ 5)	Long Ear I	varies	1 min/lvl (C)	100'	U
☐ 6)	Watch I	varies	1 rnd/lvl (C)	10'	U
☐ 7)	Long Eye I	varies	1 min/lvl (C)	100'	U
☐ 8)	Listen II	varies	1 rnd/lvl (C)	100'	U
☐ 9)					
☐ 10)	Telepathy	1 target	1 rnd/lvl (C)	10'	Pm
☐ 11)	Watch II	varies	1 rnd/lvl (C)	100'	U
☐ 12)	Long Ear II	varies	1 min/lvl (C)	300'	U
☐ 13)					
☐ 14)	Listen III	varies	1 rnd/lvl (C)	500'	U
☐ 15)	Long Eye II	varies	1 min/lvl (C)	300'	U
☐ 16)					
☐ 17)					
☐ 18)	Watch III	varies	1 rnd/lvl (C)	500'	U
☐ 19)					
☐ 20)	Listen IV	varies	1 rnd/lvl (C)	1 mi/lvl	U
☐ 25)	Watch IV	varies	1 rnd/lvl (C)	1 mi/lvl	U
☐ 30)	Listen True	varies	1 rnd/lvl (C)	unlimited	U
☐ 50)	Watch True	varies	1 rnd/lvl (C)	unlimited	U



OPEN ESSENCE 3.1.6

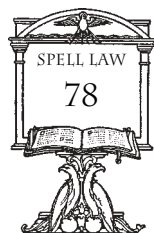
LESSER ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Ventriloquism	1 point	C	100'	E
2	Sound/Light Mirage	10'R	10 min/lvl	100'	E
3	Taste/Smell Mirage	10'R	10 min/lvl	100'	E
4	Illusions II	10'R	1 min/lvl	100'	E
5	Phantasm I	10'R	1 min/lvl (C)	100'	E
6	Light Glamour	1 object	1 day/lvl	50'	E
7	Waiting Illusion II	10'R	varies	50'	E
8	Illusions III	10'R	1 min/lvl	100'	E
9	Phantasm II	10'R	1 min/lvl (C)	100'	E
10	Waiting Phantasm II	10'R	varies	100'	E
11	Waiting Illusion III	10'R	varies	100'	E
12	Phantasm III	10'R	1 min/lvl (C)	100'	E
13	Illusions V	10'R	1 min/lvl	100'	E
14	Waiting Illusion IV	10'R	varies	100'	E
15	Waiting Phantasm III	10'R	varies	100'	E
16	Waiting Illusion V	10'R	varies	100' E	
17	Phantasm IV	10'R	1 min/lvl (C)	100'	E
18	Waiting Phantasm IV	10'R	varies	100'	E
19	Illusions VII	10'R	1 min/lvl	100'	E
20	Waiting Illusion VI	10'R	varies	100'	E
25	Phantasm V	10'R	1 min/lvl (C)	100'	E
30	Illusions X	10'R	1 min/lvl	100'	E
50	Phantasm X	10'R	1 min/lvl (C)	100'	E



LESSER ILLUSIONS

- Ventriloquism** — Caster can speak and his voice will appear to come from any point that he wants within 100' (point must be in his field of vision).
- Sound/Light Mirage** — Creates any simple, immobile image, scene, or sounds in an area up to 10'R, **or** creates a set of immobile sounds in an area up to 10'R.
- Taste/Smell Mirage** — As *Sound/Light Mirage*, except creates a set of immobile smells in the area of effect, **or** a set of immobile tastes in the area of effect.
- Illusions II** — Creates a simple, immobile image or scene up to an area of 10'R. One of the following options may also be chosen: **a)** an extra sense can be added (not the tactile or *Presence* senses), **b)** the duration can be doubled, **c)** the range can be doubled, or **d)** the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all parts of the range must be in the caster's field of vision).
- Phantasm I** — Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in a 10'R.
- Light Glamour** — Changes the visual appearance of one object. The target can be no larger than 10 pounds per level.
- Waiting Illusion II** — As *Illusion II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: **a)** time period, **b)** specified movements, **c)** specified sounds, **d)** specified smells, **e)** specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.



- Illusions III** — As *Illusion II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
- Phantasm II** — As *Phantasm I*, except one of the following options may also be chosen: **a)** an extra sense can be added (not the tactile or *Presence* senses), **b)** the duration can be doubled, **c)** the range can be doubled, **d)** the radius of the area of effect can be doubled, **e)** another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the spell), or **f)** limited repetitious sounds, movements, etc can be added that do not require concentration of the caster (the proper senses involved must also be included with the illusion).
- Waiting Phantasm II** — As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The phantasm will move and act if given a simple command (at the time of casting), or it can deliver a short speech (if sound was one of the included senses).
- Waiting Illusion III** — As *Waiting Illusion II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
- Phantasm III** — As *Phantasm II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
- Illusions V** — As *Illusions III*, except four options may be chosen.
- Waiting Illusion IV** — As *Waiting Illusion III*, except three options may be chosen.
- Waiting Phantasm III** — As *Waiting Phantasm III*, except two options may be chosen.
- Waiting Illusion V** — As *Waiting Illusion III*, except four options may be chosen.
- Phantasm IV** — As *Phantasm III*, except three options may be chosen.
- Waiting Phantasm IV** — As *Waiting Phantasm III*, except three options may be chosen.
- Illusions VII** — As *Illusions III*, except six options may be chosen.
- Waiting Illusion VI** — As *Waiting Illusion III*, except five options may be chosen.
- Phantasm V** — As *Phantasm III*, except four options may be chosen.
- Illusions X** — As *Illusion III*, except nine options may be chosen.
- Phantasm X** — As *Phantasm III*, except nine options may be chosen.

SPECIAL NOTES

- See Section 7.1.27 for more on Illusions.
- If more than one option can be added to the *Illusion* or *Phantasm* spell, the same option may be chosen more than once. For example, with an *Illusion III*, two options are available. The range could be doubled once to 200' and then doubled again to 400'.
- The sense aspects of the illusion (mirage or phantasm) are actually created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or through the use of a conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).

PHYSICAL ENHANCEMENT

1. **Mannish Scale** — Caster can tell the exact dimensions, mass, and/or weight of one object.
2. **Sly Ears** — Target gains double normal hearing. The results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
3. **Balance** — Target may add +50 to any maneuver rolls for one slow maneuver (e.g., walking a 3" beam).
4. **Nightvision** — Target can see 100' on a normal night as if it were daylight. See Section 7.1.19.
5. **Sidevision** — Target has a 300° field of vision. The flank bonus for attacks against the target is lowered to +5 and the rear bonus is lowered to +15.
6. **Sounding** — Target's voice has its loudness tripled. This has no effect on spell casting capabilities (it simply allows the caster to make himself heard without difficulty over long distances).
7. **Watervision** — As *Nightvision*, except target can see 100' in even murky water.
8. **Waterlungs** — Target can breathe water but not air.
9. **Heatvision** — As *Nightvision*, except target can see varying degrees of heat on the surfaces of objects. This spell does not allow the caster to see "through" things. While this vision is sufficient for moving around, it is not sufficient at all for reading or mapping.
10. **Gaslungs** — As *Waterlungs*, except target can breathe any gas as normal air.
11. **Resist Poison** — Delays the effect of a poison on a target. If poison is not eliminated before the spell expires, the target will be affected by the poison at that time.
12. **Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed at all for this spell to work.
15. **Changing Lungs** — As *Waterlungs*, except target can breathe water, air, and/or any gas at will.
16. **Mass Balance** — As *Balance*, except can affect one target per level of caster.
18. **Mass Nightvision** — As *Nightvision*, except can affect one target per level of caster.
19. **Mass Watervision** — As *Watervision*, except can affect one target/level of caster.
20. **Vision** — As all "vision" spells below 15th level functioning at the same time.
25. **Mass Waterlungs** — As *Waterlungs*, except can affect 1 target per level of caster.
30. **Mass Gaslungs** — As *Gaslungs*, except can affect 1 target per level of caster.
50. **Mass Vision** — As *Vision*, except can affect 1 target per level of caster.

OPEN ESSENCE 3.1.7

PHYSICAL ENHANCEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Mannish Scale *	1 object	—	1'	I
2)	Sly Ears	1 target	10 min/lvl	10'	U
3)	Balance *	1 target	varies	10'	U
4)	Nightvision	1 target	10 min/lvl	10'	U
5)	Sidevision	1 target	10 min/lvl	10'	U
6)	Sounding	1 target	10 min/lvl	10'	U
7)	Watervision	1 target	10 min/lvl	10'	U
8)	Waterlungs	1 target	10 min/lvl	10'	U
9)	Heatvision	1 target	10 min/lvl	10'	U
10)	Gaslungs	1 target	10 min/lvl	10'	U
11)	Resist Poison *	1 target	1 hr/lvl	touch	Us
12)	Darkvision	1 target	10 min/lvl	10'	U
13)					
14)					
15)	Changing Lungs	1 target	10 min/lvl	10'	U
16)	Mass Balance	1 tgt/lvl	varies	10'	U
17)					
18)	Mass Nightvision	1 tgt/lvl	10 min/lvl	10'	U
19)	Mass Watervision	1 tgt/lvl	10 min/lvl	10'	U
20)	Vision *	1 target	10 min/lvl	10'	U
25)	Mass Waterlungs	1 tgt/lvl	10 min/lvl	10'	U
30)	Mass Gaslungs	1 tgt/lvl	10 min/lvl	10'	U
50)	Mass Vision	1 tgt/lvl	10 min/lvl	10'	U

SPECIAL NOTES

See Section 7.1.19 for more on how the environment affects vision.



OPEN ESSENCE 3.1.8

RUNE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Spell Store	1 spell	varies	self	U
☐ 3)	Rune I	1 spell	varies	self	U
☐ 4)					
☐ 5)					
☐ 6)	Rune II	1 spell	varies	self	U
☐ 7)					
☐ 8)	Rune III	1 spell	varies	self	U
☐ 9)					
☐ 10)	Rune V	1 spell	varies	self	U
☐ 11)	Sign of Shock	1 target	varies	touch	F
☐ 12)	Rune VI	1 spell	varies	self	U
☐ 13)	Sign of Fear	1 target	varies	touch	F
☐ 14)	Rune VII	1 spell	varies	self	U
☐ 15)	Sign of Sleep	1 target	varies	touch	F
☐ 16)	Rune VIII	1 spell	varies	self	U
☐ 17)	Sign of Blinding	1 target	varies	touch	F
☐ 18)	Rune IX	1 spell	varies	self	U
☐ 19)	Sign of Paralysis	target	varies	touch	F
☐ 20)	Rune X	1 spell	varies	self	U
☐ 25)	Lord Research	varies	varies	self	E
☐ 30)	Lord Rune	1 spell	varies	self	U
☐ 50)	Mass Sign	varies	varies	touch	F



13. Sign of Fear — As *Sign of Stunning*, except target will flee the location of the Sign for 1 minute per 5 failure. The target must make his RR based upon his resistance to Essence, not his resistance to Fear.

14. Rune VII — As *Rune I*, except up to 7th level spells can be inscribed.

15. Sign of Sleep — As *Sign of Stunning*, except target falls into a magical sleep from which he cannot be awakened for 10 minute per 10 failure.

16. Rune VIII — As *Rune I*, except up to 8th level spells can be inscribed.

17. Sign of Blinding — As *Sign of Stunning*, except target is blinded for 1 hour per 10 failure.

18. Rune IX — As *Rune I*, except up to 9th level spells can be inscribed.

19. Sign of Paralysis — As *Sign of Stunning*, except target is paralyzed for 1 hour per 10 failure.

20. Rune X — As *Rune I*, except up to 10th level spells can be inscribed.

25. Lord Research — see Section 7.4.

30. Lord Rune — As *Rune I*, except up to 20th level spells can be inscribed.

50. Mass Sign — As any *Sign* spell desired, except that it can affect a number of targets up to the level of the caster before it is canceled.

RUNE MASTERY

2. Spell Store — Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.

3. Rune I — This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once. Spell to be inscribed must be cast within one minute after the *Rune #* spell is cast. Rune I can only inscribe 1st level spells. The rune can be set to affect reader.

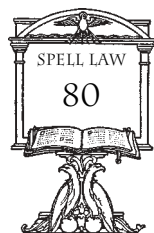
6. Rune II — As *Rune I*, except up to 2nd level spells can be inscribed.

8. Rune III — As *Rune I*, except up to 3rd level spells can be inscribed.

10. Rune V — As *Rune I*, except up to 5th level spells can be inscribed.

11. Sign of Shock — [RR Mod: -20] A Sign can be inscribed on any "non-mobile" surface and affects the triggering being. A Sign can be triggered by one of the following (decided by caster at the time of casting): **a)** specified time has passed, **b)** specified movements within 20', **c)** specified sounds within 20', **d)** touch, or **e)** reading. The Sign is cancelled when a being fails a RR against it. *Sign of Shock* puts the target in a state of shock for 10 minutes per 10 failure (treat as if target is stunned, except target will never pass out due to this shock).

12. Rune VI — As *Rune I*, except up to 6th level spells can be inscribed.



SPECIAL NOTES

- 1) Rune Paper is a special prepared paper, designed to hold enchantments. After the rune is read from the paper, it fades from the paper. The paper may then hold another rune.
- 2) The attack level of a rune is the level of the spell that is put into the rune. If the spell is an elemental attack, the reader's appropriated Directed Spell OB is used.
- 3) See the *Rolemaster Standard System* for more information on how to use runes.

SPELL WALL

1. **Protection I** — Subtracts 5 from elemental attack rolls against the target and adds 5 to all of the target's RRs versus spells.
2. **Cancel Essence** — When the caster of this spell is a target of a spell from the realm of Essence, the "incoming" spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
3. **Protection Sphere I** — As *Protection I*, except all beings within 10'R of target get the benefits.
4. **Cancel Mentalism** — As *Cancel Essence* except affects spells from the realm of Mentalism.
5. **Protection II** — As *Protection I*, except bonuses are 10.
6. **Cancel Channeling** — as *Cancel Essence*, except affects spells from the realm of Channeling.
7. **Protection Sphere II** — As *Protection II*, except it has a 10'R as in *Protection Sphere I*.
8. **Dispel Essence Sphere I** — As *Cancel Essence*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, that spell must make an RR (with a +30 modifier) or be cancelled.
9. **Essence Shield** — Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Essence attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for his spell's base attack roll.
10. **Mind Shield** — As *Essence Shield*, except is effective only against Mentalism spells.
11. **Protection III** — As *Protection I*, except bonuses are 15.
12. **Dispel Mentalism Sphere I** — As *Dispel Essence Sphere I*, except affects spells from the realm of Mentalism.
13. **Channeling Shield** — As *Essence Shield*, except it is effective only against Channeling spells.
14. **Spell Shield** — As *Essence Shield*, except it is effective against any two of the three realms.
15. **Protection IV** — As *Protection I*, except bonuses are 20.
16. **Dispel Channeling Sphere I** — As *Dispel Essence Sphere I*, except affects spells from the realm of Channeling.
18. **Spell Shield True** — As *Essence Shield*, except is effective against all three realms.
19. **Protection V** — As *Protection I*, except bonuses are 25.
20. **Essence Resistance** — Target gets a +50 bonus for all RRs versus Essence spells.
25. **Mentalism Resistance** — As *Essence Resistance*, except is only effective against Mentalism spells.
30. **Channeling Resistance** — As *Essence Resistance*, except is only effective against Channeling spells.
50. **Resistance True** — As *Essence Resistance*, except all three realms are affected.

OPEN ESSENCE 3.1.9

SPELL WALL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	U
2)	Cancel Essence	1 spell	C	self	F
3)	Protection Sphere I	10'R	1 min/lvl	self	U
4)	Cancel Mentalism	1 spell	C	self	F
5)	Protection II	1 target	1 min/lvl	10'	U
6)	Cancel Channeling	1 spell	C	self	F
7)	Protection Sphere II	10'R	1 min/lvl	self	U
8)	Dispel Ess. Sphere I	10'R	C	self	F
9)	Essence Shield	caster	C	self	U
10)	Mind Shield	caster	C	self	U
11)	Protection III	1 target	1 min/lvl	10'	U
12)	Dispel Ment. Sphere I	10'R	C	self	F
13)	Channeling Shield	caster	C	self	U
14)	Spell Shield	caster	C	self	U
15)	Protection IV	1 target	1 min/lvl	10'	U
16)	Dispel Chan. Sphere I	10'R	C	self	F
17)					
18)	Spell Shield True	caster	C	self	U
19)	Protection V	1 target	1 min/lvl	10'	U
20)	Essence Resistance	1 target	C	100'	U
25)	Mentalism Resistance	1 target	C	100'	U
30)	Channeling Resistance	1 target	C	100'	U
50)	Resistance True	1 target	C	100'	U



OPEN ESSENCE 3.1.10

UNBARRING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Lock	1 lock	—	100'	U
2)	Magic Lock	1 door	1 min/lvl	touch	U
3)	Locklore	1 lock	—	touch	I
4)	Opening I	1 lock	—	touch	U
5)	Traplore	1 trap	—	touch	I
6)	Disarm I	1 trap	—	touch	U
7)	Jamming	1 door	P	50'	U
8)	Weakening	1 door	P	50'	U
9)	Open Prison I	5'R/lvl	P	self	U
10)	Opening II	1 lock	—	touch	U
11)	Undoer I	6"x10'x10'	P	10'	U
12)	Disarm II	1 trap	—	touch	U
13)	Greater Magic Lock	1 door	1hr/lvl	touch	U
14)	True Lock	1 door	1 hr/lvl	touch	U
15)	Undoer II	2'x20'x20'	P	10'	U
16)	Open Prison II	5'R/lvl	P	self	U
17)	Undoer III	3'x50'x50'	P	10'	U
18)	Magic Lock True	1 lock	1 day/lvl	touch	U
19)	Undoer True	1 door	P	10'	U
20)	New Gate	8'x5'x6"/lvl	P	touch	U
25)	Lock Mastery	1 lock	—	touch	U
30)	Trap Mastery	1 trap	—	touch	U
50)	Gate Cleaver	varies	1 rnd/lvl	varies	U

UNBARRING WAYS

- Lock** — Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
- Magic Lock** — A door (or container) can be magically "locked." The door can be broken down normally or the spell can be dispelled. Otherwise, the door cannot be opened for the duration of the spell.
- Locklore** — Gives the caster a +20 bonus for picking the lock analyzed. If the caster describes the information gained from this spell, that person will get a +10 bonus to picking the lock analyzed.
- Opening I** — When cast upon a lock, there is a 20% chance a normal lock will open, and a 45% chance that a *Magic Lock* will open. There is a 10% chance that any associated traps are set off. Rolls are open-ended, and the sophistication of the lock may modify the roll (see Section 7.1.29).
- Traplore** — As *Locklore*, except applies to disarming traps.
- Disarm I** — As *Opening I*, except its chances concern disarming traps (see Section 7.1.29).
- Jamming** — Causes a door to expand and jam into its frame. Roll d100 to determine the severity of the jam (a 01 means the door is only slightly stuck; a 100 means that the door is unopenable).
- Weakening** — Reduces the inherent strength of a door by 50%. All attempts to break down the door get a +50 bonus.
- Open Prison I** — When cast, there is a 20% chance that all locks within the area of effect are unlocked (45% chance for *Magic Locks*). Roll separately for each lock in the area of effect. Rolls are open-ended, and the sophistication of the lock may modify the roll (see Section 7.1.29).

10. **Opening II** — As *Opening I*, except chance is 40% (90% for *Magic Locks*).

11. **Undoer I** — Will vaporize a nonmagic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches). This will only work on an object that is used as a door (i.e., a caster cannot *Undoer* a section of wall).

12. **Disarm II** — As *Disarm I*, except chance is 40% (90% for magical traps).

13. **Greater Magic Lock** — As *Magic Lock*, except duration is 1 hr/lvl and the chance that an *Opening* spell (or *Open Prison*) will work is reduced by 20%.

14. **True Lock** — As *Magic Lock*, except door is unbreakable by normal means.

15. **Undoer II** — As *Undoer I*, except door can be up to 2'x20'x20'.

16. **Open Prison II** — As *Open Prison I*, except chance is 40% (90% for *Magic Locks*).

17. **Undoer III** — As *Undoer I*, except door can be up to 3'x50'x50'.

18. **Magic Lock True** — As *Magic Lock*, except duration is 1 day/lvl and the chance that an *Opening* spell (or *Open Prison*) will work is reduced by 40%.

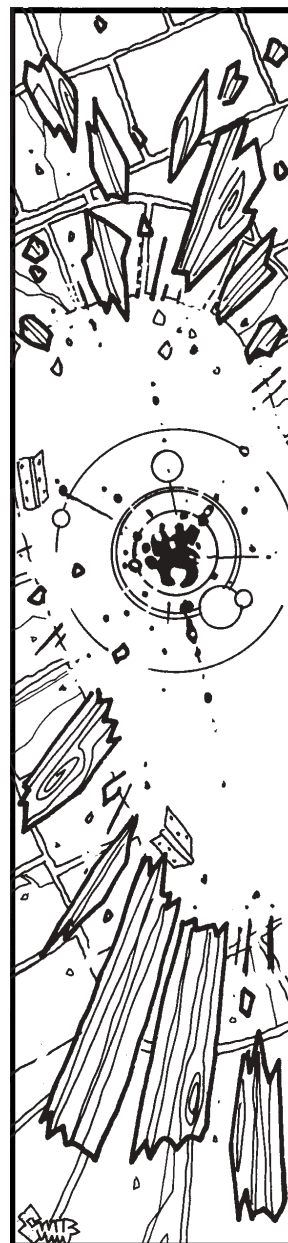
19. **Undoer True** — As *Undoer I*, except any single door is vaporized.

20. **New Gate** — A doorway (8'x5') is created in any wall up to 6" deep per level of the caster.

25. **Lock Mastery** — Gives the caster a 90% chance of opening a lock. The roll is open-ended and the sophistication of the lock may modify the roll.

30. **Trap Mastery** — As *Lock Mastery*, except its chances concern disarming traps.

50. **Gate Cleaver** — Caster can utilize any one of the lower level spells on this list each round.



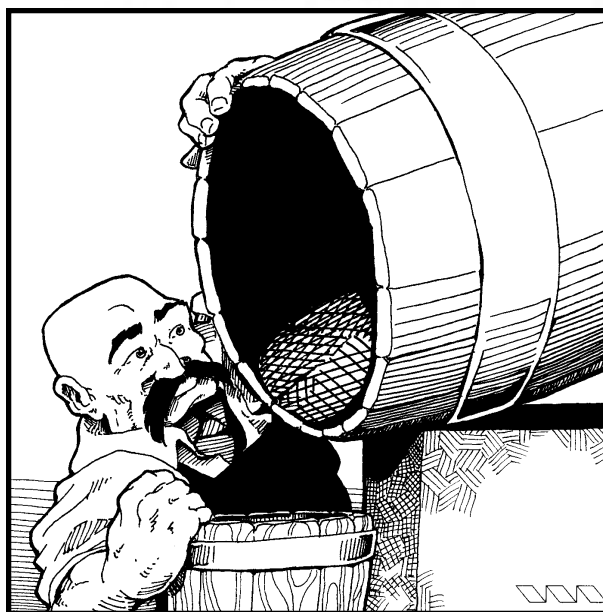
DISPELLING WAYS

1. **Cancel Essence I** — When the caster of this spell is a target of a spell from the realm of Essence, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to the level of its caster. If the “incoming” spell passes the RR, it may target the caster normally; otherwise, the incoming spell has no effect on this target.
2. **Cancel Mentalism I** — As *Cancel Essence I*, except affects spells from the realm of Mentalism.
3. **Cancel Channeling I** — As *Cancel Essence I*, except affects spells from the realm of Channeling.
4. **Dispel Essence I** — Any active spell from the realm of Essence that is on the target must make an RR (use the level of that spell’s caster as the spells level). If the spell fails its RR, it is dispelled.
5. **Dispel Mentalism I** — As *Dispel Essence I*, except affects spells from the realm of Mentalism.
6. **Dispel Channeling I** — As *Dispel Essence I*, except affects spells from the realm of Channeling.
7. **Dispel Essence Sphere I** — As *Dispel Essence I*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, the spell must make an RR (with a +30 modifier) or be cancelled (not dispelled) for as long as the active spell in inside the radius.
8. **Dispel Mentalism Sphere I** — As *Dispel Essence Sphere I*, except only Mentalism spells are affected.
9. **Dispel Channeling Sphere I** — As *Dispel Essence Sphere I*, except only Channeling spells are affected.
10. **Dispel Essence Sphere V** — As *Dispel Essence Sphere I*, except radius is 50'.
11. **Dispel Mentalism Sphere V** — As *Dispel Mentalism Sphere I*, except radius is 50'.
12. **Dispel Channeling Sphere V** — As *Dispel Channeling Sphere I*, except radius is 50'.
14. **Dispel Essence Sphere X** — As *Dispel Essence Sphere I*, except radius is 100'.
15. **Dispel Mentalism Sphere X** — As *Dispel Mentalism Sphere I*, except radius is 100'.
16. **Dispel Channeling Sphere X** — As *Dispel Mentalism Sphere I*, except radius is 100'.
17. **Unessence** — Target has no Essence power points (and thus can throw no Essence spells) for 24 hours (this includes spells cast using spell bonus items). This can also be cast against items which could normally cast spells. Hybrid spell casters who have Essence as one of their realms only have access to half their normal power points.
18. **Unmentalism** — As *Unessence*, except Mentalism is affected.
19. **Unchanneling** — As *Unessence*, except Channeling is affected.
20. **Cancel True** — As *Cancel Essence I* except all 3 realms are affected.
25. **Dispel Essence True** — As *Dispel Essence Sphere I*, except radius is 300'.
30. **Dispel True** — As *Dispel Essence I*, except all 3 realms are affected.
50. **Dispel Sphere True** — As *Dispel Essence Sphere V*, except all 3 realms are affected.

CLOSED ESSENCE 3.2.1

DISPELLING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Cancel Essence I	caster	C	self	F
2	Cancel Mentalism I	caster	C	self	F
3	Cancel Channeling I	caster	C	self	F
4	Dispel Essence I	1 target	—	10'	F
5	Dispel Mentalism I	1 target	—	10'	F
6	Dispel Channeling I	1 target	—	10'	F
7	Dispel Ess. Sphere I	10'R	C	self	F
8	Dispel Ment. Sphere I	10'R	C	self	F
9	Dispel Chan. Sphere I	10'R	C	self	F
10	Dispel Ess. Sphere V	50'R	C	self	F
11	Dispel Ment. Sphere V	50'R	C	self	F
12	Dispel Chan. Sphere V	50'R	C	self	F
13					
14	Dispel Ess. Sphere X	100'R	C	self	F
15	Dispel Ment. Sphere X	100'R	C	self	F
16	Dispel Chan. Sphere X	100'R	C	self	F
17	Unessence	1 target	1 day	100'	F
18	Unmentalism	1 target	1 day	100'	F
19	Unchanneling	1 target	1 day	100'	F
20	Cancel True	caster	C	self	F
25	Dispel Essence True	300'R	C	self	F
30	Dispel True	1 target	C	10'	F
50	Dispel Sphere True	50'R	C	self	F



CLOSED ESSENCE 3.2.2

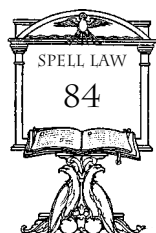
GATE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Familiar	1 animal	P	touch	U
❑ 2)	Summons I	1 creature	varies	100'	U
❑ 3)	Companion	1 creature	varies	100'	U
❑ 4)					
❑ 5)	Summons II	varies	varies	100'	U
❑ 6)	Control Demon I	1 demon	C	10'/lvl	E
❑ 7)	Summons III	varies	varies	100'	U
❑ 8)	Lesser Demonic Gate	1 demon	varies	10'	U
❑ 9)	Summons V	varies	varies	100'	U
❑ 10)	Control Demon II	1 demon	C	10'/lvl	E
❑ 11)	Summons X	varies	varies	100'	U
❑ 12)	Summon Folk	varies	varies	100'	U
❑ 13)	Control Demon III	1 demon	C	10'/lvl	E
❑ 14)	Companion True	1 creature	varies	100'	U
❑ 15)	Waiting Summons	varies	varies	100'	U
❑ 16)	Lord Summons	varies	varies	100'	U
❑ 17)	Lesser Waiting Gate	1 demon	varies	10'	U
❑ 18)	Greater Demonic Gate	1 demon	varies	10'	U
❑ 19)	Control Demon IV	1 demon	C	10'/lvl	E
❑ 20)	Mass Summons	varies	varies	100'	U
❑ 25)	Demon Mastery II	1 demon	varies	10'/lvl	Fm
❑ 30)	Waiting Gate	1 demon	varies	10'	U
❑ 50)	Control Demon V	1 demon	C	10'/lvl	E



GATE MASTERY

- 1. Familiar** — The caster can attune himself to a small creature (of creature intelligence) to serve as his familiar. The caster must obtain the creature through normal means (can be no more than 10% of caster's own mass) and cast this spell on the creature once per day for 1 week (concentrating for 2 hours per day). The caster can then control the familiar and view the world through its senses by concentrating on it (though the familiar must be within 50' per level). If the creature is killed, the caster will have a -25 modification to all actions for 2 weeks.
- 2. Summons I** — Caster can instantly summon a first level, non-intelligent creature that he can control. If the creature can understand the caster's communication (e.g., *Creature Tongues*), the creature can be controlled by normal communication. Otherwise, control is only maintained through concentration of the caster. The general type of the creature can be specified by the caster but exactly what the creature is should be determined by the GM (selected from creatures commonly found in the area where the spell is cast). If the creature was summoned to be used for a task that is not dangerous to the creature, the duration for this spell is 10 minutes per level of the caster. However, if the creature is ever put into a dangerous situation, the duration drops to 1 round per level of the caster.
- 3. Companion** — The caster can make a semi-intelligent being a companion. The companion can be no more than 50% of the caster's mass. The companion cannot be more intelligent than the caster. The relationship between the caster and the companion is not magical (and the caster must strive to maintain good relations with the companion or it will leave him). The relationship should be treated as a parent/child relationship. The companion will almost always obey a "do not" command (e.g., "Do not drink that potion"); but the companion may make an RR to resist a "do" command (e.g., "Go steal the eggs from the

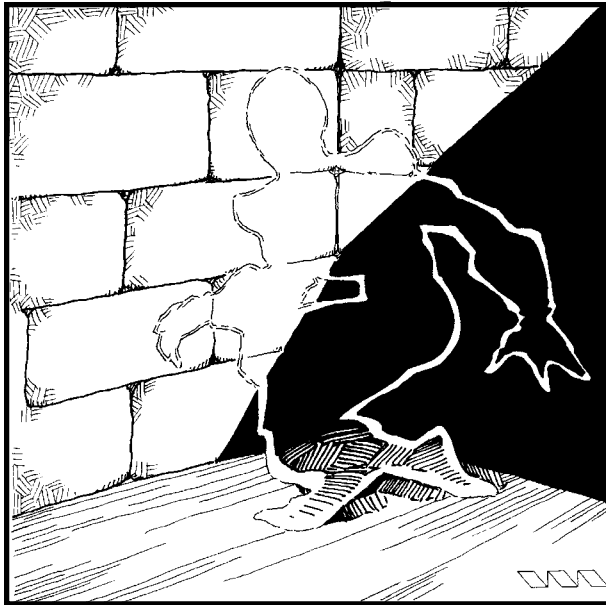


chickens). The GM should determine when a command is a "do not" command and when a command is a "do" command (i.e., the commands do not have to have "do" or "do not" in them—it is the intent of the command that should be examined).

- 5. Summons II** — As *Summons I*, except caster can also choose one of the following options: **a)** the level of a summoned creature is increased by one, **b)** an extra first level creature can be summoned, or **c)** the duration can be doubled.
- 6. Control Demon I** — Allows the caster to control a Type I demon for the duration of the spell. At the time of casting, there is a 2% chance per Type of the demon that the demon can ignore the control.
- 7. Summons III** — As *Summons II*, except 2 options can be chosen.
- 8. Lesser Demonic Gate** — Caster summons a demon who gradually appears over the course of d10+1 rounds. The GM should roll d100 (not open-ended) to determine the type of the demon. A result of 1-60 summons a Type I demon. A result of 61-90 summons a Type II demon. A result of 91-100 summons a Type III demon. See Section 7.1.31 for results if demon is not "controlled" or "mastered" before it fully appears.
- 9. Summons V** — As *Summons III*, except 4 options can be chosen.
- 10. Control Demon II** — As *Control Demon I*, except Type I and Type II demons can be controlled.
- 11. Summons X** — As *Summons III*, except 9 options can be chosen.
- 12. Summon Folk** — After casting this spell, any nearby rural spirits or occupational spirits will visit the caster (exact time before the visit occurs may vary). The summoned folk will have the same nature as the caster. The exact results of their visit will vary (GM's discretion).
- 13. Control Demon III** — As *Control Demon I*, except Type I, Type II, and Type III demons can be controlled.
- 14. Companion True** — As *Companion*, except there is no size limitation on the companion.
- 15. Waiting Summons** — As *Summons X*, except the arrival of the summoned creature(s) can be delayed up to 1 day per level of the caster **or** until triggered by one of the following (decided at the time of casting): specified movements, touch, or a specific action. The caster may specify (at the time of casting) a single task for the creature(s) to perform when it (they) arrives.
- 16. Lord Summons** — As *Summons III*, except 19 options may be chosen.
- 17. Lesser Waiting Gate** — As *Waiting Summons*, except it functions as *Lesser Demonic Gate*.
- 18. Greater Demonic Gate** — As *Lesser Demonic Gate*, except Types III, IV, V, and VI can be summoned. Roll d100 (not open-ended) to determine the type: 1-60 results in a Type III demon, 61-85 results in a Type IV demon, 86-95 results in a Type V demon, and 96-100 results in a Type VI demon.
- 19. Control Demon IV** — As *Control Demon I*, except Type I, Type II, Type III, and Type IV demons can be controlled.
- 20. Mass Summons** — As *Summons III*, except the caster can take as many options as he has levels.
- 25. Demon Mastery II** — As *Control Demon II*, except concentration is not required. There is a 5% chance per Type of the demon that the demon can ignore the mastery.
- 30. Waiting Gate** — As *Waiting Summons*, except it functions as *Greater Demonic Gate*.
- 50. Control Demon V** — As *Control Demon I*, except Type I, Type II, Type III, Type IV, and Type V demons can be controlled.

SPECIAL NOTES

See Section 7.1.31 for more on summoning creatures and controlling demons.



INVISIBLE WAYS

2. **Unseen I** — A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack).
4. **Invisibility I** — As *Unseen I*, except everything within 1' of the target is invisible as long as it is within 1' and none of the *Unseen I* termination conditions occur. See Section 7.1.10.
6. **Invisibility II** — As *Invisibility I*, except the radius can vary up to 1' (chosen at the time of casting). This makes the invisible target harder to see. See Section 7.1.10.
8. **Invisibility Sphere I** — As *Invisibility I*, except the radius is 10'.
10. **Unseen III** — As *Unseen I*, except 3 objects can be affected.
11. **Invisibility Sphere II** — As *Invisibility Sphere I*, except the radius can vary up to 10' (chosen at the time of casting).
13. **Unseen V** — As *Unseen I*, except 5 objects can be affected.
15. **Invisibility Split** — As *Invisibility I*, except two targets can be affected (with a separate radius for each).
17. **Unseen X** — As *Unseen I*, except up to 10 objects can be affected.
18. **Invisibility Split Sphere** — As *Invisibility Split Sphere*, except the two radii can vary up to 10' (chosen at the time of casting).
20. **Invisibility III** — As *Invisibility I*, except radius can vary up to 20' (chosen at the time of casting).
25. **Mass Unseen** — As *Unseen I*, except as many objects as the caster's level may be affected.
30. **Mass Invisibility** — As *Invisibility I*, except as many targets as the caster's level can be affected. Each target gets its own radius.
50. **True Invisibility** — As *Invisibility II*, except only affects the caster. If he attacks he is only visible for the round immediately following the attack. Violent blows do not affect this spell.

SPECIAL NOTES

See Section 7.1.10 for more in invisibility (including effects of invisibility and how to detect it).

CLOSED ESSENCE 3.2.3 INVISIBLE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Unseen I	1 target	24 hours	10'	E
3)					
4)	Invisibility I	1 target	24 hours	10'	E
5)					
6)	Invisibility II	1 target	24 hours	10'	E
7)					
8)	Invisibility Sphere I	1 target	24 hours	10'	E
9)					
10)	Unseen III	3 targets	24 hours	10'	E
11)	Invisibility Sphere II	1 target	24 hours	10'	E
12)					
13)	Unseen V	5 targets	24 hours	10'	E
14)					
15)	Invisibility Split	2 targets	24 hours	10'	E
16)					
17)	Unseen X	10 targets	24 hours	10'	E
18)	Invis. Split Sphere	2 targets	24 hours	10'	E
19)					
20)	Invisibility Sphere III	1 target	24 hours	10'	E
25)	Mass Unseen	1 target/lvl	24 hours	10'	E
30)	Mass Invisibility	1 target/lvl	24 hours	10'	E
50)	True Invisibility	caster	24 hours	self	E



CLOSED ESSENCE 3.2.4 LIVING CHANGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Shrink Self	caster	1 min/lvl	self	U
2)	Enlarge Self	caster	1 min/lvl	self	U
3)	Change Lore	caster	—	100'	P
4)					
5)	Change to Kind	1 target	10 min/lvl	10'	U
6)					
7)	Shrink	1 target	10 min/lvl	10'	U
8)					
9)					
10)	Enlarge	1 target	10 min/lvl	10'	U
11)	Change	1 target	10 min/lvl	10'	U
12)					
13)	True Change	1 target	10 min/lvl	10'	U
14)					
15)	Changing	caster	10 min/lvl	self	U
16)					
17)	Merging	1 target	varies	10'	U
18)					
19)	Invulnerability	1 target	1 min/lvl	10'	U
20)	Passing	1 target	1 min/lvl	10'	U
25)	Mass Enlarge	1 target/lvl	1 min/lvl	10'	U
30)	Mass Change	1 target/lvl	10 min/lvl	10'	U
50)	Mass Merging	1 target/lvl	varies	10'	U

LIVING CHANGE

1. **Shrink Self** — Caster may shrink by up to 50% his normal mass (height in most situations). The caster retains his previous strength.

2. **Enlarge Self** — As *Shrink Self*, except caster may increase his mass by 50% (height in most situations); there is no increase in his strength (except for movement purposes).

3. **Change Lore** — Allows caster to analyze the form of another being for future use with *True Change*.

5. **Change to Kind** — Caster can alter the target's form to the form of any desired humanoid race. The form cannot be a specific form. For example, the target could take on the form of a Dwarf, but not the Dwarven king. Only physical form is gained (e.g., the target who becomes a Dwarf would not receive the dwarves ability to see in the dark). See Section 7.1.11.

7. **Shrink** — As *Shrink Self*, except the maximum decrease is 10% of caster's mass per level (maximum of 90% of the target's mass) and it can be cast on any material that is living or was once living.

10. **Enlarge** — As *Shrink*, except it increases target's mass up to 10% of caster's mass per level.

11. **Change** — As *Change to Kind*, except alteration can be to any organic form within 50% to 200% target's current mass. Target gains no special abilities from the change.

13. **True Change** — As *Change*, except altered form can be that of a specific being analyzed by *Change Lore*.

15. **Changing** — As *True Change*, except caster may assume a different form anytime during the spell, by concentrating for one round per change.

17. **Merging** — Target can merge into any solid, inanimate material. While merged, the target cannot move or perceive. When the target emerges from the material, he can emerge from any side or face of the material. The target cannot move "through" material greater in width than his own body size plus 2 feet. The caster can exit at any time up to 1hr/lvl; all other targets must emerge after a specified time (the caster specifies the time when the spell is cast, must be less than 1 hr/lvl).

19. **Invulnerability** — Target has all critical hits lowered by one in severity (an 'A' critical is treated as an 'A' critical with a -20 modification).

20. **Passing** — Target may pass through any inanimate material up to 1' per level; it takes one round to pass through 2'.

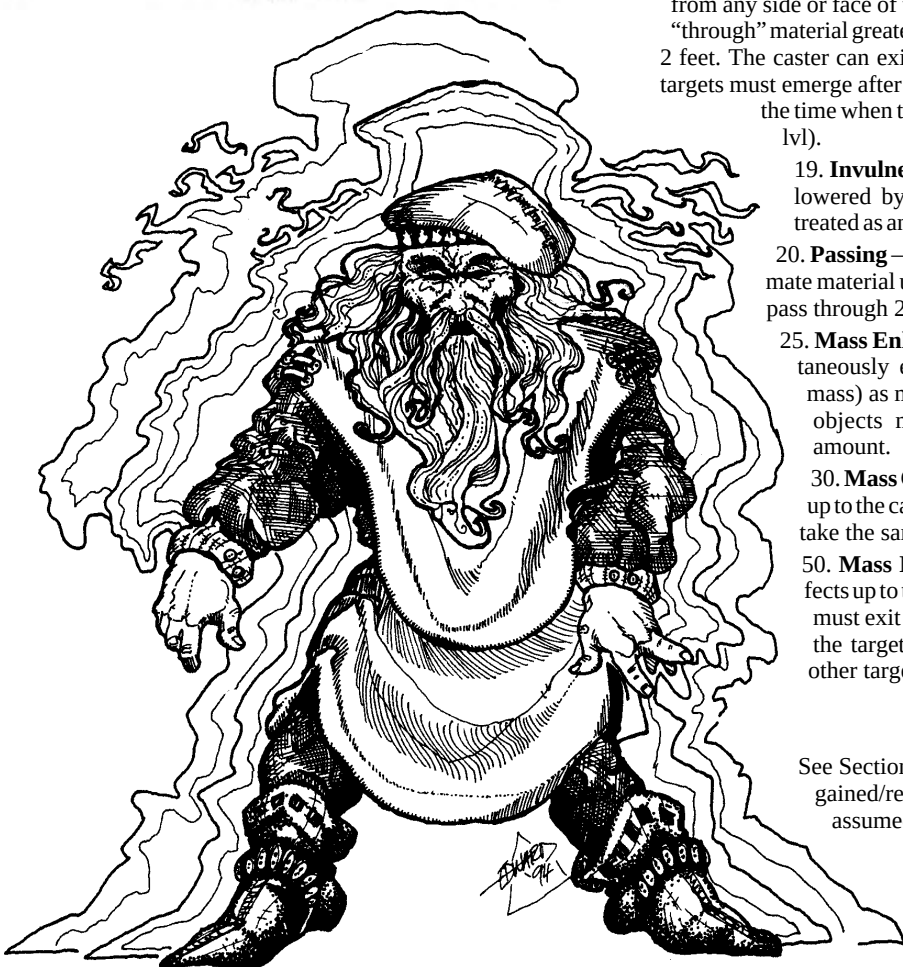
25. **Mass Enlarge** — As *Enlarge*, except it simultaneously enlarges (by up to 50% of caster's mass) as many targets as the caster's level. All objects must enlarge the same percentage amount.

30. **Mass Change** — As *Change*, except affects up to the caster's level in targets (all targets must take the same type of form).

50. **Mass Merging** — As *Merging*, except affects up to the caster's level in targets. All targets must exit after a set time. If the caster is one of the targets, he may exit any time and all other targets can exit with him.

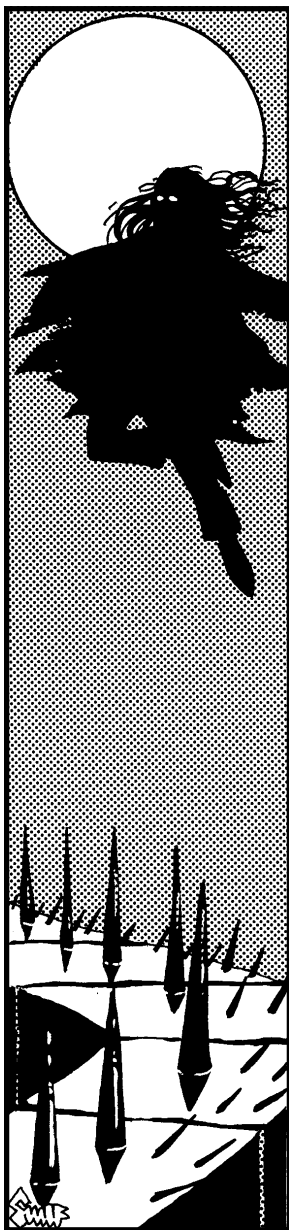
SPECIAL NOTES

See Section 7.1.11 for more on the abilities gained/retained when a new shape is assumed.



LOFTY BRIDGE

1. **Leaping** — Allows the target to leap 50' laterally or 20' vertically in the round that the spell is cast.
2. **Landing** — Allows the target to land safely after a fall up to 20' per level of the caster. In addition, the target may take that distance off the severity of any longer fall.
3. **Leaving I** — Caster teleports the target to a point up to 100' away. There can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is defined as anything the target could not physically go through (e.g., a closed door is a barrier, a pit is not).
4. **Levitation** — Allows target to move up and down vertically at a rate of 10' per round. The spell does not confer any ability to control horizontal movement.
5. **Fly II** — Target can fly at a rate of 75' per round (approximately 5 mph). While *Fly* is active, normal movement (e.g., walking, running, etc.) is not allowed.
6. **Portal** — Opens a 3'x6'x3' portal in any solid surface. At the end of the duration, the surface is returned to its previous state. If anyone is in the area of effect when the spell effect ends, he is forced back to his point of entry.
7. **Fly II** — As *Fly I*, except rate is 150' per round.
8. **Long Door I** — As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the target does not move; instead, he is stunned 1-10 rounds (the caster still expends the PPs for this spell).
9. **Leaving III** — As *Leaving I*, except movement range is 300'.
10. **Teleport I** — As *Long Door I*, except movement range is 10 miles per level. This can be very risky depending upon the caster's familiarity with the destination's locale. The following chances for failure exist: *Never seen place* (but has had described) = 50%; *Been briefly* (one hour or less) = 25%; *Studied* (been in for 24 hours) = 10%; *Studied carefully* (7 days) = 1%; *Lived in* (for at least one year) = .01%. In the case of failure, first determine the direction of the error (randomly). The amount of error is then determined by making a d100 (open-ended) to determine the distance of the error in feet.
11. **Fly III** — As *Fly I*, except rate is 300' per round.
12. **Long Door III** — As *Long Door I*, except movement range is 300'.
13. **Teleport III** — As *Teleport I*, except up to 3 targets may be moved to same place.
14. **Portal True** — As *Portal*, except portal is 3'x6' and up to 5' per level deep.



CLOSED ESSENCE 3.2.5

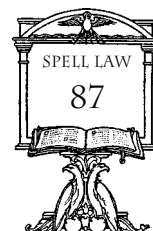
LOFTY BRIDGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Leaving I	1 target	—	10'	U
4)	Levitation	1 target	1 min/lvl	10'	U
5)	Fly I	1 target	1 min/lvl	10'	U
6)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
7)	Fly II	1 target	1 min/lvl	10'	U
8)	Long Door I	1 target	—	10'	U
9)	Leaving III	1 target	—	10'	U
10)	Teleport I	1 target	—	10'	U
11)	Fly III	1 target	1 min/lvl	10'	U
12)	Long Door III	1 target	—	10'	U
13)	Teleport III	3 targets	—	10'	U
14)	Portal True	3'x6'x5'/lvl	1 rnd/lvl	touch	U
15)	Long Door V	1 target	—	10'	U
16)	Teleport V	5 targets	—	10'	U
17)	Fly True	1 target	1 min/lvl	10'	U
18)	Teleport X	10 targets	—	10'	U
19)	Mass Leaving	1 target/lvl	—	10'	U
20)	Lord Teleport	20 targets	—	10'	U
25)	Mass Long Door	1 target/lvl	—	10'	U
30)	Mass Teleport	1 target/lvl	—	10'	U
50)	Teleport True	1 target	—	10'	U

15. **Long Door V** — As *Long Door I*, except movement range is 500'.
16. **Teleport V** — As *Teleport III*, except 5 targets may be moved.
17. **Fly True** — As *Fly I*, except rate is 450' per round.
18. **Teleport X** — As *Teleport III*, except 10 targets may be moved.
19. **Mass Leaving** — As *Leaving*, except as many targets as the caster's level may be moved.
20. **Lord Teleport** — As *Teleport III*, except 20 targets can be moved.
25. **Mass Long Door** — As *Long Door*, except as many targets as the caster's level may be moved up to 300'.
30. **Mass Teleport** — As *Teleport III*, except as many targets as the caster's level may be moved.
50. **Teleport True** — As *Teleport I*, except with an unlimited movement range.

SPECIAL NOTES

See Section 7.1.12 for notes on encumbrance limits for the spells on this list.



RAPID WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Run I *	1 target	10 min/lvl	10'	U
2)	Speed I *	1 target	1 rnd	10'	U
3)	Speed Reading	1 target	10 min/lvl	10'	U
4)	Speed II *	varies	varies	10'	U
5)	Sprint I *	1 target	10 min/lvl	10'	U
6)	Haste I *	1 target	1 rnd	10'	U
7)	Speed III *	varies	varies	10'	U
8)	Haste II *	varies	varies	10'	U
9)	Fast Sprint *	1 target	10 min/lvl	10'	U
10)	Speed V *	varies	varies	10'	U
11)	Run III *	3 targets	10 min/lvl	10'	U
12)	Haste III *	varies	varies	10'	U
13)					
14)	Sprint III *	3 targets	10 min/lvl	10'	U
15)	Haste V *	varies	varies	10'	U
16)	Run V *	5 targets	10 min/lvl	10'	U
17)	Speed X *	varies	varies	10'	U
18)	Sprint V *	5 targets	10 min/lvl	10'	U
19)					
20)	Haste X *	varies	varies	10'	U
25)	Mass Run *	1 target/lvl	10 min/lvl	10'	U
30)	Mass Speed *	varies	varies	10'	U
50)	Mass Haste *	varies	varies	10'	U



among one to three targets (in any combination).

14. **Sprint III** — As *Sprint I*, except 3 targets may be affected.

15. **Haste V** — As *Haste III*, except duration is 5 rounds split among one to five targets (in any combination).

16. **Run V** — As *Run I*, except 5 targets may be affected.

17. **Speed X** — As *Speed III*, except duration is 10 rounds split among one to ten targets (in any combination).

18. **Sprint V** — As *Sprint I*, except 5 targets may be affected.

20. **Haste X** — As *Haste III*, except duration is 10 rounds split among one to ten targets (in any combination).

25. **Mass Run** — As *Run I*, except as many targets as the caster's level may be affected.

30. **Mass Speed** — As *Speed III*, except duration is a number of rounds equal to the caster's level, split among any number of targets up to the caster's level (in any combination).

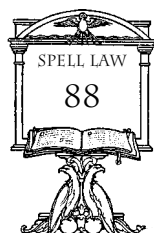
50. **Mass Haste** — As *Haste III*, except duration is a number of rounds equal to the caster's level, split among any number of targets up to the caster's level (in any combination).

RAPID WAYS

1. **Run I** — Target may run at double his normal walking pace; he expends exhaustion points at the same rate he would if he were walking, once he stops or performs some other action the spell is canceled.
2. **Speed I** — Target may act at twice his normal rate (i.e., 200% activity per round), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity per round). See 7.1.24 for more information.
3. **Speed Reading** — Target reads at a rate of 10 pages per minute.
4. **Speed II** — As *Speed I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.
5. **Sprint I** — Target may run at triple his normal walking pace and only expends exhaustion points at the same rate he would if he were walking. Once he stops or performs some other action the spell is canceled.
6. **Haste I** — Target may act at twice his normal rate (i.e., 200% activity). See Section 7.1.24 for more information.
7. **Speed III** — As *Speed I*, except duration is 3 rounds split among one to three targets (in any combination).
8. **Haste II** — As *Haste I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.
9. **Fast Sprint** — Target may run at four times his normal walking pace and only expend exhaustion points at the same rate he would if he were walking, but once he stops or performs some other action the spell is canceled.
10. **Speed V** — As *Speed III*, except duration is 5 rounds split among one to five targets (in any combination).
11. **Run III** — As *Run I*, except 3 targets may be affected.
12. **Haste III** — As *Haste I*, except duration is 3 rounds split

SPECIAL NOTES

See 7.1.24 for more information on *Haste* and *Speed*.



SHIELD MASTERY

1. **Enchanted Shield** — Caster temporarily enchants a non-magic, non-metal shield with a +10 Defensive Bonus (DB).
2. **Shield** — Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a “real” shield.
3. **Blur** — Causes target to appear blurred to attackers. This subtracts 10 from all attacks.
4. **Enchanted Robes** — Caster temporarily enchants one robe to confer a +10 DB.
5. **Deflections I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes 100 to be subtracted from the missile's attack.
6. **Enchanted Leather** — Caster temporarily enchants one non-magic suit of leather (usually a shirt) with a +10 DB.
7. **Bladeturn I** — Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
9. **Deflections II** — As *Deflections I*, except 2 missiles may be affected.
10. **Aim Untrue I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss its target.
11. **Bladeturn II** — As *Bladeturn I*, except 2 melee attacks may be affected.
13. **Deflections III** — As *Deflections I*, except 3 missiles may be affected.
15. **Aim Untrue II** — As *Aim Untrue I*, except 2 missiles may be affected.
17. **Bladeturn III** — As *Bladeturn I*, except 3 melee attacks may be affected.
18. **Re-aiming** — One missile passing within 100' of caster is reversed and make an attack on its source. For the attack on the missile's source, use an OB of +5 (no other OB or DB modifiers apply).
19. **Aim Untrue III** — As *Aim Untrue I*, except 3 missiles may be affected.
20. **Mass Deflections** — As *Deflections I*, except as many missiles as the caster's level may be affected.
25. **Mass Bladeturn** — As *Bladeturn I*, except as many melee attacks as the caster's level may be affected.
30. **Mass Aim Untrue** — As *Mass Deflections*, except missiles automatically miss.
50. **Re-aiming True** — As *Re-aiming*, except all missiles passing within 100' of caster are reversed. Each missile attacks its firer with a +20 OB.

SPECIAL NOTES

- 1) When casting a spell that can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets.
- 2) The bonuses from *Enchanted Robes* and *Enchanted Leather* are not cumulative **and** they are not cumulative with bonuses from other armor.

CLOSED ESSENCE 3.2.7

SHIELD MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Enchanted Shield	1 shield	1 min/lvl	10'	U
2	Shield *	caster	1 min/lvl	self	U
3	Blur *	1 target	1 min/lvl	10'	U
4	Enchanted Robes	1 robe	1 min/lvl	10'	U
5	Deflections I *	1 missile	—	100'	U
6	Enchanted Leather	1 leather	1 min/lvl	10'	U
7	Bladeturn I *	1 attack	—	100'	U
8					
9	Deflections II *	2 missiles	—	100'	U
10	Aim Untrue I *	1 missile	—	100'	U
11	Bladeturn II *	2 attacks	—	100'	U
12					
13	Deflections III *	3 missiles	—	100'	U
14					
15	Aim Untrue II *	2 missiles	—	100'	U
16					
17	Bladeturn III *	3 attacks	—	100'	U
18	Re-aiming *	1 missile	—	100'	U
19	Aim Untrue III *	3 missiles	—	100'	U
20	Mass Deflections *	varies	—	100'	U
25	Mass Bladeturn *	varies	—	100'	U
30	Mass Aim Untrue *	varies	—	100'	U
50	Re-aiming True *	100'R	—	100'	U



SPELL ENHANCEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Special Effects *	1 spell	varies	self	U
☐ 2)	Extension II	1 spell	varies	self	U
☐ 3)					
☐ 4)	Ranging I	1 spell	varies	self	U
☐ 5)	Extension III	1 spell	varies	self	U
☐ 6)	Instant Ranging I *	1 spell	varies	self	U
☐ 7)	Increased Radius I	1 spell	varies	self	U
☐ 8)	Ranging II	1 spell	varies	self	U
☐ 9)	Extension IV	1 spell	varies	self	U
☐ 10)	Instant Ranging II *	1 spell	varies	self	U
☐ 11)	Increased Radius II	1 spell	varies	self	U
☐ 12)	Ranging III	1 spell	varies	self	U
☐ 13)	Extension V	1 spell	varies	self	U
☐ 14)	Instant Ranging III *	1 spell	varies	self	U
☐ 15)	Increased Radius III	1 spell	varies	self	U
☐ 16)	Ranging IV	1 spell	varies	self	U
☐ 17)	Extension X	1 spell	varies	self	U
☐ 18)	Instant Ranging IV *	1 spell	varies	self	U
☐ 19)	Increased Radius IV	1 spell	varies	self	U
☐ 20)	Ranging V	1 spell	varies	self	U
☐ 25)	Greater Extension	1 spell	varies	self	U
☐ 30)	Extension True	1 spell	varies	self	U
☐ 50)	Permanent	1 spell	varies	self	U

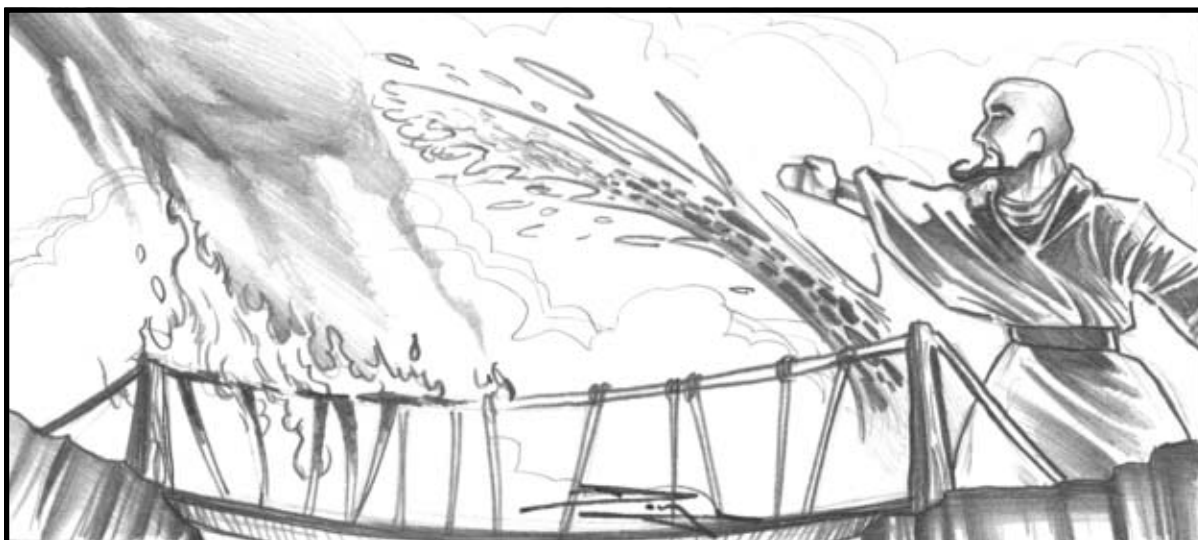


SPECIAL NOTES

- 1) Only spells with a defined duration can have their duration changed with an *Extension* spell. This does not include spells with a duration of “concentration” or “instant” spells.
- 2) Only spells with a “radius” effect can have their area of effect changed by the *Increase Radius* spells.
- 3) Only spells with a range other than “self” can be affected by *Ranging* spells.
- 4) *Instant Ranging* does not allow two spells to be cast in the same round. Thus, a spell that is utilizing *Instant Ranging* still takes a minimum of two rounds to cast (one for the *Instant Ranging* and one for the other spell).

SPELL ENHANCEMENT

1. **Special Effects** — Caster can add a minor smell, visual, or audio aspect to the next spell that he casts. This minor effect cannot increase or change the effects of the spell in any fashion.
2. **Extension II** — Causes the next spell that the caster casts (within 1 minute) to have double the normal duration. This spell is not cumulative with any other *Extension* spells.
4. **Ranging I** — Causes the next spell that the caster casts (within 1 minute) to have its range increased by 50'. This spell is not cumulative with any other *Ranging* spells.
5. **Extension III** — As *Extension II*, except duration is 3 times normal.
6. **Instant Ranging I** — As *Ranging I*, except the casting time is instant.
7. **Increased Radius I** — Causes the next spell that the caster casts (within 1 minute) to have its area of effect increased by 5'. This spell is not cumulative with other *Increased Radius* spells.
8. **Ranging II** — As *Ranging I*, except range increase is 100'.
9. **Extension IV** — As *Extension II*, except duration is 4 times normal.
10. **Instant Ranging II** — As *Instant Ranging I*, except range is increased by 100'.
11. **Increased Radius II** — As *Increased Radius II*, except area of effect is increased by 10'.
12. **Ranging III** — As *Ranging I*, except range increase is 200'.
13. **Extension V** — As *Extension II*, except duration is 5 times normal.
14. **Instant Ranging III** — As *Instant Ranging I*, except range is increased by 200'.
15. **Increased Radius III** — As *Increased Radius II*, except area of effect is increased by 15'.
16. **Ranging IV** — As *Ranging I*, except range increase is 300'.
17. **Extension X** — As *Extension II*, except duration is 10 times normal.
18. **Instant Ranging IV** — As *Instant Ranging I*, except range is increased by 300'.
19. **Increased Radius IV** — As *Increased Radius II*, except area of effect is increased by 20'.
20. **Ranging V** — As *Ranging I*, except range increase is 500'.
25. **Greater Extension** — As *Extension II*, except duration is increased by 12 hours.
30. **Extension True** — As *Extension II*, except duration is increased by 24 hours.
50. **Permanent** — As *Extension II*, except duration is permanent. Only one permanent spell can be in effect at a time for each spell caster.



SPELL REINS

1. **Spell Store** — Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.
2. **Identify Casting** — If the target of this spell is casting a spell, the caster will know what realm the spell is from and what type of spell the target is casting.
3. **Spell Hold I** — The attack spell that is targeted with this spell must make an RR (using its caster's level as its level). If the RR succeeds, it will attack its original target as intended; otherwise, the effects of that spell are delayed for the duration of this spell. At the end of the duration, if the target of the held spell has moved more than 20', the held spell may randomly affect another target within 10' of the original target point. Base attack spells will suffer a -20 modification if not cast upon the original target. Elemental attack spell suffer a -30 modification if not cast upon the original target.
5. **Spell Bending I** — Caster can deflect 1 elemental attack spell. The incoming spell must make an RR (using its caster's level as its level). If the RR succeeds, it will attack its target normally; otherwise, its attack roll is modified by -10 per 10 failure.
6. **Spell Hold II** — As *Spell Hold I*, except attack spells can be held up to 2 rounds.
8. **Spell Bending II** — As *Spell Bending I*, except attack roll is modified by -20 per 10 failure.
9. **Spell Hold III** — As *Spell Hold I*, except attack spells can be held up to 3 rounds.
10. **Reverse Spell I** — The target elemental attack spell must make an RR (using its caster's level as its level) with a modification of +20 (in favor of the elemental attack spell). If the RR succeeds, it makes its attack as normal; otherwise, the elemental attack spell is reversed back on its caster. Resolve the attack with only a +0 OB.
11. **Spell Bending III** — As *Spell Bending I*, except attack roll is modified by -30 per 10 failure.
12. **Spell Hold IV** — As *Spell Hold I*, except attack spells can be held up to 4 rounds.
13. **Power Loan** — The caster may "borrow" power points from the days to come. When this spell is cast, the caster regain all of his power points (up to his maximum). The PP cost for casting this spell may come from the "borrowed" PPs. Every time the caster casts this spell, he loses all PPs for the next two days (the normal duration of this spell). He also takes hits equal to 10% of his normal maximum hits. In addition, for the duration of this spell, he will cast spells as if he were one level lower than he actually is. This spell may be cast multiple times (borrowing PPs from many days to come), but all the effects are cumulative. For example, if cast twice, the caster will lose all PPs for the next 4 days, take 20% of his hits, and cast spells at 2 levels lower than normal. All penalties will remain in effect until the duration of the spell lapses. At the end of this spell's duration, the caster must sleep for a consecutive 10 hours for each time this spell was cast.
14. **Spell Bending IV** — As *Spell Bending I*, except attack roll is modified by -40 per 10 failure.
15. **Spell Hold V** — As *Spell Hold I*, except attack spell is held up to 5 rounds.
16. **Reverse Spell II** — As *Reverse Spell I*, except use an OB equal to half the original OB.

CLOSED ESSENCE 3.2.9

SPELL REINS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Spell Store	1 spell	varies	self	U
□ 2)	Identify Casting *	1 target	—	self	P
□ 3)	Spell Hold I *	1 spell	1 rnd	100'	F
□ 4)					
□ 5)	Spell Bending I *	1 spell	—	100'	F
□ 6)	Spell Hold II *	1 spell	2 rnds	100'	F
□ 7)					
□ 8)	Spell Bending II *	1 spell	—	100'	F
□ 9)	Spell Hold III *	1 spell	3 rnds	100'	F
□ 10)	Reverse Spell I *	1 spell	—	100'	F
□ 11)	Spell Bending III *	1 spell	—	100'	F
□ 12)	Spell Hold IV *	1 spell	4 rnds	100'	F
□ 13)	Power Loan	caster	—	self	U
□ 14)	Spell Bending IV *	1 spell	—	100'	F
□ 15)	Spell Hold V *	1 spell	5 rnds	100'	F
□ 16)	Reverse Spell II *	1 spell	—	100'	F
□ 17)	Spell Bending V *	1 spell	—	100'	F
□ 18)	Spell Hold X *	1 spell	10 rnds	100'	F
□ 19)					
□ 20)	Lord Spell Hold *	1 spell	20 rnds	100'	F
□ 25)	Spell Bending True *	1 spell	—	100'	F
□ 30)	Spell Hold True *	1 spell	1 rnd/lvl	100'	F
□ 50)	Reversal True *	100'R	—	self	F



17. **Spell Bending V** — As *Spell Bending I*, except attack roll is modified by -50 per 10 failure.
18. **Spell Hold X** — As *Spell Hold I*, except attack spell is held up to 10 rounds.
20. **Lord Spell Hold** — As *Spell Hold I*, except attack spell is held for up to 20 rounds.
25. **Spell Bending True** — As *Spell Bending I*, except spell can be deflected up to 90° in any direction (caster of this spell may designate another target for the spell, use half of his appropriate OB).
30. **Spell Hold True** — As *Spell Hold I*, except attack spell is held up to 1 round per level.
50. **Reversal True** — As *Reverse Spells*, except all spells within a 100'R of the caster are reversed.



CLOSED ESSENCE 3.2.10

SPIRIT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sleep V	varies	—	100'	Fm
2)	Charm Kind	1 target	1 hour/lvl	100'	Fm
3)	Sleep VII	varies	—	100'	Fm
4)	Confusion	1 target	1 rnd/5 failure	100'	Fm
5)	Suggestion	1 target	varies	10'	Fm
6)	Sleep X	varies	—	100'	Fm
7)	Hold Kind	1 target	C	100'	Fm
8)	Master of Kind	1 target	10 min/lvl	50'	Fm
9)	Lord Sleep	varies	—	100'	Fm
10)	True Charm	1 target	1 hour/lvl	100'	Fm
11)	Quest	1 target	varies	10'	Fm
12)	Word of Stunning *	1 target	—	50'	Fm
13)	Word of Pain *	1 target	—	50'	Fm
14)	Hold True	1 target	—	100'	Fm
15)	Word of Sleep *	1 target	—	50'	Fm
16)	Word of Discord *	1 target	1 day/10 fail	50'	Fm
17)	Word of Calling *	1 target	1 rnd/10 fail	50'	Fm
18)	Waiting Word *	1 target	1 day/lvl	50'	Fm
19)	Word of Death *	1 target	—	50'	Fm
20)	True Quest	1 target	varies	10'	Fm
25)	Phrase *	1 target	—	50'	Fm
30)	Mass Word *	varies	—	50'	Fm
50)	Spirit Mastery	varies	1 rnd/lvl	100'	Fm

SPIRIT MASTERY

1. **Sleep V** — Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 5. The caster must be able to see all the targets. At the time of casting, the caster should designate target priority (i.e., affect target A; if levels are left, affect target B; etc.). The first 2 rounds of sleep are magical (the target cannot be awakened through normal means).

2. **Charm Kind** — Target humanoid believes the caster is a good friend.

3. **Sleep VII** — As *Sleep V*, except a total of 7 levels can be affected.

4. **Confusion** — Target is incapable of making decisions or initiating action. However, the target may continue to fight if already engaged; he may also fight in self defense.

5. **Suggestion** — Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).

6. **Sleep X** — As *Sleep V*, except a total of 10 levels may be affected.

7. **Hold Kind** — Target humanoid is held to 25% activity per round.

8. **Master of Kind** — Target humanoid must obey caster. However, he will not perform any act that is completely alien to him (e.g., no suicide suggestions, no blinding himself, etc.).

9. **Lord Sleep** — As *Sleep V*, except a total of 20 levels may be affected.

10. **True Charm** — As *Charm Kind*, except any sentient creature may be affected.

11. **Quest** — Target is given one task, failure results in a penalty determined by the Gamemaster (task must be within capabilities of target). If the target ignores the quest, he will suffer the same effects as for failure.

12. **Word of Stunning** — [RR Mod: -10] Target is stunned for 1 round per 10 failure.

13. **Word of Pain** — [RR Mod: -10] As *Word of Stunning*, except target takes 50% of remaining concussion hits upon failure.

14. **Hold True** — As *Hold Kind*, except any sentient being can be affected.

15. **Word of Sleep** — [RR Mod: -10] As *Word of Stunning*, except target falls into a natural sleep. The first minute of sleep is magical; the target cannot be awakened through normal means.

16. **Word of Discord** — [RR Mod: -10] As *Word of Stunning*, except target will not cooperate or agree with anyone for 1 day per 10 failure.

17. **Word of Calling** — [RR Mod: -10] Target is forced to come and face the caster (fighting to get there if necessary). Once he faces the caster, he must remain immobile for 1 round per 10 failure. For the duration of this spell, the caster must remain immobile, or the spell is dispelled.

18. **Waiting Word** — [RR Mod: -10] Any of the "Words" above can be set to go off at a specified time or if there is movement within a designated 10'R.

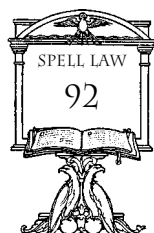
19. **Word of Death** — [RR Mod: -10] Target suffers the results of an 'E' critical strike; the caster chooses the critical type.

20. **True Quest** — As *Quest*, except failure is punished by the target suffering five 'E' critical strikes (choose which critical types randomly).

25. **Phrase** — [RR Mod: -10] As *Word of Stunning*, except any three different "Words" may be used on the same round (a separate RR roll must be made for each one). If all three words are the same, and all three RR's fail, the effect is permanent.

30. **Mass Word** — [RR Mod: -10] As *Word of Stunning*, except any "Word" may be used and it will affect a number of levels equal to the level of the caster (as *Sleep*).

50. **Spirit Mastery** — Caster can use one spell/rnd on this list (10th level or lower).



FEEL-TASTE-SMELL

1. **Smell Mirage** — Fills the area of effect with a set of immobile smells. The smells are real (no RR) and detecting that it is an illusion can normally only be accomplished through spells or the use of a sense other than sight.
2. **Strike I** — Target is struck with the equivalent of a bare fist (the attack is invisible unless combined with the visual sense in an *Illusion* or *Phantasm*). Treat as a Martial Arts Striking Rank I attack. Directed Spells skill may be developed for this attack.
3. **Taste Mirage** — As *Smell Mirage*, except a set of tastes can be created.
4. **Tear Cloud I** — Creates a 10'R cloud of noxious gas that will stun anyone failing to resist (all targets must make a RR each round they are in cloud). The cloud drifts with the wind. Targets failing their RR are stunned for 1 round per 10 failure.
5. **Feel Mirage I** — As *Smell Mirage*, except all the objects and surfaces in a 10'R can be made to feel differently than they really are. Striking an object or surface will cancel the spell for that object or surface only.
6. **Feel/Taste/Smell Glamour** — One object (up to 10 pounds per level) has either its taste, its smell, or the way its surface feels altered for the duration of the spell. Note that the visual aspects of the object do not change.
7. **Strike III** — As *Strike I*, except range is 300'.
9. **Tear Cloud II** — As *Tear Cloud I*, except radius is 20'.
10. **Feel Mirage III** — As *Feel Mirage I*, except objects with a feel mirage on them must be struck three times before the feeling is cancelled.
11. **Strike V** — As *Strike I*, except range is 500'.
12. **Feel Terrain** — All of the terrain in the area of effect will feel differently than it actually does. The caster may designate in what way the terrain feels differently. For example, flat ground could be made to feel rocky; or rocky ground could be made to feel flat.
13. **Mass Smell/Taste** — As many objects as the caster's level can be given individual smells and tastes.
14. **Tear Cloud V** — As *Tear Cloud I*, except radius is 50'.
15. **Feel Mirage V** — As *Feel Mirage I*, except objects must be struck five times.
16. **Mass Feel** — As many objects as the caster's level can be given individual feeling surfaces.
18. **Feel Mirage VIII** — As *Feel Mirage I*, except objects must be struck seven times.
20. **Feel Mirage X** — As *Feel Mirage I*, except objects must be struck ten times.
25. **Smell Mirage True** — As *Smell Mirage*, except one object can be given a smell permanently.
30. **Taste Mirage True** — As *Taste Mirage*, except one object can be given a taste permanently.
50. **Feel Mirage True** — As *Feel Mirage I*, except one object can be to permanently feel differently than it really is.

SPECIAL NOTES

See 7.1.27 for more information on illusions, mirages, etc.

ILLUSIONIST BASE LIST 3.3.1 FEEL-TASTE-SMELL

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Smell Mirage	10'R	10 min/lvl	100'	E
2	Strike I	1 target	—	100'	DE
3	Taste Mirage	10'R	10 min/lvl	100'	E
4	Tear Cloud I	10'R	1 rnd/lvl	100'	F
5	Feel Mirage I	10'R	10 min/lvl	100'	E
6	F./T./S. Glamour	1 object	1 day/lvl	50'	E
7	Strike III	1 target	—	300'	DE
8					
9	Tear Cloud II	20'R	1 rnd/lvl	100'	F
10	Feel Mirage III	10'R	10 min/lvl	100'	E
11	Strike V	1 target	—	500'	DE
12	Feel Terrain	1000'R	1 day/lvl	100'	E
13	Mass Smell/Taste	1 obj/lvl	1 rnd/lvl	10'	E
14	Tear Cloud V	50'R	1 rnd/lvl	100'	F
15	Feel Mirage V	10'R	10'/lvl	100'	E
16	Mass Feel	1 obj/lvl	1 rnd/lvl	100'	E
17					
18	Feel Mirage VIII	10'R	10 min/lvl	100'	E
19					
20	Feel Mirage X	10'R	10 min/lvl	100'	E
25	Smell Mirage True	1 object	P	100'	E
30	Taste Mirage True	1 object	P	100'	E
50	Feel Mirage True	1 object	P	100'	E



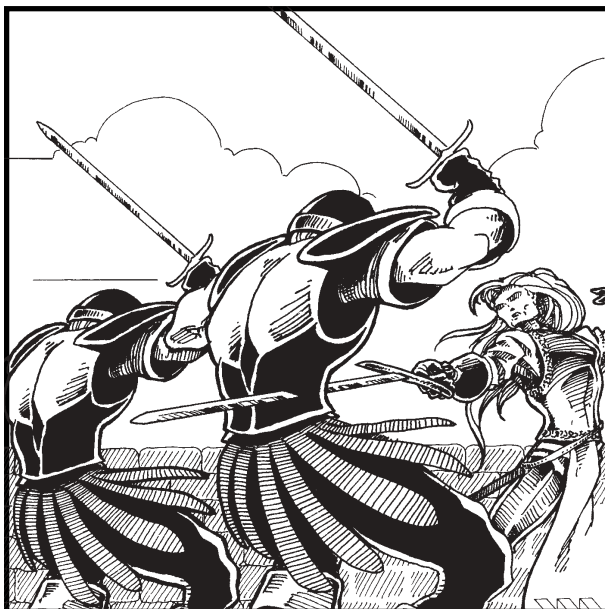
ILLUSIONIST BASE LIST 3.3.2

GUISES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Blur *	1 target	1 min/lvl	10'	U
2)	Shadow	1 target	10 min/lvl	10'	U
3)	Facade I	1 target	1 hr/lvl	10'	E
4)	Signs	1 target	C	20'	Fm
5)	Displacement I	1 target	1 min/lvl	10'	E
6)	Facade II	1 target	1 hr/lvl	10'	E
7)	Imper. Facade I	1 target	1 hr/lvl	10'	E
8)	Facade III	1 target	1 hr/lvl	10'	E
9)	Imper. Facade II	1 target	1 hr/lvl	10'	E
10)	Displacement II	1 target	1 min/lvl	10'	E
11)	False Image	100'R	1 min/lvl	self	E
12)	Imper. Facade III	1 target	1 hr/lvl	10'	E
13)	Mass Blur	1 tgt/lvl	1 min/lvl	10'	U
14)	Facade V	1 target	1 hr/lvl	10'	E
15)	Displacement III	1 target	1 min/lvl	10'	E
16)	Imper. Facade IV	1 target	1 hr/lvl	10'	E
17)	Imper. Study *	1 target	—	100'	P
18)					
19)	Imper. Facade True	1 target	1 hr/lvl	10'	E
20)	Displacement IV	1 target	1 min/lvl	10'	E
25)	Mass Facade I	1 tgt/lvl	1 hr/lvl	10'	E
30)	Displacement V	1 target	1 min/lvl	10'	E
50)	Changing Facade	1 target	1 hr/lvl	10'	E

SPECIAL NOTES

See Section 7.1.27 for more information on illusions, mirages, etc.



GUISES

- Blur** — Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- Shadow** — Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- Facade I** — Target has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the target moves.
- Signs** — [RR Mod: -50] Caster can communicate simple ideas to the target through sign language (yes, no, hungry, good-bye, etc.). To the target it will seem as if the caster were speaking the target's language.
- Displacement I** — Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses, the chance of foe missing again goes down by 5%.
- Facade II** — As *Facade I*, except one of the other senses can be added.
- Impersonation Facade I** — As *Facade I*, except that a specific person can be impersonated with regards to looks. The person must have been observed for at least 1 minute of concentration.
- Facade III** — As *Facade I*, except two of the other senses can be added.
- Impersonation Facade II** — As *Impersonation Facade I*, except that one other aspect (or trait) of the person is impersonated. In addition, the caster must study the target for at least two minutes of concentration. For example, the target's voice may be impersonated.
- Displacement II** — As *Displacement I*, except chance of missing is 20%.
- False Image** — Creates a duplicate of the caster that moves as he wills if he concentrates, and otherwise does exactly what he does. The image must remain within the area of effect.
- Impersonation Facade III** — As *Impersonation Facade I*, except that two other aspects (or traits) of the person are impersonated. In addition, the caster must study the target for at least three minutes of concentration. For example, the target's voice and scent may be impersonated.
- Mass Blur** — As *Blur*, except as many targets as the caster's level can be affected.
- Facade V** — As *Facade I*, except all of the other senses (except for *Presence*) may be added.
- Displacement III** — As *Displacement I*, except chance of missing is 30%.
- Impersonation Facade IV** — As *Impersonation Facade I*, except that three other aspects (or traits) of the person are impersonated. In addition, the caster must study the target for at least four minutes of concentration. For example, the target's voice, scent, and subtle mannerisms may be impersonated.
- Impersonation Study** — The caster may cast this spell and instantly know everything he needs to know for use with the *Impersonation* spells (i.e., this spell overrides the necessity for studying the target).
- Impersonation Facade True** — As *Impersonation Facade I*, except all aspects of the person are impersonated. In addition, the caster must study the target for at least five minutes of concentration. With this spell, even the closest friends and relations will have difficulty noticing the facade.
- Displacement IV** — As *Displacement I*, except chance of missing is 40%.
- Mass Facade I** — As *Facade I*, except as many targets as the caster's level can be affected.
- Displacement V** — As *Displacement I*, except chance of missing is 50%.
- Changing Facade** — As *Facade V*, except the caster can change the facade to a different facade each round.



ILLUSION MASTERY

1. **Illusion II** — Creates a simple immobile image or scene in the area of effect. One of the following options may also be chosen: **a)** an extra sense can be added to the illusion (the corresponding *Mirage* spell must be known) or **b)** the duration can be doubled or **c)** the range can be doubled or **d)** the radius of effect can be doubled. All parts of the area of effect must be within range (and within sight of the caster).
2. **Phantasm I** — Creates the image of one object or being, that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating the image remains, but stops moving. The caster may resume concentration later and make the image move again (presuming that the duration has not expired). The image can be any size that would fit into a 10'R sphere.
3. **Illusion III** — As *Illusion II*, except any two of the options may be chosen. See the notes below for guidelines on how to combine the options.
4. **Waiting Illusion II** — As *Illusion II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: **a)** time period, **b)** specified movement, **c)** specified sound, **d)** specified touch, **e)** specified smell, **f)** specified taste, **g)** a specified *Presence* spell cast within the area of effect. If a sense is used to trigger the spell, that sense must be included in the illusion.
5. **Phantasm II** — As *Phantasm I*, except one of the following options may also be chosen: **a)** an extra sense can be added (the corresponding *Mirage* spell must be known), **b)** the duration can be doubled, **c)** the radius of the area of effect can be doubled, **d)** the range can be doubled, **e)** another image can be created and moved (all separate phantasms that move must be within the caster's field of vision and within range of the spell), or **f)** limited repetitious sounds, movements, etc. can be added that do not require the concentration of the caster (the proper sense must also be included with the illusion).
6. **Illusion V** — As *Illusion II*, except any four of the options may be chosen.
7. **Waiting Phantasm II** — As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The Phantasm will move and act if given a simple command (e.g., attack, run, etc.) or it can deliver a short speech (if sound was one of the senses).
8. **Waiting Illusion III** — As *Waiting Illusion II*, except any two of the options may be chosen.
9. **Phantasm III** — As *Phantasm II*, except any two of the options may be chosen.
10. **Illusion VII** — As *Illusion II*, except any six of the options may be chosen.
11. **Waiting Phantasm III** — As *Waiting Phantasm II*, except any two of the options may be chosen.
12. **Phantasm IV** — As *Phantasm I*, except any three of the options may be chosen.
13. **Waiting Illusion V** — As *Waiting Illusion II*, except any four of the options may be chosen.
14. **Phantasm V** — As *Phantasm II*, except any four of the options may be chosen.
15. **Illusion X** — As *Illusion II*, except any nine of the options may be chosen.
16. **Waiting Phantasm V** — As *Waiting Phantasm II*, except any four of the options may be chosen.
17. **Phantasm VII** — As *Phantasm II*, except any six of the options may be chosen.
18. **Waiting Illusion VII** — As *Waiting Illusion II*, except any four of the options may be chosen.

ILLUSIONIST BASE LIST 3.3.3

ILLUSION MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Illusion II	10'R	1 min/lvl	100'	E
❑ 2)	Phantasm I	10'R	1 min/lvl (C)	100'	E
❑ 3)	Illusion III	10'R	1 min/lvl	100'	E
❑ 4)	Waiting Illusion II	10'R	varies	100'	E
❑ 5)	Phantasm II	10'R	1 min/lvl (C)	100'	E
❑ 6)	Illusion V	10'R	1 min/lvl	100'	E
❑ 7)	Waiting Phantasm I	10'R	varies	100'	E
❑ 8)	Waiting Illusion III	10'R	varies	100'	E
❑ 9)	Phantasm III	10'R	1 min/lvl (C)	100'	E
❑ 10)	Illusion VII	10'R	1 min/lvl	100'	E
❑ 11)	Waiting Phantasm III	10'R	varies	100'	E
❑ 12)	Phantasm IV	10'R	1 min/lvl (C)	100'	E
❑ 13)	Waiting Illusion V	10'R	varies	100'	E
❑ 14)	Phantasm V	10'R	1 min/lvl (C)	100'	E
❑ 15)	Illusion X	10'R	1 min/lvl	100'	E
❑ 16)	Waiting Phantasm V	10'R	varies	100'	E
❑ 17)	Phantasm VII	10'R	1 min/lvl (C)	100'	E
❑ 18)	Waiting Illusion VII	10'R	varies	100'	E
❑ 19)	Illusory Terrain	1,000'R	1 day/lvl	100'	E
❑ 20)	Phantasm X	10'R	1 min/lvl (C)	100'	E
❑ 25)	Waiting Illusion X	10'R	varies	100'	E
❑ 30)	Illusion True	10'R	P	100'	E
❑ 50)	Phantasm True	10'R	P (C)	100'	E

19. **Illusory Terrain** — All of the terrain in the area of effect will appear differently than it actually is (the corresponding *Terrain* spell must be known). The caster may designate in what way the terrain is different. For example, a clearing the woods could be disguised as a heavily wooded area of the woods.

20. **Phantasm X** — As *Phantasm II*, except any nine of the options may be chosen.

25. **Waiting Illusion X** — As *Waiting Illusion*, except any nine of the options may be chosen.

30. **Illusion True** — As *Illusion X*, except its duration is permanent (until dispelled).

50. **Phantasm True** — As *Phantasm X*, except its duration is permanent (until dispelled).

SPECIAL NOTES

- 1) See Section 7.1.27 for more information on illusions, mirages, etc.
- 2) If more than one option can be added to the *Illusion* (or *Phantasm*) spell, the same option may be chosen more than once. For example, with an *Illusion III*, two options are available. The range could be doubled once to 200' and then doubled again to 400'.
- 3) The sense aspects of the illusion (or phantasm) are actually created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or through the use of a conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).



ILLUSIONIST BASE LIST 3.3.4

LIGHT MOLDING

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Light Mirage	10'R	10 min/lvl	100'	E
❑ 2)	Projected Light	50' beam	10 min/lvl	self	E
❑ 3)	Light Control I	10'R	C	10'	E
❑ 4)	Sudden Light	10'R	—	100'	E
❑ 5)	Shock Bolt I	1 target	—	100'	DE
❑ 6)	Light Glamour	1 object	1 day/lvl	50'	E
❑ 7)					
❑ 8)					
❑ 9)	Blind	1 target	1 rnd/5 fail	100'	F
❑ 10)	Light Control V	50'R	C	50'	E
❑ 11)	Utterlight	100'R	1 min/lvl	100'	E
❑ 12)	Light Terrain	1000'R	1 day/lvl	100'	E
❑ 13)	Beacon I	1 mile	1 min/lvl	self	E
❑ 14)	Utterdark	100'R	1 min/lvl	100'	E
❑ 15)	Light Control X	100'R	C	100'	E
❑ 16)	Shock Bolt III	1 target	—	300'	DE
❑ 17)					
❑ 18)	Beacon V	5 miles	1 min/lvl	self	E
❑ 19)					
❑ 20)	Lightning Bolt I	1 target	—	100'	DE
❑ 25)	Greater Light Control	500'R	C	500'	E
❑ 30)	Lightning Bolt III	1 target	—	300'	DE
❑ 50)	Light Control True	100'R/lvl	C	100'/lvl	E



LIGHT MOLDING

- Light Mirage** — Creates any simple immobile image or scene up to an area of 10'R.
- Projected Light** — Beam of light (like a flashlight) springs from the caster's palm. This light has a 50' effective range. If the caster closes his fist, the light will "turn off;" when the fist is opened, the light will come back on (so long as the duration of the spell has not expired).
- Light Control I** — Caster can control the intensity of light within the area of effect. The intensity can vary from daylight to darkness (natural), and it can be different in different parts of the radius.
- Sudden Light** — Causes a 10'R burst of intense light. All those in the area of effect are stunned 1 round per 5 failure.
- Shock Bolt I** — A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Shock Bolt Attack Table.
- Light Glamour** — One object (up to 10 pounds per level) has visual appearance altered for the duration of the spell. Note that the no other aspect of the object changes.
- Blind** — Creates an area of darkness about the target's head that blinds him. It may be dispelled or cancelled by *Utterlight*. The area of effect moves with the target.
- Light Control V** — As *Light Control I*, except area affected is 50'R.
- Utterlight** — Nullifies all magically created darkness in a 100'R, and lights that area as full daylight.

12. Light Terrain — All of the terrain in the area of effect will appear differently than it actually does. The caster may designate in what way the terrain appears different. For example, for a group of small trees could be made into a group of tall trees. Note that only the visual aspect of the terrain changes.

13. Beacon I — A ray of light (any color) springs from caster's palm. This ray can be up to 1 mile long.

14. Utterdark — Darkens a 100'R area, no non-magic light can exist and magic light (except *Utterlight*) must make an RR).

15. Light Control X — As *Light Control I*, except area affected is 100'R.

16. Shock Bolt III — As *Shock Bolt I*, except range is 300'.

18. Beacon V — As *Beacon I*, except ray can be up to 5 miles long.

20. Lightning Bolt I — As *Shock Bolt*, except a Lightning Bolt is shot. Resolve attack on the Lightning Bolt Attack Table.

25. Greater Light Control — As *Light Control I*, except area affected is 500'R.

30. Lightning Bolt III — As *Lightning Bolt I*, except range is 300'.

50. Light Control True — As *Light Control I*, except area affected is 100'R/lvl.

SPECIAL NOTE

See Section 7.1.27 for more information on illusions, mirages, etc.



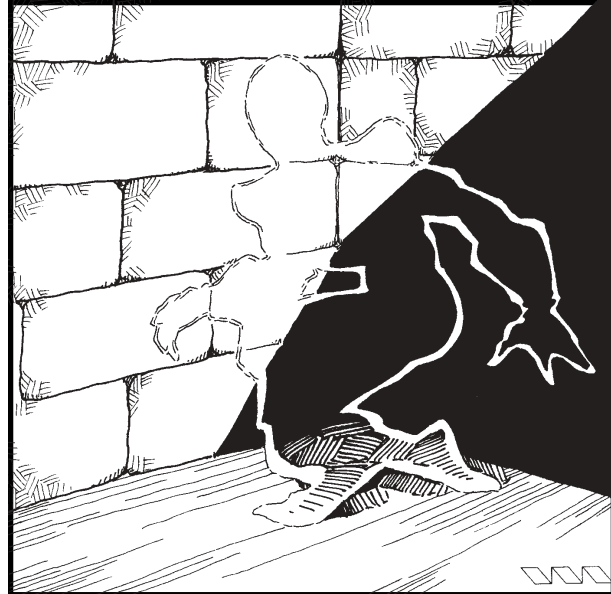
MIND SENSE MOLDING

1. **Detect Illusion** — Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
2. **Detect Invisible** — Detects all invisible objects or beings in the area of effect. Caster can concentrate on a different 5'R each round. All attacks against something so detected are modified by -50. See Section 7.1.10 for rules on invisibility.
3. **Misfeel Kind** — For the purposes of mental or magical detections, target appears to be of any race the caster chooses.
4. **Misfeel Power I** — As *Misfeel Kind*, except target's level may be misrepresented by 1 level (up or down).
5. **Presence Mirage** — Creates a false presence (for the purposes of magical detections) in the area of effect.
6. **Misfeel Calling** — As *Misfeel Kind*, except target's profession may be misrepresented.
7. **Misfeel Power III** — As *Misfeel Power I*, except target's level may be misrepresented by up to 3 levels (up or down).
9. **Reduce Power Emanations** — As *Misfeel Power I*, except an object's power emanations may be reduced, so that a minor item's power is undetectable and major items seem like minor items (for spells such as *Detect Essence*, *Detect Power*, *Detect Channeling*, etc.).
10. **Misfeel Power V** — As *Misfeel Power I*, except target's level may be misrepresented by up to 5 levels (up or down).
11. **Disillusion I** — One illusion within the area of effect ceases to exist (for the caster only).
12. **Detect Illusion True** — As *Detect Illusion*, except caster can concentrate on one object or place per round.
13. **Misfeel Power X** — As *Misfeel Power I*, except target's level can be misrepresented by up to 10 levels (up or down).
14. **Disillusion III** — As *Disillusion I*, except up to three illusions within the area of effect cease to exist.
15. **Misfeel** — Applies all the lower level *Misfeels* to a target at once (only one *Misfeel Power* can be applied).
16. **Unpresence I** — As *Misfeel Kind*, except target appears to have no presence.
17. **Disillusion V** — As *Disillusion I*, except up to five illusions within the area of effect cease to exist.
18. **Unpresence III** — As *Unpresence I*, except will affect up to three targets.
19. **Disillusion True** — As *Disillusion I*, except all illusions within the area of effect cease to exist.
20. **Unpresence V** — As *Unpresence I*, except affects up to five targets.
25. **Misfeel True** — As *Misfeel*, except for duration.
30. **Lord Unpresence** — As *Unpresence*, except up to 20 targets may be affected.
50. **Mass Misfeel** — As *Misfeel*, except as many targets as the caster's level can be affected.

ILLUSIONIST BASE LIST 3.3.5

MIND SENSE MOLDING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Illusion	5'R	—	100'	P
2)	Detect Invisible	5'R	1 min/lvl (C)	100'	P
3)	Misfeel Kind	1 target	10 min/lvl	10'	E
4)	Misfeel Power I	1 target	10 min/lvl	10'	E
5)	Presence Mirage	10'R	10 min/lvl	100'	E
6)	Misfeel Calling	1 target	10 min/lvl	10'	E
7)	Misfeel Power III	1 target	10 min/lvl	10'	E
8)					
9)	Reduce Power Eman.	1 object	10 min/lvl	10'	E
10)	Misfeel Power V	1 target	10 min/lvl	10'	E
11)	Disillusion I	1 illusion	1 min/lvl	self	U
12)	Detect Illusion True	5'R	1 min/lvl(C)	100'	P
13)	Misfeel Power X	1 target	10 min/lvl	10'	E
14)	Disillusion III	100'R	1 min/lvl	self	U
15)	Misfeel	1 target	10 min/lvl	10'	E
16)	Unpresence I	1 target	10 min/lvl	10'	E
17)	Disillusion V	100'R	1 min/lvl	self	U
18)	Unpresence III	3 targets	10 min/lvl	10'	E
19)	Disillusion True	100'R	1 min/lvl	self	U
20)	Unpresence V	5 targets	10 min/lvl	10'	E
25)	Misfeel True	1 target	1 hr/lvl	10'	E
30)	Lord Unpresence	20 tgts	10 min/lvl	10'	E
50)	Mass Misfeel	1 tgt/lvl	10 min/lvl	10'	E



SPECIAL NOTES

See Section 7.1.27 for more information on illusions, mirages, etc.



ILLUSIONIST BASE LIST 3.3.6

SOUND MOLDING

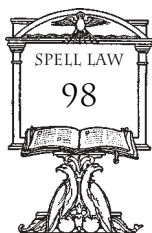
Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sound Mirage	10'R	10 min/lvl	100'	E
2)	Silence I	10'R	1 min/lvl	100'	E
3)	Sound Control I	10'R	C	10'	E
4)	Sudden Sound	1 target	—	100'	F
5)	Sound Control V	50'R	C	50'	E
6)	Sound Glamour	1 object	1 day/lvl	50'	E
7)	Deafen	1 target	1 hr/5 fail	100'	F
8)	Silence V	50'R	1 min/lvl	100'	E
9)	Minor Ultrasonics	50'R	1 rd/lvl(C)	self	F
10)	Sound Control X	100'R	C	100'	E
11)	Sudden Sound Sphere	20'R	—	100'	F
12)	Sound Terrain	1000'R	1 day/lvl	100'	E
13)	Silence X	100'R	1 min/lvl	100'	E
14)	Deafen Sphere	10'R	1 hr/5 fail	100'	F
15)	Greater Sound Control	10'R/lvl	C	100'	E
16)	Long Silence	5'R	1 min/lvl	10'/lvl	E
17)	Long Sound Control	10'R	C	10'/lvl	E
18)	Long Sudden Sound	1 target	—	10'/lvl	F
19)	Long Deafen	10'R	1 hr/5 fail	10'/lvl	F
20)	Mass Deafening	1 tgt/lvl	1 hr/5 fail	100'	F
25)	Mass Silence	1 tgt/lvl	1 min/lvl	100'	E
30)	Sound Control True	20'R/lvl	10 min/lvl (C)	100'	E
50)	Major Ultrasonics	100'R	1 rd/lvl (C)	self	F

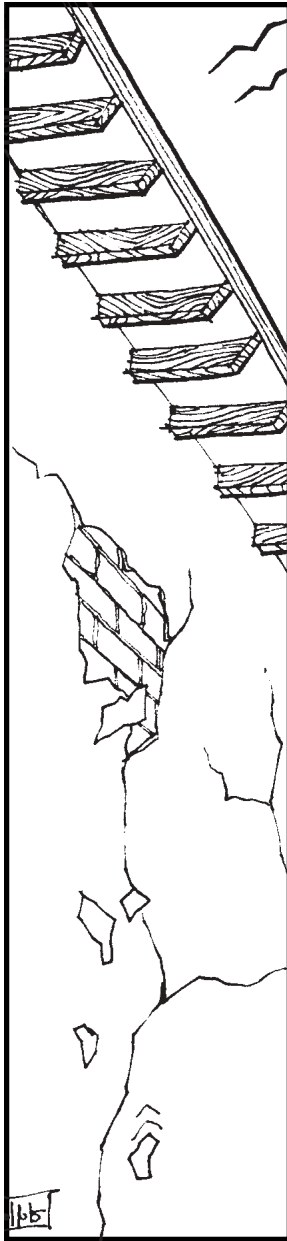
SOUND MOLDING

- Sound Mirage** — Creates any simple immobile set up sounds up to an area of 10'R.
- Silence I** — Creates a 5'R area into and out of which sound cannot travel. If the point is on a mobile object or being, it will move with the object/being. This results in a +25 to Stalking attempts. See Section 7.1.7.
- Sound Control I** — Caster can control the intensity of sounds within the area of effect. The intensity can vary from absolute silence to a very loud shout, and it can be different in different parts of the radius.
- Sudden Sound** — Causes a very loud, sudden sound next to the target's ears. The target is stunned for 1 round per 5 failure.
- Sound Control V** — As *Sound Control I*, except radius is 50'.
- Sound Glamour** — One object (up to 10 pounds per level) has its sound altered for the duration of the spell. Note that the no other aspect of the object changes.
- Deafen** — Target cannot hear sounds occurring more than 6" from his ears, and no one can hear him speak from more than 6" away.
- Silence V** — As *Silence I*, except radius is 50'.
- Minor Ultrasonics** — All beings within area of effect capable of hearing ultrasonic sounds (except for the caster) are stunned for 1 round per 10 failure. Animals capable of hearing ultrasonics will panic and flee. A RR must be made each round while in radius.
- Sound Control X** — As *Sound Control I*, except radius is 100'.
- Sudden Sound Sphere** — As *Sudden Sound*, except everyone the area of effect is affected.
- Sound Terrain** — All of the terrain in the area of effect will have sounds that are different than it actually has. The caster may designate in what way the terrain sounds different. For example, an open plain could be made to sound like a rustling forest. Note that only the audio aspect of the terrain changes.
- Silence X** — As *Silence I*, except radius is 100'.
- Deafen Sphere** — As *Deafen*, except everyone in a 10'R is affected.
- Greater Sound Control** — As *Sound Control I*, except radius is 10'/lvl.
- Long Silence** — As *Silence I*, except for range.
- Long Sound Control** — As *Sound Control I*, except for range.
- Long Sudden Sound** — As *Sudden Sound*, except for range.
- Long Deafen** — As *Deafen*, except for range.
- Mass Deafening** — As *Deafen*, except as many targets as the caster's level can be affected.
- Mass Silence** — As *Silence I*, except as many targets as the caster's level can have a 1'R silence on them.
- Sound Control True** — As *Sound Control*, except radius is 20'/lvl and the caster does not have to concentrate.
- Major Ultrasonics** — As *Minor Ultrasonics*, except everyone (except for the caster) in a 100'R is affected. Anyone failing their RR by more than 40 is unconscious. Anyone failing their RR by more than 75 is dead.

SPECIAL NOTES

Certain spells that have a radius effect can be cast upon mobile targets (e.g., *Silence*). The target of these spells may make an RR. If successful, the radius will remain in the area where the target was when the spell was cast (as opposed to on the target). See Section 7.1.7.





EARTH LAW

1. **Enchanted Rope** — If caster holds one end of a rope he can cause the rope to move up to its length (within the area of effect) in any direction and to tie itself in knots (it cannot attack or tie up a living being).
2. **Loosen Earth** — Loosens 100 cu' of earth to the consistency of plowed ground.
4. **Earthwall** — Creates of wall of earth up to 10' x 10' x (3' at the base, 1' at the top). This wall can be dug through.
5. **Cracks Call** — Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
6. **Repair** — The caster may mend a single break in a small (up to 2 pounds) inorganic object or multiple breaks, rips, or cracks in a larger (up to 10 pounds) organic object. All component parts of the object must be within a 10' radius.
7. **Stonewall** — As *Earthwall*, except wall is up to 10'x10'x1' of stone. It can be chipped through.
8. **Earthen Spikes** — This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp edges and blades. The exact composition of these spikes will depend on the material the ground is

made of. The area of effect must be placed horizontally on a surface (i.e., it cannot be placed on walls). Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (at least Extremely Hard difficulty) for every 5' moved through. Anyone who falls inside the area of effect receives an 'A' Puncture critical strike.

9. **Stone/Earth** — Changes 100 cubic feet of stone to packed earth. This change is gradual (taking three rounds for complete change).
10. **Earthwall True** — As *Earthwall*, except duration is permanent.
11. **Earth/Mud** — As *Stone/Earth*, except changes earth to soft mud.
12. **Earth/Stone** — As *Stone/Earth*, except changes packed earth to solid stone and loose earth to gravel.
13. **Stonewall True** — As *Stonewall*, except duration is permanent.
14. **Mud/Earth** — As *Stone/Earth*, except changes mud to packed earth.

MAGICIAN BASE LIST 3.4.1

EARTH LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Rope	10'/lvl	C	touch	U
2)	Loosen Earth	100 cu'	P	100'	F
3)					
4)	Earthwall	10'x10'x3'	1 min/lvl	100'	E
5)	Cracks Call	10'x10'x10'	—	100'	F
6)	Repair	1 object	P	touch	U
7)	Stonewall	10'x10'x1'	1 min/lvl	100'	E
8)	Earthen Spikes	20' x 20'	10 min/lvl	100'	E
9)	Stone/Earth	100 cu'	P	100'	F
10)	Earthwall True	10'x10'x3'	P	100'	E
11)	Earth/Mud	100 cu'	P	100'	F
12)	Earth/Stone	100 cu'	P	100'	F
13)	Stonewall True	10'x10'x1'	P	100'	E
14)	Mud/Earth	100 cu'	P	100'	F
15)	Unearth	100 cu'	P	100'	F
16)	Meld Wall	varies	P	touch	F
17)	Stone/Mud	100 cu'	P	100'	F
18)	Curved Wall	10'x10'x1'	P	100'	E
19)					
20)	Unstone	100 cu'	P	100'	F
25)	Unmetal	1 cu'	P	100'	F
30)	Tremors	varies	1 rnd	100'/lvl	F
50)	Earth Mastery	varies	1 rnd/lvl	varies	U

15. **Unearth** — Disintegrates (i.e., nothing is left) 100 cubic feet of earth.
16. **Meld Wall** — Fuses two touching walls together (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cubic feet).
17. **Stone/Mud** — As *Stone/Earth*, except changes stone to mud.
18. **Curved Wall** — As *Stonewall True*, except wall may be curved up to a semicircle.
20. **Unstone** — As *Unearth*, except affects stone.
25. **Unmetal** — As *Unearth*, except affects 1 cubic foot of metal.
30. **Tremors** — Causes a very minor earthquake which could cause shoddy construction to collapse (this can be very terrifying). This is approximately 5.5 on the Richter scale.
50. **Earth Mastery** — Caster can use one lower level spell (on this list) each round.

SPECIAL NOTES

- 1) See Section 7.1.12 for encumbrance limits for spells (i.e., how much the *Enchanted Rope* can hold).
- 2) All walls created by spells on this list must rest on a solid surface. See Section 7.1.13 for more information on walls (and spell effects on walls).



MAGICIAN BASE LIST 3.4.2

FIRE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Boil Liquid	1 cu/lvl	C	10'	F
2)	Warm Solid	1 cu/lvl	24 hr	10'	F
3)	Woodfires	1'R	—	self	F
4)	Wall of Fire	10'x10'x6'	1 rnd/lvl	100'	E
5)	Heat Solid	1 cu/lvl	1 min/lvl (C)	10'	F
6)	Fire Bolt I	1 target	—	100'	DE
7)	Call Flame I	10'x10'x10'	1 rnd/lvl	10'	E
8)	Fire Ball	10'R	—	100'	BE
9)	Ignite	5'R/lvl	P	5'/lvl	E
10)	Circle Aflame	10'R	1 rnd/lvl	self	E
11)	Fire Bolt III	1 target	—	300'	DE
12)	Call Flame II	20'x20'x20'	1 rnd/lvl	20'	E
13)	Waiting Flame	10'x10'x10'	varies	20'	E
14)	Firestorm	10'x10'x10'	1 rnd/lvl	20'	E
15)	Metal Fires	1 lb/lvl	1 rnd/lvl	100'	F
16)	Triad of Flame	3 targets	—	100'	DE
17)	Fire Bolt V	1 target	—	500'	DE
18)	Waiting Firestorm	10'x10'x10'	varies	20'	E
19)	Call Flame V	50'x50'x50'	1 rnd/lvl	50'	E
20)	Corner Fires	1 target	—	300'	DE
25)	Following Fires	1 target	—	300'	DE
30)	Stone Fires	300 sq'	1 rnd/lvl	100'	F
50)	Fire Mastery	varies	1 rnd/lvl	varies	U

7. **Call Flame I** — As *Wall of Fire*, except it creates a cube of flame (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or that is caught inside) the cube takes an 'A' Heat critical.
8. **Fire Ball** — A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10'R area. Resolve attack on the Fire Ball Table.
9. **Ignite** — The caster may designate a type of light source to ignite or extinguish (e.g., candles, torches, fireplaces, and lanterns, etc.). This spell will affect all of the light sources of the specified type(s) within the area of effect.
10. **Circle Aflame** — As *Wall of Fire*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center (the wall will not move with the caster).
11. **Fire Bolt III** — As *Fire Bolt I*, except range is 300'.
12. **Call Flame II** — As *Call Flame I*, except cube is up to 20'x20'x20' in size and the range is 20'.
13. **Waiting Flame** — As *Call Flame I*, except the effect can be delayed for up to 24 hours. The effect can be triggered by one of the following (decided by caster at the time of casting): time period, specific movements, specific sounds, touch, violent actions in the area, etc.
14. **Firestorm** — As *Call Flame*, except small balls of flame rain down in a 10' cube causing a 'B' Heat critical to all passing through (or caught within).
15. **Metal Fires** — Causes a metal object to burst into flames. The object can be up to 1 lb/lvl in mass. If the object is on a being, it gets a RR. If the RR fails, the being takes an automatic Heat critical of a severity to be determined by its location on the being's body. If the object is touching exposed flesh, the being takes a 'C' Heat critical; if the object is touching through cloth, the being takes a 'B' Heat critical; in all other cases, the being takes an 'A' Heat critical.



FIRE LAW

1. **Boil Liquid** — For each level of caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic foot per round.
2. **Warm Solid** — Any solid inanimate, non-metal material (up to 1 cubic foot per level) can be warmed to 100°F at a rate of 1 cubic foot per round of concentration.
3. **Woodfires** — Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
4. **Wall of Fire** — Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through it takes an 'A' Heat critical (no RR).
5. **Heat Solid** — As *Warm Solid*, except for duration and material can be heated to 500°F at a rate of 50°F per round. The caster must concentrate to increase the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
6. **Fire Bolt I** — A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Table.

16. **Triad of Flame** — Three bolts of fire are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (Firebolt) to only one of the attacks (others get a +0 OB).
17. **Fire Bolt V** — As *Fire Bolt I*, except the range is 500'.
18. **Waiting Firestorm** — As *Waiting Flame*, except a *Firestorm* can be delayed.
19. **Call Flame V** — As *Call Flame I*, except size is up to a 50' cube and the range is 50'.
20. **Corner Fires** — As *Fire Bolt III*, except caster can make the bolt turn once up to 90° before striking the target (the caster must know the target's location). The OB for the bolt is halved after making the turn.
25. **Following Fires** — As *Corner Fires*, except bolt can make as many turns as necessary and go through openings (must be larger than 6" radius) to strike the target.
30. **Stone Fires** — As *Metal Fires*, except up to a 300 square foot stone surface is affected and a 'C' Heat critical is given each round passing through (or caught within) the 3' flames.
50. **Fire Mastery** — Caster can use any one lower level spell (on this list) each round.

SPECIAL NOTES

Section 7.1.13 for more information on walls (and spell effects on walls).





ICE LAW

1. **Freeze Liquid** — For every level of the caster, 1 cubic foot of liquid is cooled to freezing at a rate of one cubic foot per round. This will not drop a liquid's temperature below -20°F (thus, liquids with a freezing point below -20°F will not freeze).
2. **Cool Solid** — Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cubic foot per round of concentration.
3. **Wall of Cold** — Creates a clear wall of intense cold (up to 10'x10'x1'). Anyone passing through this wall takes an 'A' Cold critical (no RR).
5. **Chill Solid** — As *Cool Solid*, except material can be cooled to -200°F, at a rate of 50°F per round. The caster must concentrate to decrease the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
6. **Ice Bolt I** — A bolt of ice is shot from the palm of the caster. Resolve attack on the Ice Bolt Attack Table.
7. **Cold Ball II** — A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 20'R area. Resolve attack on the Cold Ball Attack Table.
8. **Wall of Ice** — Summons a wall of ice up to 10'x10'x(2' at base, 1' at top). It can be melted through **or** chipped through **or** toppled (if not against a solid surface).
9. **Call Cold I** — As *Wall of Cold*, except it creates a cube of cold (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or that is caught inside) the cube takes an 'A' Cold critical.
10. **Circle of Cold** — As *Wall of Cold*, except "wall" is 10' high and forms a 20'R circle (6" thick) with the caster at the center (the wall will not move with the caster).
11. **Ice Bolt III** — As *Ice Bolt I*, except range is 300'.
12. **Water/Ice** — For every level of the caster, changes 10 cubic foot of water to ice, instantly.
13. **Chill Metal** — As *Chill Solid*, except chills metal to the point that it becomes extremely brittle (1 object only). Under normal conditions, this will decrease a weapon's strength (when checking for breakage) by 50. In addition, the weapon will have its breakage number increased by 5 (to a maximum of 10). Each following minute the breakage factor will decrease by 1 until it returns to normal (i.e., it warms up); also, the weapon's strength will increase by 5 each minute until it returns to normal.
14. **Call Cold II** — As *Call Cold I*, except size is up to a 20' cube and the range is 20'.
15. **Ice Bolt V** — As *Ice Bolt I*, except range is 500'.
16. **Triad of Ice** — Three bolts of ice are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (Icebolt) to only one of the attacks (the others get a +0 OB).

MAGICIAN BASE LIST 3.4.3

ICE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Freeze Liquid	1 cu'/lvl	C	10'	F
2)	Cool Solid	1 cu'/lvl	24 hr	10'	F
3)	Wall of Cold	10'x10'x1'	1 rnd/lvl	100'	E
4)					
5)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Ice Bolt I	1 target	—	100'	DE
7)	Cold Ball II	20'R	—	100'	BE
8)	Wall of Ice	10'x10'x2'	P	100'	E
9)	Call Cold I	10'x10'x10'	1 rnd/lvl	10'	E
10)	Circle of Cold	20'R	1 rnd/lvl	self	E
11)	Ice Bolt III	1 target	—	300'	DE
12)	Water/Ice	10 cu'/lvl	P	100'	F
13)	Chill Metal	1 object	24 hr	10'	F
14)	Call Cold II	20'x20'x20'	1 rnd/lvl	20'	E
15)	Ice Bolt V	1 target	—	500'	DE
16)	Triad of Ice	3 targets	—	10'	DE
17)					
18)	Call Cold V	50'x50'x50'	1 rnd/lvl	100'	E
19)					
20)	Cold Ball IV	40'R	—	300'	BE
25)	Rain/Snow	1 mi R	varies	self	E
30)	Cold True	1000' R/lvl	24 hr	self	E
50)	Cold Mastery	varies	1 rnd/lvl	varies	U

18. **Call Cold V** — As *Call Cold I*, except size is up to a 50' cube and the range is 100'.
20. **Cold Ball IV** — As *Cold Ball II*, except area of effect is 40'R and the range is 300'.
25. **Rain/Snow** — Changes all rain within 1 mile of the caster to snow. The area of effect decreases by 500'R for every 10°F above freezing.
30. **Cold True** — Causes the temperature to drop 1°F every 10 minutes up to a number of degrees equal to the caster's level.
50. **Cold Mastery** — Caster can use any one lower level spell (on this list) each round.

SPECIAL NOTES

See Section 7.1.13 for more information on walls (and spell effects on walls).



MAGICIAN BASE LIST 3.4.4

LIGHT LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Shock Bolt I	1 target	—	100'	DE
3)	Light I	10'R	10 min/lvl	touch	E
4)	Shade	100'R	10 min/lvl	touch	E
5)	Sudden Light	10'R	—	100'	F
6)	Dark I	10'R	10 min/lvl(C)	touch	E
7)	Light V	50'R	10 min/lvl	touch	E
8)	Shock Bolt III	1 target	—	300'	DE
9)	Dark V	50'R	10 min/lvl	touch	E
10)	Lightning Bolt I	1 target	—	100'	DE
11)	Waiting Light	varies	varies	100'	E
12)	Shock Bolt V	1 target	—	500'	DE
13)	Beacon V	5 miles	1 min/lvl	self	E
14)					
15)	Lightning Bolt III	1 target	—	300'	DE
16)					
17)	Utterlight	100'R	1 min/lvl	touch	E
18)	Utterdark	100'R	1 min/lvl	touch	E
19)	Beacon X	10 miles	1 min/lvl	self	E
20)	Lightning Bolt V	1 target	—	500'	DE
25)	Corner Lightn. Bolt	1 target	—	300'	DE
30)	Following Lightn. Bolt	1 target	—	300'	DE
50)	Light Mastery	varies	1 rnd/lvl	varies	U

LIGHT LAW

- Projected Light** — Beam of light (like a flashlight) springs from the caster's palm. This light has a 50' effective range. If the caster closes his fist, the light will "turn off;" when the fist is opened, the light will come back on (so long as the duration of the spell has not expired).
- Shock Bolt I** — A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Shock Bolt Attack Table.
- Light I** — Lights a 10'R area about the point touched. If the point is on a mobile object or being, it will move with the object/being. See Section 7.1.17.
- Shade** — All shadows in the area of effect deepen. This results in a +25 bonus to hiding maneuvers and +10 to stalking maneuvers.
- Sudden Light** — Causes a 10'R burst of intense light. All those in the area of effect are stunned 1 round per 5 failure.
- Dark I** — As *Light I*, except the radius is as a dark night.
- Light V** — As *Light I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
- Shock Bolt III** — As *Shock Bolt I*, except range is 300'.
- Dark V** — As *Dark I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
- Lightning Bolt I** — As *Shock Bolt*, except a Lightning Bolt is shot. Resolve attack on the Lightning Bolt Attack Table.
- Waiting Light** — This spell is cast in conjunction with any *Light* or *Dark* spell (i.e., this spell is cast and then the light/dark spell is cast within 1 minute). It can delay the action of that spell for up to 24 hours. It can be triggered by one of the following (decided by caster at the time of casting): time period, specific movements, specific sounds, touch, violent actions in the area, etc.
- Shock Bolt V** — As *Shock Bolt I*, except range is 500'.
- Beacon V** — A ray of light (any color) springs from caster's palm. This ray can be up to 5 miles long.
- Lightning Bolt III** — As *Lightning Bolt I*, except range is 300'.
- Utterlight** — As *Light I*, except radius is 100' and the light also nullifies all magically created darkness. Any magical darkness inside the radius will return when this spell expires.
- Utterdark** — As *Dark I*, except radius is 100' and no nonmagical light can exist inside. Any light inside the radius will return when this spell expires.
- Beacon X** — As *Beacon V*, except beacon can be up to 10 miles long.
- Lightning Bolt V** — As *Lightning Bolt I*, except range is 500'.
- Corner Lightning Bolt** — As *Lightning Bolt III*, except caster can make the bolt turn once up to 90° before striking the target (the caster must know the target's location). The OB for the bolt is halved after making the turn.
- Following Lightning Bolt** — As *Corner Lightning Bolt*, except bolt can make as many turns as necessary and go through openings (must be larger than 6" radius) to strike the target.
- Light Mastery** — Caster can use one lower level spell (on this list) each round.



WATER LAW

1. **Condensation** — Condenses 1 cubic foot of water from the surrounding air. Water gradually condenses into caster's hands and may be funneled into any suitable recepticle.
2. **Fog** — Creates dense fog within up to 10'R per level of the caster. See Section 7.1.19.
3. **Waterwall** — Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
4. **Water Bolt I** — A bolt of water is shot from the caster's palm. Resolve attack on the Water Bolt Attack Table.
5. **Unfog** — Disperses any fog in the area of effect. If all of a fog is not dispersed (i.e., the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10'R every 1-5 minutes.
8. **Calm Water** — Water within radius is calmed. Waves are cut by 20' in center and less towards the perimeter.
10. **Waterwall True** — As *Waterwall*, except for the duration.
11. **Water Bolt III** — As *Water Bolt I*, except range is 300'.
13. **Call Rain** — If there are clouds in the sky, it rains (outdoors) for the duration of the spell.
15. **Water Bolt V** — As *Water Bolt I*, except range is 500'.
16. **Triad of Water** — Three bolts of water are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (Waterbolt) to only one of the attacks (the others get a +0 OB).
17. **Command Current** — The area of effect for this spell is the water immediately surrounding the boat that the caster is on. For as long as the caster concentrates, the speed of the boat can be increased by 50' per round (approximately 3 miles per hour).
18. **Calm Water True** — As *Calm Water*, except waves are cut by 50' in center and caster need not concentrate.
20. **Whirlpool** — Creates a 50' whirlpool that will draw in any unpowered object within 500' (takes 2 minutes of concentration to start). Powered objects may make maneuver rolls to resist the pull of the whirlpool.
25. **Part Water** — Caster can part water up to 100' deep and 100' per level long and 10' wide at bottom (50' at top).
30. **Sea Storm** — Summons forces of nature in a fierce sea storm (must be created over a large body of water). This storm will include waves of 20-50', heavy rain, and winds of 25-60 mph. The storm can be delayed up to 1 hour per level. After the storm is summoned, it will dissipate normally.
50. **Water Mastery** — Caster can use one lower level spell (on this list) each round.

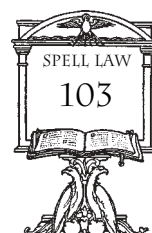
SPECIAL NOTES

- 1) See Section 7.1.19 for more on the environment's effect on visibility.
- 2) All walls created by spells on this list must rest on a solid surface. See Section 7.1.7 for more information on walls (and spell effects on walls).

MAGICIAN BASE LIST 3.4.5

WATER LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Condensation	1 cu' water	P	touch	E
☐ 2)	Fog	10'R/lvl	P	100'	E
☐ 3)	Waterwall	10'x10'x1'	C	100'	E
☐ 4)	Water Bolt I	1 target	—	100'	DE
☐ 5)	Unfog	10'R/lvl	P	100'	F
☐ 6)					
☐ 7)					
☐ 8)	Calm Water	100'R	C	100'	F
☐ 9)					
☐ 10)	Waterwall True	10'x10'x1'	1 min/lvl	100'	E
☐ 11)	Water Bolt III	1 target	—	300'	DE
☐ 12)					
☐ 13)	Call Rain	100'R/lvl	10 min/lvl	100'/lvl	E
☐ 14)					
☐ 15)	Water Bolt V	1 target	—	500'	DE
☐ 16)	Triad of Water	3 targets	—	100'	DE
☐ 17)	Command Current	special	C	self	E
☐ 18)	Calm Water True	100'R/lvl	10 min/lvl	100'/lvl	F
☐ 19)					
☐ 20)	Whirlpool	50'R	C	1000'	E
☐ 25)	Part Water	10'x100'x100'/lvl	C	100'/lvl	F
☐ 30)	Sea Storm	1 mi R/lvl	varies	1 mi/lvl	E
☐ 50)	Water Mastery	varies	1 rnd/lvl	varies	U



MAGICIAN BASE LIST 3.4.6

WIND LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Breezes	10'R/lvl	C	10'/lvl	E
2)	Airwall	10'x10'x3'	C	100'	E
3)	Slumber Mist	5'R/lvl	C	5'/lvl	F
4)	Stun Cloud I	5'R	6 rnds	10'	E
5)	Air Stop I	10'R	C	100'	F
6)	Stun Cloud II	10'R	6 rnds	20'	E
7)	Vacuum I	5'R	—	100'	F
8)	Air Stop II	20'R	C	100'	F
9)	Slumber Cloud	1'R/lvl	1 min/lvl	5'/lvl	F
10)	Stun Cloud IV	20'R	6 rnds	40'	E
11)	Death Cloud I	5'R	10 rnds	10'	E
12)	Vacuum II	10'R	—	100'	F
13)	Air Stop X	100'R	C	100'	F
14)	Whirlwind	10'R	C	100'	E
15)	Death Cloud II	10'R	10 rnds	40'	E
16)					
17)	Vacuum IV	20'R	—	100'	F
18)	Great Vacuum	5'R	—	100'	F
19)	Stun Cloud True	20'R	6 rnds	100'	E
20)	Reverse Winds	100'R/lvl	C	100'/lvl	E
25)	Hard Wind	300'x25'R	1 rnd/lvl	300'	E
30)	Storm Call	1 mi R/lvl	varies	1 mi/lvl	E
50)	Wind Mastery	varies	1 rnd/lvl	varies	U

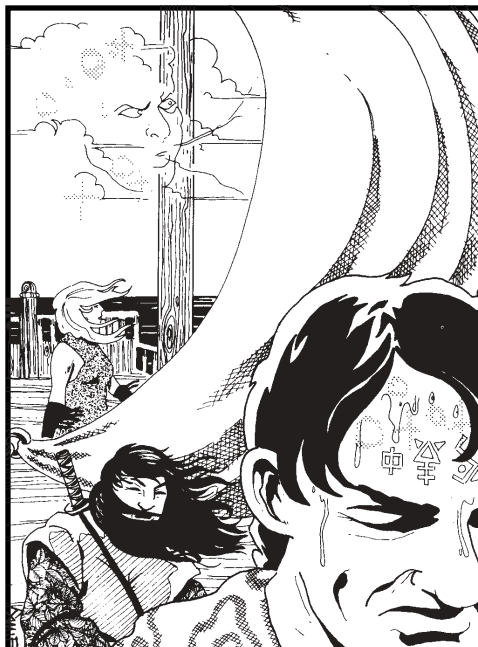
6. **Stun Cloud X** — As *Stun Cloud I*, except radius is 10'.
7. **Vacuum I** — Creates a 5'R near vacuum. Anyone inside the radius must make a successful RR or take a 'B' Impact critical, as air leaves and rushes back in.
8. **Air Stop II** — As *Air Stop I*, except radius is 20'.
9. **Slumber Cloud** — As *Slumber Mist*, except for the duration, and it drifts with the wind.
10. **Stun Cloud IV** — As *Stun Cloud V*, except radius is 20'.
11. **Death Cloud I** — As *Stun Cloud I*, except delivers an 'E' on rounds 1 and 2, a 'D' on rounds 3 and 4, a 'C' on rounds 5 and 6, a 'B' on rounds 7 and 8, and an 'A' on rounds 9 and 10.
12. **Vacuum II** — As *Vacuum I*, except radius is 10'.
13. **Air Stop X** — As *Air Stop I*, except radius is 100'.
14. **Whirlwind** — A 10'R whirlwind is created. This whirlwind delivers an 'A' Impact critical to all inside (every round). All movement through or within the whirlwind is reduced by 80%. The caster can move the whirlwind 1' per round.
15. **Death Cloud II** — As *Death Cloud I*, except radius is 10'.
17. **Vacuum IV** — As *Vacuum I*, except radius is 20'.
18. **Great Vacuum** — As *Vacuum I*, except delivers a 'D' Impact critical.
19. **Stun Cloud True** — As *Stun Cloud IV*, except by concentrating the caster can move it 10' per round up to 100' away.
20. **Reverse Winds** — Allows the caster to change the direction of the wind within the radius.
25. **Hard Wind** — Caster must outstretch arms and then a hard wind comes forth from them, fanning out till it has a 25'R at 300'. All within the cone receive a 'B' Impact critical.
30. **Storm Call** — Summons forces of nature in a fierce thunderstorm. This storm will include heavy rain, 25-60 mph winds, lightning (random), and a blizzard (if correct climate). The storm can be delayed for up to 1 hour per level of the caster.
50. **Wind Mastery** — Caster can use one lower level spell (on this list) each round.

WIND LAW

1. **Breezes** — Causes a light breeze (up to 20' per round) as long as the caster concentrates. Any gasses in the area are moved by the breeze.
2. **Airwall** — Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Slumber Mist** — By concentrating, the caster can remove most of the oxygen from the area of effect. After three rounds of concentration, all targets in the area of effect must make an RR each round in the area of effect or fall asleep (1 round per 10 failure). All fire spells in the area suffers a -20 penalty (or are 20% less effective in the case of non-attack spells).
4. **Stun Cloud I** — Creates a 5'R cloud of charged gas particles. This cloud delivers a 'C' Electricity critical to all within the area of effect on the first and second rounds; a 'B' on the third and fourth rounds; and an 'A' on the fifth and sixth rounds (after 6 rounds, the cloud dissipates). This cloud drifts with the wind. The cloud takes one round to form (so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical). It will then stayed formed for six rounds.
5. **Airstop I** — Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts stronger winds by 30 mph in the area of effect.

SPECIAL NOTES

- 1) All vacuums created by spells on this list also create a loud noise. The larger the radius, the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- 2) All walls created by spells on this list must rest on a solid surface. See Section 7.1.7 for more information on walls (and spell effects on walls).
- 3) An elemental creature made of gas will be cut to 20% activity if it is the target of an *Air Stop* spell (and the creature fits into the area of effect). A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying critical on the creature. A *Whirlwind* has no effect on an elemental creature made of gas.



CONCEALMENT MASTERY

1. **Shadow** — Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
2. **Unseen III** — Up to three objects (e.g., 1 garment, 1 naked body, and 1 weapon) are made invisible. The object(s) will remain invisible until 24 hours pass, **or** the object is struck by a violent blow (being hit by a weapon, falling, etc), **or** the object makes a violent move (i.e., an attack).
3. **Conceal I** — Target inanimate object take on the visual appearance of a similar object. For example, a small red key may appear as a small blue spoon. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is strictly a visual illusion (and can be detected as such).



4. **Locate Object** — This spell allows the caster to find any inanimate object. The caster must be able to uniquely describe the object.
5. **Darkness** — Creates an area of darkness up to 2'R/lvl about the point touched. The darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object/being. See Section 7.1.7.
6. **Secret I** — Target inanimate object takes on the visual and tactile appearance of another object. For example, a crystal goblet might look and feel like a wooden mug. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is an illusion (and can be detected as such).
7. **Unseen V** — As *Unseen III*, except affects up to five objects.
8. **Displacement I** — Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down by 5%.
9. **Conceal III** — As *Conceal I*, except affects up to three objects.
10. **Unseen X** — As *Unseen III*, except affects up to ten objects.
11. **Displacement II** — As *Displacement I*, except chance of missing is 20%.
12. **Secret III** — As *Secret I*, except affects up to three objects.
13. **Unseen XV** — As *Unseen III*, except affects up to fifteen objects.

DABBLER BASE LIST 3.5.1

CONCEALMENT MASTERY

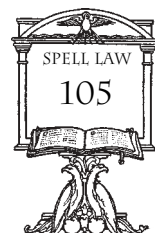
Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Shadow	caster	10 min/lvl	self	U
2)	Unseen III	3 targets	24 hours	10'/lvl	E
3)	Conceal I	1 object	4 hrs/lvl	touch	E
4)	Locate Object	1 object	—	5'/lvl	I
5)	Darkness	2'R/lvl	10 min/lvl	10'	E
6)	Secret I	1 object	4 hrs/lvl	touch	U
7)	Unseen V	5 targets	24 hours	10'/lvl	E
8)	Displacement I	caster	1 min/lvl	self	E
9)	Conceal III	3 objects	4 hrs/lvl	touch	E
10)	Unseen X	10 targets	24 hours	10'/lvl	E
11)	Displacement II	caster	1 min/lvl	self	E
12)	Secret III	3 objects	4 hrs/lvl	touch	U
13)	Unseen XV	15 targets	24 hours	10'/lvl	E
14)					
15)	Conceal V	5 objects	4 hrs/lvl	touch	E
16)	Lord Unseen	20 targets	24 hours	10'/lvl	E
17)	Secret V	5 objects	4 hrs/lvl	touch	U
18)	Displacement III	caster	1 min/lvl	10'	E
19)					
20)	Conceal X	10 objects	4 hrs/lvl	touch	E
25)	Unseen True	1 target/lvl	24 hours	10'/lvl	E
30)	Secret X	10 objects	4 hrs/lvl	touch	U
50)	Concealment Mastery	1 object/lvl	4 hrs/lvl	touch	E

15. **Conceal V** — As *Conceal I*, except affects up to five objects.
16. **Lord Unseen** — As *Unseen III*, except affects up to twenty objects.
17. **Secret V** — As *Secret I*, except affects up to five objects.
18. **Displacement III** — As *Displacement I*, except chance of missing is 30%.
20. **Conceal X** — As *Conceal I*, except affects up to ten objects.
25. **Unseen True** — As *Unseen III*, except affects up to one object for every level of the caster.
30. **Secret X** — As *Secret I*, except affects up to ten objects.
50. **Concealment Mastery** — As *Conceal I*, except affects a number of objects equal to the caster's level.



SPECIAL NOTES

- 1) See Section 7.1.10 for more information on invisibility (including effects of invisibility and how to detect it).
- 2) See Section 7.1.27 for more on illusions and how to detect them.
- 3) When using the *Locate Object* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item within range can possibly match the description).



DABBLER BASE LIST 3.5.2

INFLUENCES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sleep III	varies	—	100'	Fm
2)	Charm Animals	1 animal/lvl	1 hour	100'	Fm
3)	Charm Kind	1 target	1 hr/lvl	100'	Fm
4)	Sleep V	varies	—	100'	Fm
5)	Suggestion	1 target	varies	100'	Fm
6)	Telepathy I	1 target	1 rnd/lvl(C)	2'/lvl	Fm
7)	Sleep VII	varies	—	100'	Fm
8)	Hold Kind	1 target	C	100'	Fm
9)	Greater Charm Kind	1 target/5 lvl	1 hr/lvl	100'	Fm
10)	Sleep X	varies	—	100'	Fm
11)	Greater Suggestion	1 target/5 lvl	1 hr/lvl	100'	Fm
12)	Master of Kind	1 target	10 min/lvl	50'	Fm
13)	Sleep XII	varies	—	100'	Fm
14)	Greater Hold Kind	1 target/5 lvl	C	100'	Fm
15)	Telepathy II	1 target	1 rnd/lvl(C)	5'/lvl	Fm
16)	Sleep XV	varies	—	100'	Fm
17)					
18)	Gr. Master of Kind	1 target/5 lvl	10 min/lvl	50'	Fm
19)	Quest	1 target	varies	10'	Fm
20)	Lord Sleep	varies	—	100'	Fm
25)	Sleep True	varies	—	100'	Fm
30)	Telepathy True	1 target	1 rnd/lvl(C)	10'/lvl	Fm
50)	Quest True	1 target	varies	10'	Fm

INFLUENCES

- Sleep III** — Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 3. The caster must be able to see all targets. At the time of casting, the caster should designate target priority (i.e., affect target A; if levels are left, affect target B; etc.). The first 2 rounds of sleep is magical (the target cannot be awakened through normal means).
- Charm Animals** — Target animal(s) will believe the caster is a good friend.
- Charm Kind** — Target humanoid believes the caster is a good friend.
- Sleep V** — As *Sleep III*, except affects a total of 5 levels.
- Suggestion** — Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- Telepathy I** — Caster can read the surface thoughts of the target.
- Sleep VII** — As *Sleep III*, except affects a total of 7 levels.
- Hold Kind** — Target humanoid is held to 25% activity.
- Greater Charm Kind** — As *Charm Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
- Sleep X** — As *Sleep III*, except affects a total of 10 levels.
- Greater Suggestion** — As *Suggestion*, except will affect one target for every five levels (or fraction thereof) of the caster.
- Master of Kind** — Target humanoid must obey caster. However, he will not perform any act that is completely alien to him (e.g., no suicide orders, no blinding orders, etc.).
- Sleep XII** — As *Sleep III*, except affects a total of 12 levels.
- Greater Hold Kind** — As *Hold Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
- Telepathy II** — As *Telepathy I*, except for range.
- Sleep XV** — As *Sleep III*, except affects a total of 15 levels.
- Greater Master of Kind** — As *Master of Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
- Quest** — Target is given one task. Failure results in a penalty determined by the GM (task must be within the capabilities of the target). If the target ignores the quest, he will suffer the same effects as for failure.
- Lord Sleep** — As *Sleep III*, except affects a total of 20 levels.
- Sleep True** — As *Sleep III*, except affects a total number of levels equal to the caster's level.
- Telepathy True** — As *Telepathy I*, except for range.
- Quest True** — As *Quest*, except failure is punished by the target suffering five 'E' criticals (choose which critical types randomly).



MECHANISMS

1. **Machine Lore** — This spell analyzes one “machine,” giving the caster an idea of its purpose and operating procedures. This gives the caster a +20 when operating this particular machine. Anyone to whom he describes the analysis to can get a +10 when operating the machine.
2. **Tune** — When this spell is cast upon a machine, the machine’s efficiency will return to its original level. For example, if cast upon a rusty lock, the lock will return to its original non-rusty operational level.
3. **Jam I** — This spell has a 50% chance of jamming the target mechanism (e.g., trap, lock, machine, etc.). If the target mechanism is jammed, there is only a 5% chance that the target mechanism operates normally when used/triggered normally (check separately each time the mechanism is used). For example, if this spell is cast upon a pressure plate in the floor (that will drop a portcullis when someone steps upon it), there is a 5% chance the mechanism will trigger each time someone walks over it.
4. **Unlock I** — This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are open-ended and the sophistication of the lock may modify the roll. See Section 7.1.29.
5. **Untrap I** — As *Unlock I*, except its chances concern disarming traps.
6. **Operate I** — As *Unlock I*, except this spell has a 30% chance of operating any non-magical machine in its normal capacity for the duration of the spell. After the duration, the machine will operate normally. For example, if this spell were used to turn a wheel, the wheel would spin for the duration of the spell, then slowly spin to a stop.
7. **Detect Active Power** — For the duration of this spell, the caster will be aware when any active magic is in the area of effect. The caster will not know what the magic is or where it is; only that it is in the area of effect. For example, a Dabbler with this spell active can move down a passageway. The moment he gets near magical symbols on a door, he will be warned of active magic in the area (and perhaps the spell casters in the party can set out to find the source).
8. **Jam II** — As *Jam I*, except has a 70% chance of jamming the trap (and only a 4% chance of setting it off).
9. **Unlock II** — As *Unlock I*, except has a 50% chance of opening the lock (and only an 8% chance of setting off associated traps).
10. **Untrap II** — As *Untrap I*, except has a 50% chance of disarming the trap (and only an 8% chance of setting off the trap).
11. **Operate II** — As *Operate I*, except has a 50% chance of operating the machine.
12. **Jam III** — As *Jam I*, except has a 90% chance of jamming the trap (and only a 3% chance of setting it off).
13. **Unlock III** — As *Unlock I*, except has a 70% chance of opening the lock (and only a 6% chance of setting off associated traps).
14. **Untrap III** — As *Untrap I*, except has a 70% chance of disarming the trap (and a 6% chance of setting off the trap).
15. **Operate III** — As *Operate I*, except has a 70% chance of operating the machine.
16. **Jam III** — As *Jam I*, except has a 100% chance of jamming the trap (and only a 2% chance of setting it off).
17. **Unlock IV** — As *Unlock I*, except has a 90% chance of opening the lock (and only (and a 4% chance of setting off the trap).
18. **Untrap IV** — As *Untrap I*, except has a 70% chance of disarming the trap (and a 4% chance of setting it off).
19. **Operate IV** — As *Operate I*, except has a 90% chance of operating the machine.

DABBLER BASE LIST 3.5.3

MECHANISMS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Machine Lore	1 object	—	touch	I
□ 2)	Tune	1 object	—	touch	U
□ 3)	Jam I	1 trap	—	touch	U
□ 4)	Unlock I	1 lock	—	touch	U
□ 5)	Untrap I	1 trap	—	touch	U
~~~~~					
□ 6)	Operate I	1 machine	1 min/lvl	touch	U
□ 7)	Detect Active Power	5'R	1 min/lvl (C)	self	P
□ 8)	Jam II	1 trap	—	touch	U
□ 9)	Unlock II	1 lock	—	touch	U
□ 10)	Untrap II	1 trap	—	touch	U
~~~~~					
□ 11)	Operate II	1 machine	1 min/lvl	touch	U
□ 12)	Jam III	1 trap	—	touch	U
□ 13)	Unlock III	1 lock	—	touch	U
□ 14)	Untrap III	1 trap	—	touch	U
□ 15)	Operate III	1 machine	1 min/lvl	touch	U
~~~~~					
□ 16)	Jam IV	1 trap	—	touch	U
□ 17)	Unlock IV	1 lock	—	touch	U
□ 18)	Untrap IV	1 trap	—	touch	U
□ 19)	Operate IV	1 machine	1 min/lvl	touch	U
□ 20)	Jam True	5'R/lvl	—	self	U
~~~~~					
□ 25)	Unlock True	5'R/lvl	—	self	U
□ 30)	Untrap True	5'R/lvl	—	self	U
□ 50)	Operate True	5'R/lvl	1 min/lvl	self	U

20. **Jam True** — As *Jam III*, except affects all traps in the area of affect.

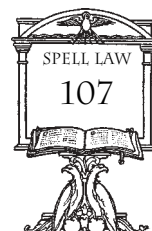
25. **Unlock True** — As *Unlock III*, except affects all locks in the area of effect.

30. **Untrap True** — As *Untrap III*, except affects all traps in the area of effects.

50. **Operate True** — As *Operate III*, except affects all machines in the area of effects.

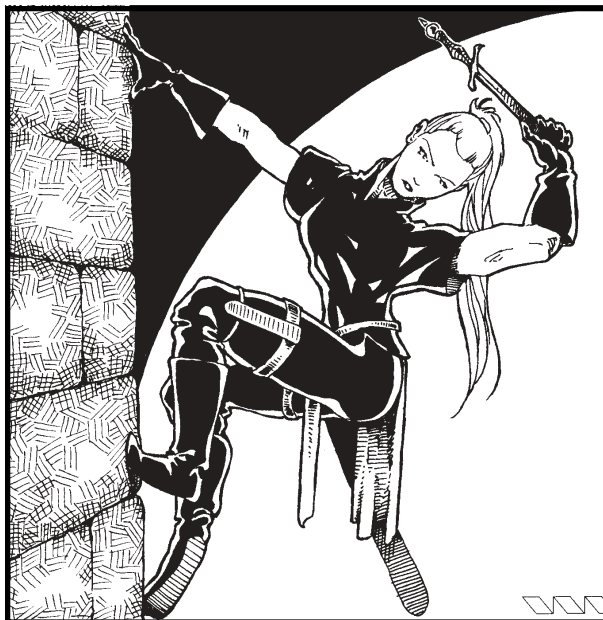
SPECIAL NOTES

- 1) For the purposes of spells on this list, a machine is any man-made device built to perform a specific function.
- 2) All percentage chances given with spells on this list are modified by the sophistication of the trap, lock, or machine. See Section 7.1.29 for more on sophistication of locks, traps, etc.



MOVEMENT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Run *	caster	10 min/lvl	self	U
2)	Longjump *	caster	—	self	U
3)	Landing *	caster	—	self	U
4)	Shadow Steps	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Balance I *	caster	1 rnd/lvl	self	U
7)	Spider's Step	caster	1 min/lvl	self	U
8)	Long Dive *	caster	—	self	U
9)	Traceless Passing *	caster	C	self	U
10)	Spider's Step True	caster	1 min/lvl	self	U
11)	Float *	caster	1 min/lvl	self	U
12)	Spider's Walk	caster	1 min/lvl	self	U
13)	Balance II *	caster	1 rnd/lvl	self	U
14)	Shadow Landing *	caster	—	self	U
15)	Spider's Run	caster	1 min/lvl	self	U
16)	Glide I	caster	1 min/lvl	self	U
17)					
18)	Balance III *	caster	1 rnd/lvl	self	U
19)					
20)	Spider's Walk True	caster	1 min/lvl	self	U
25)	Windwalking	caster	1 min/lvl	self	U
30)	Balance True *	caster	1 rnd/lvl	self	U
50)	Movement Mastery *	caster	1 min/lvl	self	U



without leaving tracks or other visible signs of his passing.

10. Spider's Step True — As *Spider's Step*, except caster can move along any surface (including ceilings).

11. Float — This spell allows the caster to float upon the air. While floating, the caster is at the mercy of the prevailing winds and cannot control any aspect of his flight without access to some other motive force (i.e., pulling along a rope or wall, being towed, etc.).

12. Spider's Walk — As *Spider's Step*, except caster may move at a normal walking pace and he needs only to maintain a 2-point contact with the wall.

13. Balance II — As *Balance I*, except caster may move at two times normal walking pace (i.e., Run pace).

14. Shadow Landing — Caster will safely fall from any distance 99% of the time and will land without making a sound.

15. Spider's Run — As *Spider's Walk*, except caster can move at two times normal walking pace (i.e., Run pace).

16. Glide I — Caster can glide like a bird. The product of caster's altitude and horizontal speed cannot exceed 100' per round. For example, a caster can glide along at a rate of 5' per round if he were 20' off the ground; or he could glide at the rate of 50' per round if he were 2' off of the ground. Note that the product **must** equal 100' (i.e., the caster cannot choose to have a total less than or more than 100').

18. Balance III — As *Balance I*, except caster can move at three times normal walking pace (i.e., Sprint pace).

20. Spider's Walk True — As *Spiders Walk*, except caster can move along any surface (including ceilings).

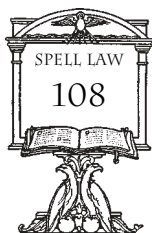
25. Windwalking — Allows the caster to walk on calm air; movement must be at a constant height (the caster may move vertically, but must do so under his own power—the spell provides no vertical movement capability).

30. Balance True — As *Balance I*, except caster can move at any pace.

50. Movement Mastery — Caster may use any lower level spell from this list once per round.

MOVEMENT MASTERY

- 1. Run** — Allows caster to move at two time normal walking pace (i.e. Run pace). He only expends exhaustion points as if he were walking. Once he stops or performs some other action, the spell is canceled.
- 2. Longjump** — The caster may jump (from any pace) up to 10' plus 5' per level of the caster horizontally, or 5' plus 2' per level of the caster vertically. This spell will allow the caster to always land safely from jumps of this distance or less.
- 3. Landing** — Allows the caster to land safely in a fall up to 20' per level of the caster; and the caster can take that distance off the severity of any longer fall.
- 4. Shadow Steps** — Allows the caster to cloak all of his movements in complete silence, so long as he moves no faster than a walking pace.
- 5. Underwater Movement** — The caster may move underwater as if he were on land.
- 6. Balance I** — With this spell, the caster gets a +50 bonus to any movement maneuvers performed at a walking pace.
- 7. Spider's Step** — The caster can move (at half walking pace) along any solid surface angled up to 90°; so long as he keeps at least a 3-point contact with the surface (e.g., both feet and one hand).
- 8. Long Dive** — Caster can safely dive through the air up to 50' per level if water deep enough is present (at least 2' of water per 50' dived).
- 9. Traceless Passing** — Caster can move at a walking pace



SPECIAL NOTES

See Section 7.1.12 for information on encumbrance limits for spells.

SENSES

1. **Sly Ears** — Caster gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
2. **Nightvision** — Caster can see 100' on a normal night as if it were daylight. See Section 7.1.19.
3. **Scent** — Caster gains an extremely acute sense of smell. This results in +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
4. **Sensory Marker** — One location is “marked” so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell if the marker is within range of the *Far Sense* spell. A marker can be placed on any inanimate object. The caster can only have as many markers as he has levels.
5. **Far Sense I** — Caster may designate one of his senses to be used at any “marked” location within range (see *Sensory Marker*). The caster can use any perception skill he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point may be rotated to face any direction. While he is sensing at the marked location, he must remain immobile and concentrate.
6. **Sidevision** — Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.
7. **Touch** — Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., pick locks, disarm traps, etc.).
8. **Watervision** — Caster can see 100' in any water (including murky water) as if it were daylight.
9. **Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
10. **Far Sense II** — As *Far Sense I*, except caster may designate up to two senses at the marked location.
11. **Woodsight** — Caster can see through wood (up to 1"/lvl).
12. **Lightvision** — Caster can see in any brightness of light (including that which would be blinding or glaring). This spell does not work in the absence of light.
14. **Greater Far Sense I** — As *Far Sense I*, except caster can move (though he must continue to concentrate).
15. **Long Far Sense I** — As *Far Sense I*, except for range.
16. **Stonesight** — As *Woodsight*, except that caster can see through stone.
18. **Greater Far Sense II** — As *Far Sense II*, except caster can move (though he must continue to concentrate).
19. **Ironsight** — As *Woodsight*, except that caster can see through iron (or steel).
20. **Long Far Sense II** — As *Far Sense II*, except for range.
25. **Vision True** — As all *Vision* spells on this list operating at the same time.
30. **Senses True** — Caster has the effects of *Sly Ears*, *Scent*, *Touch*, and all *Vision* spells simultaneously.
50. **Sense Mastery** — Caster may use any lower level spell on this list once per round.

SPECIAL NOTES

See Section 7.1.19 for more information on the environment's effects on vision.

DABBLER BASE LIST 3.5.5

SENSES

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Sly Ears	caster	10 min/lvl	self	U
☐ 2)	Nightvision	caster	10 min/lvl	self	U
☐ 3)	Scent	caster	10 min/lvl	self	U
☐ 4)	Sensory Marker	caster	P	touch	U
☐ 5)	Far Sense I	caster	1 min/lvl(C)	50'/lvl	U
☐ 6)	Sidevision	caster	10 min/lvl	self	U
☐ 7)	Touch	caster	10 min/lvl	self	U
☐ 8)	Watervision	caster	10 min/lvl	self	U
☐ 9)	Darkvision	caster	10 min/lvl	self	U
☐ 10)	Far Sense II	caster	1 min/lvl(C)	50'/lvl	U
☐ 11)	Woodsight	csster	C	self	U
☐ 12)	Lightvision	caster	10 min/lvl	self	U
☐ 13)					
☐ 14)	Greater Far Sense I	caster	1 min/lvl (C)	50'/lvl	U
☐ 15)	Long Far Sense I	caster	1 min/lvl	500'/lvl	U
☐ 16)	Stonesight	caster	C	self	
☐ 17)					
☐ 18)	Greater Far Sense II	caster	1 min/lvl(C)	50'/lvl	U
☐ 19)	Ironsight	caster	C	self	U
☐ 20)	Long Far Sense II	caster	1 min/lvl(C)	500'/lvl	U
☐ 25)	Vision True	caster	10 min/lvl	self	U
☐ 30)	Senses True	caster	1 min/lvl	1 mile/lvl	U
☐ 50)	Sense Mastery	caster	10 min/lvl	self	U



DABBLER BASE LIST 3.5.6

THIEVING LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Gauge Wealth	1 target	—	10'	P
2)	Weigh Pockets	1 target	—	10'	P
3)	Mark Target	1 target	1 hr/lvl	touch	P
4)	Find Buyer I	500'R/lvl	—	self	I
5)	Locate Target	50'R/lvl	—	self	I
6)	Jewel/Metal Assess.	1 object	—	self	I
7)	Item Assessment	1 object	—	self	I
8)	Find Buyer II	500'R/lvl	—	self	I
9)	Detect Power	1 object	—	self	I
10)	Item Analysis I	1 object	—	self	I
11)	Find Owner I	1 mile R	—	self	I
12)	Find Buyer III	500'R/lvl	—	self	I
13)	Assessment True	1 object	—	self	I
14)	Significance	1 object	—	self	I
15)	Find Owner II	5 mile R	—	self	I
16)	Find Buyer IV	500'R/lvl	—	self	I
17)					
18)	Origins	1 object	—	self	I
19)	Find Owner III	10 mile R	—	self	I
20)	Owner Vision	caster	—	self	I
25)	Item Vision	1 object	—	self	I
30)	Origins True	1 object	—	self	I
50)	Find Owner True	unlimited	—	self	I



THIEVING LAW

- Gauge Wealth** — The caster gets a feeling for how much the target of this spell believes he is worth (i.e., his net worth). Note that this could be drastically different than how much money the target has (as wealth could include land, livestock, etc.).
- Weigh Pockets** — The caster knows approximately how much “wealth” the target has upon his person.
- Mark Target** — The caster magically “marks” a target for use with the *Locate Target* spell. The caster can only have one target marked at a time.
- Find Buyer I** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object. The caster must be touching the object at the time this spell is cast.
- Locate Target** — The caster knows the exact location (direction and distance) of a “marked” target.
- Jewel/Metal Assessment** — Caster can assess the value of jewels and metals within 10% of actual value. This spell allows him to calculate different values for all the cultures he is familiar with. Note that this spell evaluates the materials only (not the craftsmanship or the magical properties).
- Item Assessment** — As *Jewel/Metal Assessment*, except this spell will take into account the craftsmanship of the item. Magical properties are not evaluated.
- Find Buyer II** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object and is willing to acquire it at this time. The caster must be touching the object at the time this spell is cast.

9. **Detect Power** — Detects magical power in an item (but not the realm or how much power is in the item).

10. **Item Analysis I** — Caster has a 10% chance of determining the enchanted abilities of an object (roll separately for each ability). Once this spell has been cast on an item, it may not be cast on the same item again until the caster has gained a level of experience. See Section 7.1.4.

11. **Find Owner I** — The caster knows the location of the owner of a specified object (the caster must be touching the object at the time that this spell is cast). The owner must be within the area of effect. For the purposes of this spell, the owner of an object is defined as someone who has “legal” ownership of the object. The GM must determine what constitutes legal ownership in his world (e.g., the creator, the purchaser of the created item, possessor, etc.).

12. **Find Buyer III** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object, is willing to acquire it at this time, and is willing to acquire it in a non-violent fashion. The caster must be touching the object at the time this spell is cast.

13. **Assessment True** — As *Item Assessment*, except that any item can be assessed (e.g., livestock, houses, boats, etc.).

14. **Significance** — Determines if the item examined has any cultural or historical significance (but not exactly what the significance is).

15. **Find Owner II** — As *Find Owner I*, except for area of effect.

16. **Find Buyer IV** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object, is willing to acquire it at this time (in a non-violent fashion), and is willing to pay the best price. The caster must be touching the object at the time this spell is cast.

18. **Origins** — Gives the area of origin of the item, the race of the being who created it, and when it was made (within 100 years).

19. **Find Owner III** — As *Find Owner I*, except for area of effect.

20. **Owner Vision** — Caster gets a visual image of the owner of an item.

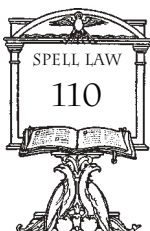
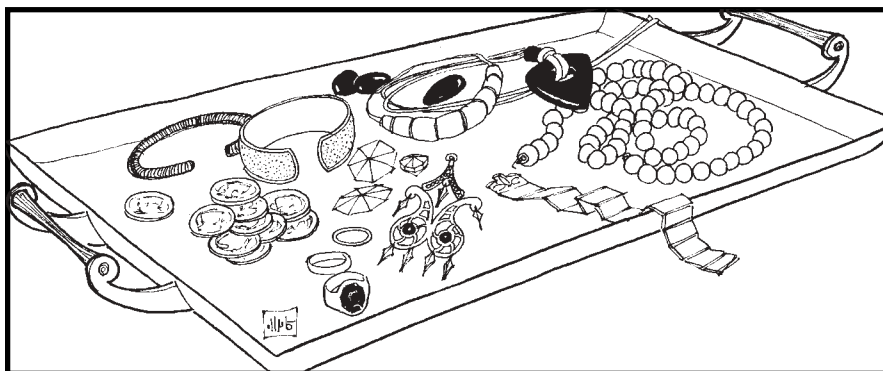
25. **Item Vision** — Gives a vision of a significant event in the item’s past.

30. **Origins True** — As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.

50. **Find Owner True** — As *Find Owner I*, except for area of effect.

SPECIAL NOTES

The GM must decide what constitutes ownership in his world (perhaps different standards for various cultures).



BODY REINS

1. **Balance** — Adds +50 to any rolls for any maneuvers performed at a walking pace (e.g., walking a 3" beam).
2. **Contractions** — Allows the caster to slightly alter his muscles, limbs, and torso. This facilitates escaping from bonds and small places. Gives a +25 to +50 bonus to maneuvers utilizing Contortion skill.
3. **Concentration II** — Adds +20 to any one maneuver. No other action can be performed the round this maneuver is resolved.
4. **Unpain I** — Caster is able to sustain an additional 25% of his total concussion hits before passing out, hits are still taken and remain when the spell lapses.
5. **Face Shifting** — Allows caster to alter form of his face to resemble someone else.
6. **Waterlungs** — Caster can breathe water but not air for the duration of this spell.
7. **Concentration III** — As *Concentration I*, except bonus is 30.
8. **Strength II** — In melee, the caster does double normal concussion hits **and** his Strength stat bonus is doubled.
9. **Unpain II** — As *Unpain I*, except 50% additional hits may be sustained.
10. **Body Shifting** — As *Face Shifting*, except the form of the body can be altered slightly to the general shape and size of the desired humanoid race (must be within 25% of the caster's normal mass).
11. **Concentration IV** — As *Concentration I*, except bonus is 40.
12. **Strength III** — As *Strength II*, except caster delivers triple concussion damage **and** his Strength stat bonus is tripled.
13. **Awake** — Awakens the caster from any unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.). Caster takes one round to awaken.
14. **Gaslungs** — Caster can breathe any gas as if it were normal air.
15. **Unpain III** — As *Unpain I*, except 75% additional hits may be sustained.
16. **Concentration V** — As *Concentration I*, except bonus is 50.
17. **Monk's Sleep** — This spell halves the normal amount of time needed for rest. For example, after a normal day, instead of needed only 8 hours of sleep, the caster will need only 4. This spell will remain in effect for the duration of the sleep.
18. **Unpain IV** — As *Unpain I*, except 100% additional hits may be sustained.
19. **Meditative Sleep** — During a normal sleep, the caster may make Perception rolls (that are not based upon sight), at no penalty.
20. **Self Keeping** — Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.
25. **Monk's Sleep True** — As *Monk's Sleep* and *Meditative Sleep* operating at the same time.
30. **Strength IV** — As *Strength II*, except caster delivers four times normal concussion damage **and** his strength stat bonus is quadrupled.
50. **Unpain True** — As *Unpain I*, except caster ignores all pain. Thus, he ignores all penalties (i.e., negative modifiers to actions) due to wounds **and** his hit total is double his normal hits plus his constitution (on a 1-100 scale). When he exceeds this limit he does not pass out, he dies from system shock.

MONK BASE LIST 3.6.1

BODY REINS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Balance *	caster	1 minute	self	U
□ 2)	Contractions	caster	C	self	U
□ 3)	Concentration II *	caster	1 round	self	U
□ 4)	Unpain I *	caster	1 min/lvl	self	Us
□ 5)	Face Shifting	caster	10 min/lvl	self	U
□ 6)	Waterlungs	caster	1 min/lvl	self	U
□ 7)	Concentration III *	caster	1 round	self	U
□ 8)	Strength II *	caster	1 round	self	U
□ 9)	Unpain II *	caster	1 min/lvl	self	Us
□ 10)	Body Shifting	caster	10 min/lvl	self	U
□ 11)	Concentration IV *	caster	1 round	self	U
□ 12)	Strength III *	caster	1 round	self	U
□ 13)	Awake *	caster	—	self	Us
□ 14)	Gaslungs	caster	10 min/lvl	self	U
□ 15)	Unpain III *	caster	1 min/lvl	self	Us
□ 16)	Concentration V *	caster	1 round	self	U
□ 17)	Monk's Sleep	caster	varies	self	U
□ 18)	Unpain IV *	caster	1 min/lvl	self	Us
□ 19)	Meditative Sleep	caster	varies	self	U
□ 20)	Self Keeping *	caster	varies	self	Us
□ 25)	Monk's Sleep True	caster	varies	self	U
□ 30)	Strength IV *	caster	1 round	self	U
□ 50)	Unpain True *	caster	1 min/lvl	self	Us



MONK BASE LIST 3.6.2

BODY RENEWAL

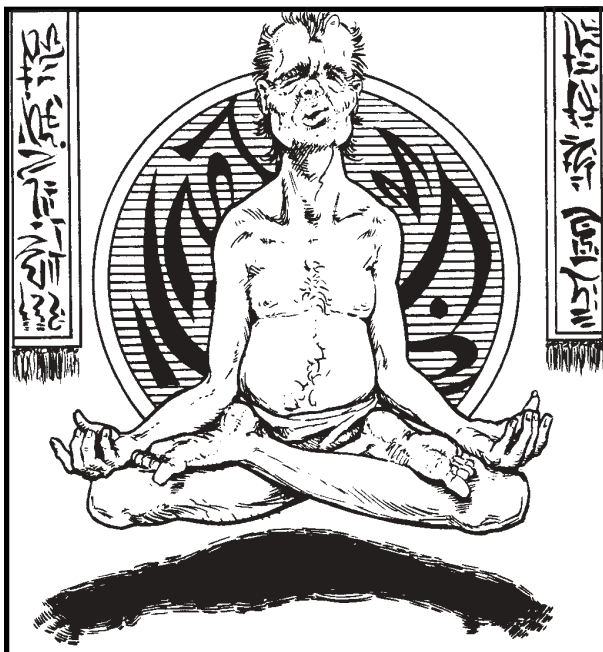
Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Flow Stoppage I *	caster	varies	self	U
☐ 2)	Clotting I *	caster	varies	self	Us
☐ 3)	Stun Relief I *	caster	—	self	Us
☐ 4)	Pain Relief I *	caster	C	self	Us
☐ 5)	Cut Repair I	caster	—	self	U
☐ 6)	Fracture Repair	caster	varies	self	U
☐ 7)	Mus./Tend. Repair	caster	varies	self	U
☐ 8)	Clotting III *	caster	varies	self	Us
☐ 9)	Stun Relief III *	caster	—	self	Us
☐ 10)	Resist Poison *	caster	C	self	Us
☐ 11)	Pain Relief II *	caster	C	self	Us
☐ 12)	Vein/Artery Repair	caster	varies	self	U
☐ 13)	Cut Repair III	caster	—	self	U
☐ 14)	Fracture Repair True	caster	varies	self	U
☐ 15)	Mus./Tend. Rep. True	varies	P(C)	self	U
☐ 16)	Minor Nerve Repair	caster	varies	self	U
☐ 17)	Eye/Ear Repair	caster	varies	self	U
☐ 18)	Self Joining *	caster	varies	self	U
☐ 19)	Neutralize Disease *	caster	varies	self	Us
☐ 20)	Neutralize Poison *	caster	varies	self	Us
☐ 25)	Clotting True *	caster	varies	self	Us
☐ 30)	Neut. Pois./Dis. True *	caster	varies	self	Us
☐ 50)	Renewal True	caster	varies	self	Us

BODY RENEWAL

- Flow Stoppage I** — Reduces caster's bleeding by 1, as long as the caster concentrates **or** is immobile. For example, this will take a wound that is bleeding at a rate of 4 hits per round down to 3 hits per round. If the caster is suffering from multiple bleeding wounds, this only affects one of them.
- Clotting I** — As *Flow Stoppage I*, except after 1 hour the stoppage is permanent. If caster is unconscious, this spell will operate without concentration.
- Stun Relief I** — Caster is relieved of 1 round's worth of accumulated stun.
- Pain Relief I** — Heals 1 hit per minute for as long as the caster concentrates. If caster is unconscious, this spell will operate without concentration.
- Cut Repair I** — As *Clotting I*, except the permanent stoppage occurs immediately.
- Fracture Repair** — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair a broken bone (not a shattered or destroyed bone).
- Muscle/Tendon Repair** — As *Fracture Repair*, except cut or damaged muscles or tendons may be repaired.
- Clotting III** — As *Clotting I*, except bleeding wounds can be reduced by 3.
- Stun Relief III** — As *Stun Relief I*, except 3 rounds are relieved.
- Resist Poison** — Delays the effect of a poison as long as the caster concentrates.
- Pain Relief II** — As *Pain Relief I*, except heals 2 hits per minute.
- Vein/Artery Repair** — As *Fracture Repair*, except repairs a vein or artery.
- Cut Repair III** — As *Cut Repair I*, except bleeding wounds can be reduced by 3.
- Fracture Repair True** — As *Fracture Repair*, except repair only takes 2 hours of concentration for 1 day.
- Muscle/Tendon Repair True** — As *Fracture Repair True*, except cut or broken muscles can be repaired.
- Minor Nerve Repair** — Repairs minor damage to one nerve. Requires a 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.
- Eye/Ear Repair** — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair any external damage to his ear (including ear loss) or eye (including corneal scratch, removal of foreign objects, etc.).
- Self Joining** — Allows caster to reattach a severed limb; limb is fully functional after 1-10 days (caster must concentrate with this spell for 2 hours each day).
- Neutralize Disease** — Has a 50% chance of neutralizing a disease (modified by the potency of the disease) if the caster is unconscious or concentrates for 1 hour. In any case, it delays the poison for as long as the caster can concentrate.
- Neutralize Poison** — Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster is unconscious or concentrates for 1 hour. In any case, it delays the poison for as long as the caster can concentrate.
- Clotting True** — As *Clotting I*, except stops all bleeding and is permanent after 1 minute of concentration for each hit stopped.
- Neutralize Poison/Disease True** — As *Neutralize Poison* and *Neutralize Disease* operating at the same time, except chance of neutralization is 100% (modified).
- Renewal True** — While in a trance (from the *Self Keeping* spell on the Body Reins list), the caster can use the lower level healing spells on this list to repair himself.

SPECIAL NOTES

See Section 7.2 for more information on healing.



EVASIONS

1. **Swing I** — Allows caster to leap up to 10' vertically or laterally, grasp and swing from a fixed object, and land perfectly (up to 20' away from the object). The object could be a tree, branch, rafter, rope, chandelier, etc.
2. **Speed I** — Caster may act at twice his normal rate (i.e., 200% activity per round), but immediately afterwards, he must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% activity per round).
3. **Dodging I** — Allows caster to “dodge” one nonspell attack (missile or melee) that occurs during the same round that this spell is cast. The caster must be able to see the attack (i.e., they cannot be from the rear or invisible) and he must have room to dodge the attack; this results in the attack receiving a -50 modification.
4. **Swing III** — As *Swing I*, except three *Swing I*'s may be executed in rapid succession.
5. **Flip I** — Allows caster to “flip” in any direction, landing up to 10' away (facing in any direction).
6. **Haste I** — As *Speed I*, except no half rate rounds are required.
7. **Speed III** — As *Speed I*, except duration is 3 rounds.
8. **Dodging III** — As *Dodging I*, except 3 attacks can be dodged.
9. **Swing V** — As *Swing I*, except five *Swing I*'s may be executed in rapid succession.
10. **Speed V** — As *Speed I*, except duration is 5 rounds.
11. **Flip III** — As *Flip I*, except three *Flip I*'s may be executed in rapid succession.
12. **Haste III** — As *Haste I*, except duration is 3 rounds.
13. **Dodging IV** — As *Dodging I*, except 4 attacks can be dodged.
15. **Speed VII** — As *Speed I*, except duration is 7 rounds.
16. **Haste IV** — As *Haste I*, except duration is 4 rounds.
17. **Great Flip** — As *Flip I*, except total distance travelled is 1' per level.
18. **Dodging V** — As *Dodging I*, except 5 attacks can be dodged.
19. **Speed X** — As *Speed I*, except duration is 10 rounds.
20. **Haste V** — As *Haste I*, except duration is 5 rounds.
25. **Dodging True** — As *Dodging I*, except all attacks can be dodged.
30. **Haste X** — As *Haste I*, except duration is 10 rounds.
50. **Monk's Move True** — Caster can use any one of the lower level non- *Speed/Haste* spells (on this list) each round.

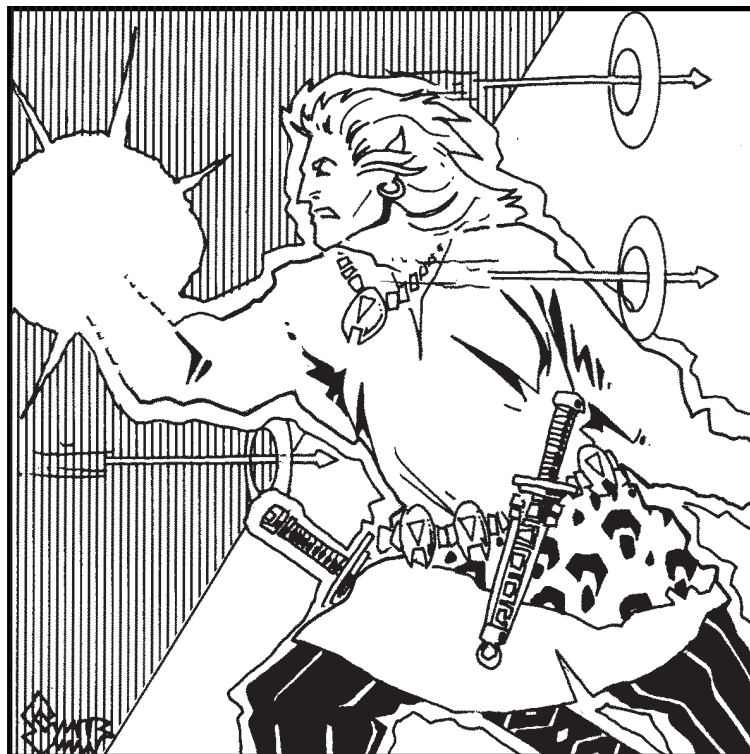
SPECIAL NOTES

See Section 7.1.24 for rules on *Speed* and *Haste*.

MONK BASE LIST 3.6.3

EVASIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Swing I *	caster	—	self	U
□ 2)	Speed I *	caster	1 round	self	U
□ 3)	Dodging I *	1 attack	1 round	self	U
□ 4)	Swing III *	caster	—	self	U
□ 5)	Flip I *	caster	—	self	U
~~~~~					
□ 6)	Haste I *	caster	1 round	self	U
□ 7)	Speed III *	caster	3 rounds	self	U
□ 8)	Dodging III *	3 attacks	1 round	self	U
□ 9)	Swing V *	caster	—	self	U
□ 10)	Speed V *	caster	5 rounds	self	U
~~~~~					
□ 11)	Flip III *	caster	varies	self	U
□ 12)	Haste III *	caster	3 rounds	self	U
□ 13)	Dodging IV *	4 attacks	1 round	self	U
□ 14)					
□ 15)	Speed VII *	caster	7 rounds	self	U
~~~~~					
□ 16)	Haste IV *	caster	4 rounds	self	U
□ 17)	Great Flip *	caster	—	self	U
□ 18)	Dodging V *	4 attacks	1 round	self	U
□ 19)	Speed X *	caster	10 rounds	self	U
□ 20)	Haste V *	caster	5 rounds	self	U
~~~~~					
□ 25)	Dodging True *	all attacks	1 round	self	U
□ 30)	Haste X *	caster	10 rounds	self	U
□ 50)	Monk's Move True	caster	1 rnd/lvl	self	U



MONK BASE LIST 3.6.4

MIND OVER MATTER

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Body Weaponry I	caster	1 rnd/lvl	self	U
☐ 2)	Adrenal Focus II *	caster	—	self	U
☐ 3)	Missile's Master II *	caster	—	self	U
☐ 4)					
☐ 5)	Shattering Blow I	caster	—	self	U
☐ 6)	Adrenal Focus III *	caster	—	self	U
☐ 7)	Body Weaponry II	caster	1 rnd/lvl	self	U
☐ 8)	Missile's Master III *	caster	—	self	U
☐ 9)	Body Armor III	caster	1 rnd/lvl	self	U
☐ 10)	Lion's Heart	caster	1 min/lvl	self	U
☐ 11)	Adrenal Focus IV *	caster	—	self	U
☐ 12)	Shattering Blow II	caster	—	self	U
☐ 13)	Body Weaponry III	caster	1 rnd/lvl	self	U
☐ 14)	Missile's Master IV *	caster	—	self	U
☐ 15)	Adrenal Focus V *	caster	—	self	U
☐ 16)	Body Armor IV	caster	1 rnd/lvl	self	U
☐ 17)	Shattering Blow III	caster	—	self	U
☐ 18)	Missile's Master V *	caster	—	self	U
☐ 19)	Body Weaponry IV	caster	1 rnd/lvl	self	U
☐ 20)	Adrenal Focus True *	caster	—	self	U
☐ 25)	Body Weaponry True	caster	1 rnd/lvl	self	U
☐ 30)	Shattering Blow True	caster	—	self	U
☐ 50)	Mind Over Matter	caster	1 rnd/lvl	self	U

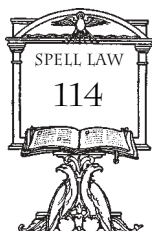
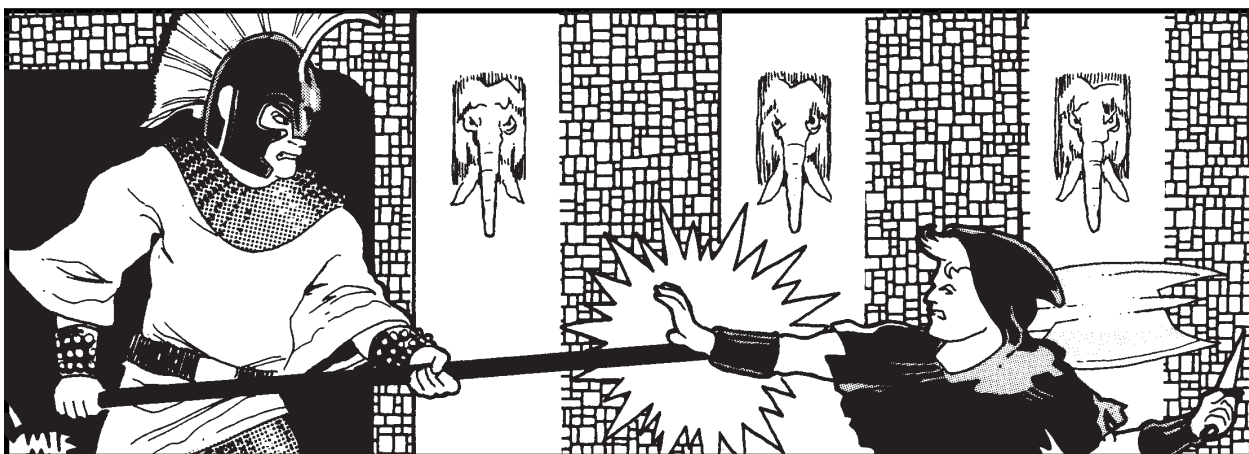
6. **Adrenal Focus III** — As *Adrenal Focus II*, except bonus is +30.
7. **Body Weaponry II** — As *Body Weaponry I*, except bonus is +10.
8. **Missile's Master III** — As *Missile's Master II*, except bonus is +30.
9. **Body Armor III** — For the duration of this spell, the caster's skin is treated as AT 3 (this is only effective if the caster is wearing no armor at all).
10. **Lion's Heart** — The caster may ignore the effects of the first critical strike made against him. At the end of this spell's duration, all effects apply normally. Only one wound can be ignored in this fashion at a time (i.e., the caster cannot have more than one *Lion's Heart* spell active at any given time).
11. **Adrenal Focus IV** — As *Adrenal Focus II*, except bonus is +40.
12. **Shattering Blow II** — As *Shattering Blow I*, except the chance of breaking the object is 25% plus 3% per degree of severity of the critical.
13. **Body Weaponry III** — As *Body Weaponry I*, except bonus is +15.
14. **Missile's Master IV** — As *Missile's Master II*, except bonus is +40.
15. **Adrenal Focus V** — As *Adrenal Focus II*, except bonus is +50.
16. **Body Armor IV** — For the duration of this spell, the caster's skin is treated as AT 4 (this is only effective if the caster is wearing no armor at all).
17. **Shattering Blow III** — As *Shattering Blow I*, except the chance of breaking the object is 40% plus 6% per degree of severity of the critical.
18. **Missile's Master V** — As *Missile's Master II*, except bonus is +50.
19. **Body Weaponry IV** — As *Body Weaponry I*, except bonus is +20.
20. **Adrenal Focus True** — As *Adrenal Focus II*, except bonus is +75.
25. **Body Weaponry True** — As *Body Weaponry I*, except bonus is +30.
30. **Shattering Blow True** — As *Shattering Blow I*, except the chance of breaking the object is 50% plus 10% per degree of severity of the critical.
50. **Mind Over Matter** — Caster may use any one of the lower level spells on this list, once per round.

MIND OVER MATTER

1. **Body Weaponry I** — Caster gets a +5 bonus to all Martial Arts attacks.
2. **Adrenal Focus II** — Caster gets a +20 bonus for all Adrenal Moves.
3. **Missile's Master II** — Caster gets a +20 for attempts to deflect, block, or parry one missile attack.
5. **Shattering Blow I** — Caster can strike an inanimate object and deliver damage to it (taking no damage himself). Caster makes a normal Martial Arts Strikes attack against the object. In addition, there is a chance that the object that is struck will break if it has any flaws (e.g., cracks, fractures, etc.) in it. The chance is equal to 10% plus 1% per degree of severity of the critical delivered in the attack (i.e., 'A' critical = 5%, 'B' critical = 10%, etc.). This chance is modified by +10% to +50% depending on the severity of the flaws.

SPECIAL NOTES

See Section 7.1.13 for information on structural integrity of objects.



MONK'S BRIDGE

1. **Leaping I** — Allows caster to leap 50' laterally or 20' vertically in the round that the spell is cast.
2. **Landing** — Allows the caster to land safely in a fall of up to 20' per level, and to take that distance off the severity of any longer fall.
3. **Traction** — Caster can run on even, unstable surfaces (sand, ice, etc.) as he would on a hard, stable surface.
4. **Edgerunning** — Caster can run on even, narrow (at least 2" wide) surfaces as if he were on normal ground.
5. **Leaping III** — As *Leaping I*, except the caster can execute 3 "leaps" in succession. Each leap must be within 90° of the last leap's direction.
6. **Cornering I** — Allows caster to execute a turn up to 180° with no deceleration or unbalance (this spell can be used with any *Running* spells).
7. **Levitation** — Allows caster to move up and down vertically at a rate of 10' per round. Horizontal movement is possible only through normal means.
8. **Landing True** — As *Landing*, except caster can land safely from any fall 99% of the time.
9. **Wallwalking** — Caster can walk on solid surfaces up to 90° as if he were on normal ground.
10. **Great Leap** — As *Leaping I*, except limit is 10' per level laterally and 5' per level vertically.
11. **Cornering III** — As *Cornering I*, except caster may execute 3 such turns in one round.
12. **Wall Flip** — If the caster has a wall within 10', he can leap up to the wall, bounce off and land up to 25' from the wall (facing any direction—no orientation roll required).
13. **Wallrunning** — As *Wallwalking*, except caster may run.
14. **Leaving I** — Caster teleports to a point up to 100' away. There can be no intervening "barriers" in a direct line between the caster and the point. A "barrier" is defined as anything the caster could not physically go through (e.g., a closed door is a barrier, a pit is not).
15. **Breezerunning** — Caster can run on air if there is a wind blowing. However, he cannot run into the wind; and when running in any other direction, the wind's speed will modify his movement rate (i.e., like the effect of wind on a sail boat).
16. **Fluidrunning** — Caster may run on any fluid surface as if on level ground.
18. **Leaving III** — As *Leaving I*, except range is 300'.
19. **Breezerunning True** — As *Breezerunning*, except may run against the wind, and his movement rate is unaffected by the wind speed.
20. **Ceilingwalking** — Caster can walk on **any** solid surfaces as if he were on normal ground (includes ceilings).
25. **Ceilingrunning** — As *Ceilingwalking*, except caster may run.
30. **Run True** — Caster can use any one of the lower level "running" spells (on this list) each round.
50. **Monk's Bridge** — Caster can use any one of the lower level spells (on this list) each round.

SPECIAL NOTE

See Section 7.1.12 for more information on encumbrance limits for spells.

MONK BASE LIST 3.6.5

MONK'S BRIDGE

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Leaping I *	caster	1 rnd	self	F
□ 2)	Landing *	caster	varies	self	U
□ 3)	Traction	caster	10 min/lvl	self	U
□ 4)	Edgerunning	caster	1 min/lvl	self	U
□ 5)	Leaping III *	caster	1 rnd	self	U
~~~~~					
□ 6)	Cornering I *	caster	—	self	U
□ 7)	Levitation *	caster	1 min/lvl	self	U
□ 8)	Landing True *	caster	varies	self	U
□ 9)	Wallwalking	caster	1 min/lvl (C)	self	U
□ 10)	Great Leap *	caster	1 rnd	self	U
~~~~~					
□ 11)	Cornering III *	caster	1 rnd	self	U
□ 12)	Wall Flip *	caster	—	self	U
□ 13)	Wallrunning	caster	1 min/lvl(C)	self	U
□ 14)	Leaving I	caster	—	self	U
□ 15)	Breezerunning	caster	1 min/lvl(C)	self	U
~~~~~					
□ 16)	Fluidrunning	caster	1 min/lvl	self	U
□ 17)					
□ 18)	Leaving III	caster	—	self	U
□ 19)	Breezerunning True	caster	1 min/lvl(C)	self	U
□ 20)	Ceilingwalking	caster	C	self	U
~~~~~					
□ 25)	Ceilingrunning	caster	C	self	U
□ 30)	Run True	caster	1 rnd/lvl	self	U
□ 50)	Monk's Bridge	caster	1 rnd/lvl	self	U



MONK BASE LIST 3.6.6 MONK'S SENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Sly Ears *	caster	10 min/lvl	self	U
☐ 2)	Nightvision *	caster	10 min/lvl	self	U
☐ 3)	Sidevision *	caster	10 min/lvl	self	U
☐ 4)	Scent *	caster	10 min/lvl	self	U
☐ 5)	Watervision *	caster	10 min/lvl	self	U
☐ 6)	Fogvision *	caster	10 min/lvl	self	U
☐ 7)	Touch *	caster	10 min/lvl	self	U
☐ 8)	Darkvision *	caster	10 min/lvl	self	U
☐ 9)	Detect Invisible	5'R	1 min/lvl (C)	100'	U
☐ 10)	Detect Illusion	5'R	—	100'	U
☐ 11)	Scent True *	caster	10 min/lvl	self	U
☐ 12)	Disillusion	100'R	—	self	U
☐ 13)	Touch True *	caster	10 min/lvl	self	U
☐ 14)	Woodsight	caster	C	self	U
☐ 15)	See Invisible	caster	10 min/lvl	50'	U
☐ 16)					
☐ 17)	Long Vision	caster	10 min/lvl	self	U
☐ 18)	Illusionsight	caster	1 min/lvl	self	U
☐ 19)	Stonesight	caster	C	self	U
☐ 20)	Monkvision	caster	10 min/lvl	self	U
☐ 25)	Ironsight	caster	C	self	U
☐ 30)	Metalsight	caster	C	self	U
☐ 50)	Monksense	caster	1 rnd/lvl	self	U

MONK'S SENSE

- Sly Ears** — Caster gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
- Nightvision** — Caster can see 100' on a normal night as if it were daylight. See Section 7.1.19.
- Sidevision** — Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus are lowered to +15.
- Scent** — Caster gains an extremely acute sense of smell. This results in +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
- Watervision** — Caster can see 100' in any water (including murky water) as if it were daylight.
- Fogvision** — Caster can see 100' in any precipitation (including thick fog) as if it were daylight.
- Touch** — Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., pick locks, disarm traps, etc.).
- Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
- Detect Invisible** — Detects any invisible object in the area of effect. Caster can concentrate on a different 5'R each round.
- Detect Illusion** — Caster can check one object or place (up to 5'R) and tell if is an illusion or has an illusion on it.
- Scent True** — As *Scent*, except caster can detect extremely faint scents (e.g., up to 48 hours old, after rain storms, through snow, etc.).
- Disillusion** — One illusion within the area of effect ceases to exist for the caster only.
- Touch True** — As *Touch*, except bonus is +50.
- Woodsight** — Caster can see through wood (up to 1" per level).
- See Invisible** — Caster can see all invisible things anywhere that he can normally see. In addition, he suffers no penalties against invisible targets (as they are not invisible to him).
- Long Vision** — As any of the lower level *Vision* spells on this list but without a range limit (i.e., they will allow the caster to see anywhere he could normally see).
- Illusionsight** — Caster cannot see any visual illusions. This does not affect any of the other senses.
- Stonesight** — As *Woodsight*, except stone can be seen through.
- Monkvision** — As all lower level *Vision* spells functioning at the same time.
- Ironsight** — As *Woodsight*, except iron (or steel) can be seen through.
- Metalsight** — As *Woodsight*, except any metal can be seen through.
- Monksense** — Caster can use any one of the lower level spells (on this list) each round.

SPECIAL NOTES

See Section 7.1.19 for more information on the environment's effects on vision.





FLESH DESTRUCTION

1. **Sprain Limb** — A random part of a random limb is sprained. If it is part of a leg: movement is cut by 25%, melee and missile attacks are modified by -10. If it is part of an arm, melee and missile attacks are modified by -20.
2. **Limb Pain** — A random limb is in intense pain. For a leg, the target cannot walk (target may crawl at 10% of his normal movement); for an arm, that arm cannot be used.
3. **Touch of Disruption** — The bones and tissues of the target's body are disrupted as if the target had fallen a long distance. If the target fails his RR by 1-10, he takes an 'A' Impact critical; by 11-20, he takes a 'B'; by 21-30, he takes a 'C'; by 31-40, he takes a 'D'; by more than 41, he takes an 'E'.
4. **Lock Joint** — One of the target's joints locks. Target suffers the effects of *Limb Pain*. A moving target with a locked leg falls. A target with a locked arm drops anything he is carrying.
5. **Break Limb** — A random limb is broken. A broken arm is useless. One broken leg cuts movement by 50% and combat is modified by -75.
6. **Disruption II** — As *Touch of Disruption*, except range is 20'.
7. **Skin Death** — Target's skin will flake and peel all over his body. There is no tactical penalty, but target's Appearance is lowered by -50 (to a minimum of 1). Lasts until dispelled and 1 month passes. Magical healing could reduce this time.
8. **Disruption V** — As *Touch of Disruption*, except range is 50'.
9. **Rupture Ear** — One of the target's ears (random) is disrupted. His hearing is at 50% of normal until cured. This results in a -25 penalty to Perception involving hearing; -50 to Perception only involving hearing. If this spell is cast upon the same ear twice, the target is deaf in that ear.
10. **Limb Death** — One of the target's limbs (random) will wither and die. Target loses 5% of the use of the limb per day; when the total reaches 100%, the limb falls off. Can be cured through circulation and nerve repair spells up to the 80% point, then it must be regenerated. If the limb is a leg, movement is reduced by half the percentage lost (e.g., if a leg is 60% withered, movement is cut by 30%). If the limb is an arm, combat suffers a -1 penalty per 1% withered (e.g., if an arm is 75% withered, all combat will suffer a -75 penalty).
11. **Eye Disruption** — As *Ear Disruption*, except an eye is affected (as well as visual perception).
12. **Collapse Lung** — One of the target's lungs collapses. He is at 50% of normal for all activity until the lung is repaired.

SORCERER BASE LIST 3.7.1 FLESH DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Sprain Limb	1 target	P	100'	F
2	Limb Pain	1 target	1 rnd/5 fail	100'	F
3	Touch of Disruption	1 target	P	touch	F
4	Lock Joint	1 target	1 rnd/5 fail	100'	F
5	Break Limb	1 target	P	100'	F
6	Disruption II	1 target	P	20'	F
7	Skin Death	1 target	varies	100'	F
8	Disruption V	1 target	P	50'	F
9	Rupture Ear	1 target	P	100'	F
10	Limb Death	1 target	P	100'	F
11	Eye Disruption	1 target	P	100'	F
12	Collapse Lung	1 target	P	100'	F
13	Muscle Death	1 target	P	100'	F
14	Bone Death	1 target	P	100'	F
15	Black Channel I	1 target	varies	varies	F
16					
17	Long Flesh Destruction	1 target	P	300'	F
18					
19	Mass Flesh Dest.	1 target/lvl	P	100'	F
20	Petrification	1 target	P	100'	F
25	Black Channel II	1 target	varies	varies	F
30	Disruption True	1 target	P	300'	F
50	Black Channel III	1 target	varies	varies	F

13. **Muscle Death** — As *Limb Death*, except a random muscle is affected (not muscle organs, e.g., not the heart).
14. **Bone Death** — As *Limb Death*, except a random bone (not part of spine or skull) gradually disintegrates.
15. **Black Channel I** — One of the *Black Channel I* spells may be used (see Section 7.1.23).
17. **Long Flesh Destruction** — As any single 10th level or lower spell on this list, except with a range of 300'.
19. **Mass Flesh Destruction** — As any single lower level spell, except it may be cast upon as many targets as the caster has levels.
20. **Petrification** — The target's bones will gradually petrify; a loss of activity (as in *Limb Death*) occurs due to loss of blood production.
25. **Black Channel II** — As *Black Channel I*, except one of the *Black Channel II* spells may be used.
30. **Disruption True** — As *Touch of Disruption*, except range is 300' and always delivers an 'E' Impact critical if the target fails to resist.
50. **Black Channels III** — As *Black Channel I*, except one of the *Black Channel III* spells may be used.

SPECIAL NOTES

See Section 7.2 for more information on healing the damage created with this list.



SORCERER BASE LIST 3.7.2

FLUID DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Vaporize Fluid	10 cu'/lvl	P	100'	F
2)	Freeze Fluid	10 cu'/lvl	P	100'	F
3)	Evaporate I	1000 cu'	P	100'	F
4)	Unwater I	100 cu'	P	100'	F
5)	Calm Water	100'R	C	100'	F
6)	Water Bolt I	1 target	—	100'	DE
7)	Unrain	100'R	4 hrs/lvl	100'	E
8)	Dehydrate	1 cu'	P	100'	F
9)	Evaporate II	10,000 cu'	P	100'	F
10)	Unwater II	1000 cu'	P	100'	F
11)	Unrain True	500'R/lvl	1 day/lvl	100'	E
12)	Dehydrate True	10 cu'	P	100'	F
13)	Evaporate III	100,000 cu'	P	100'	F
14)	Unwater III	10,000 cu'	P	100'	F
15)	Greater Calm Water	100'R/lvl	C	100'/lvl	F
16)					
17)	Long Fluid Destruction	varies	varies	300'	F
18)					
19)	Desiccation	1 target	P	100'	F
20)	Dehumidify	1 mi R	P	1 mi	F
25)	Evaporate True	1,000,000 cu'	P	100'	F
30)	Calm Water True	1000'R/lvl	C	1000'/lvl	F
50)	Dehumidify True	1000'R/lvl	P	1000'/lvl	F

FLUID DESTRUCTION

- Vaporize Fluid** — For each level of the caster, he may vaporize 10 cubic feet of liquid.
- Freeze Fluid** — For each level of the caster, he may freeze 10 cubic feet of liquid. Caster is immune to the cold.
- Evaporate I** — Causes 1,000 cubic feet of liquid to rapidly evaporate (over the course of 1 hour).
- Unwater I** — Instantly disintegrates 100 cubic feet of water.
- Calm Water** — Water within the area of effect is calmed. Waves are cut 20' in center and less towards the perimeter.
- Water Bolt I** — A bolt of water is shot from the palm of the caster. Attack is resolved on the Water Bolt Attack Table.
- Unrain** — No precipitation will occur in the area of effect for the duration of this spell.
- Dehydrate** — Removes all the liquid (usually water) from 1 cubic foot of inanimate material.
- Evaporate II** — As *Evaporate I*, except 10,000 cubic feet are affected.
- Unwater II** — As *Unwater I*, except 1000 cubic feet are affected.
- Unrain True** — As *Unrain*, except area of effect and duration.
- Dehydrate True** — As *Dehydrate*, except affects 10 cubic feet.
- Evaporate III** — As *Evaporate I*, except affects 100,000 cubic feet.
- Unwater III** — As *Unwater I*, except affects 10,000 cubic feet.
- Greater Calm Water** — As *Calm Water*, except waves are cut by 50' in center.
- Long Fluid Destruction** — As any single 10th level or lower spell on this list, except with a range of 300'.
- Desiccation** — The target immediately begins to dehydrate and weather as if in a wind-blown, sandy desert. The target is immediately at -10% to activity and takes 1% of his total hits. For each round that the caster concentrates, the target loses another 5% activity and 1% of his total hits. If the caster maintains concentration for 28 consecutive rounds, animate targets will be reduced to dried out husks (i.e., when the activity penalty reaches 150%). If the caster is prevented from completing his rounds of concentration or the target gets out of the range of the spell, the target keeps the accumulated activity penalty and hits lost. The hits may be healed normally, but the activity penalty only recovers at the rate of 10% per day. Alternatively, the GM may allow the activity penalty to be removed with a *Cure Disease* spell (or its equivalent) cast **after** all of the hits are restored.
- Dehumidify** — For every minute that the caster concentrates, the humidity drops 1% of the original humidity (up to 50%). The humidity will gradually increase at a rate of 5% (of original humidity) per day until the original humidity is reached. Note that this change in humidity levels could affect an area's climate (in turn affecting the area's vegetation).
- Evaporate True** — As *Evaporate I*, except 1,000,000 cubic feet can be affected.
- Calm Water True** — As *Calm Water*, except area of effect is 1,000'R per level of the caster.
- Dehumidify True** — Every minute that the caster concentrates, the humidity drops 5% of the original humidity (up to 95%). The humidity increases as in *Dehumidify*. Note that this change in humidity levels could affect an area's climate (in turn affecting the area's vegetation).



GAS DESTRUCTION

1. **Unfog** — Disperses all fog in a 10'/lvl R.
2. **Air Stop I** — Cuts all generalized air movement (e.g., wind) by 30 mph in a 10'R (will not affect breathing).
3. **Vacuum I** — Creates a 5'R near vacuum; anyone within the radius must make a successful RR or take a 'B' Impact critical as the air leaves and rushes back in.
4. **Deoxygenation I** — Caster can remove the oxygen in a 10'R at the rate of 1% of the original oxygen each round.
5. **Air Stop II** — As *Air Stop I*, except affects a radius of 20'.
6. **Vacuum II** — As *Vacuum I*, except affects a radius of 10'.
7. **Deoxygenation II** — As *Deoxygenation I*, except affects a radius of 20'.
8. **Gas To Air** — Changes any gas to normal air at a rate of 1cubic per round as long as the caster concentrates.
9. **Air Stop X** — As *Air Stop I*, except affects a radius of 100'.
10. **Vacuum IV** — As *Vacuum I*, except affects a radius of 20'.
11. **Great Vacuum I** — As *Vacuum I*, except delivers a 'D' Impact critical.
12. **Fast Deoxygenation I** — As *Deoxygenation I*, except removal rate is 5% per round.
13. **Deoxygenation V** — As *Deoxygenation I*, except affects a radius of 50'.
14. **Great Vacuum II** — As *Great Vacuum I*, except affects a radius of 10'.
15. **Fast Deoxygenation II** — As *Mass Deoxygenation I*, except affects a radius of 20'.
17. **Long Gas Destruction** — As any single 10th level or lower spell on this list, except with a range of 300'.
19. **Major Deoxygenation** — As *Deoxygenation I*, except affects a radius of 20' and removal rate is 10% per round.
20. **Major Vacuum** — As *Vacuum I*, except delivers an 'E' Impact critical.
25. **Deoxygenation True** — As *Deoxygenation I*, except affects a radius of 20' and removal rate is 20% per round.
30. **Vacuum True** — As *Major Vacuum*, except affects a 10'R.
50. **Implosion** — Destroys gases in a single enclosure (e.g., usually a building) up to a size of 100'x100'x100' (or 1,000,000 cu'). The building has a chance of collapsing (dependent on construction) and everyone inside takes an 'E' Impact critical from falling debris. This results in a very loud explosion. If the building collapses, everyone within 100' of the building takes a 'C' Impact critical from the explosion.

SPECIAL NOTES

- 1) All vacuums created by spells on this list also create a loud noise. The larger the radius, the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- 2) An elemental creature made of gas will be cut to 20% activity if it is the target of an *Air Stop* spell (and the creature fits into the area of effect). A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying critical on the creature.
- 3) When the oxygen in an area of effect falls below 50% of normal, anyone in the area of effect must make a RR (attack level is 1) or fall asleep (this RR is modified by -2 for every 1% under 50%). Of course, if the % drops below 10%, suffocation becomes a danger. All fire spells in an area of low oxygen are modified by -2 (or -2% effectiveness for non-attack spells) for every 1% under 50% of normal oxygen.

SORCERER BASE LIST 3.7.3 GAS DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Unfog	10'R/lvl	P	100'	F
2	Air Stop I	10'R	C	100'	F
3	Vacuum I	5'R	—	100'	F
4	Deoxygenation I	10'R	C	100'	F
5	Air Stop II	20'R	C	100'	F
6	Vacuum II	10'R	—	100'	F
7	Deoxygenation II	20'R	C	100'	F
8	Gas To Air	1 cu'/rnd	P	100'	F
9	Air Stop X	100'R	C	100'	F
10	Vacuum IV	20'R	—	100'	F
11	Great Vacuum I	5'R	—	100'	F
12	Fast Deoxygenation I	10'R	C	100'	F
13	Deoxygenation V	50'R	C	100'	F
14	Great Vacuum II	10'R	—	100'	F
15	Fast Deoxygenation II	20'R	C	100'	F
16					
17	Long Gas Destruction	varies	varies	300'	F
18					
19	Major Deoxygenation	20'R	C	100'	F
20	Major Vacuum	5'R	—	100'	F
25	Deoxygenation True	20'R	C	100'	F
30	Vacuum True	10'R	—	100'	F
50	Implosion	1,000,000 cu'	—	300'	F



SORCERER BASE LIST 3.7.4

MIND DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Minor Pain	1 target	10 min/5 fail	100'	Fm
2)	Jolts I	1 target	1 rnd/10 fail	100'	Fm
3)	Disorientation	1 target	1 day/5 fail	100'	Fm
4)	Unbalance	1 target	1 day/5 fail	100'	Fm
5)	Distortions	1 target	1 day/5 fail	100'	Fm
6)	Jolts III	1 target	3 rnd/10 fail	100'	Fm
7)	Major Pain	1 target	10 min/5 fail	100'	Fm
8)	Forget	1 target	P	10'	Fm
9)	Word of Pain *	1 target	P	100'	Fm
10)	Mind Shock	1 target	1 day/5 fail	100'	Fm
11)	Mind Death	1 target	P	50'	Fm
12)	Jolts V	1 target	5 rnd/10 fail	100'	Fm
13)	Unminding	1 target	1 rnd/5 fail	100'	Fm
14)	Mass Disorientation	1 target/lvl	1 hr/5 fail	300'	Fm
15)	Mind Break	1 target	1 day/10 fail	100'	Fm
16)	Mass Unbalance	1 target/lvl	1 day/5 fail	100'	Fm
17)	Long Mind Destruction	1 target	varies	300'	Fm
18)	Mass Distortions	1 target/lvl	1 day/5 fail	100'	Fm
19)	Horror	1 target	varies	100'	Fm
20)	Lost Experience I	1 target	P	100'	Fm
25)	Mass Pain	1 target/lvl	10 min/5 fail	300'	Fm
30)	Mass Mind Shock	1 target/lvl	1 day/5 fail	300'	Fm
50)	Mass Unminding	1 target/lvl	1 rnd/5 fail	300'	Fm

MIND DESTRUCTION

- Minor Pain** — Target takes 25% of his remaining concussion hits (i.e., those not already taken). These hits are restored when the duration is up, provided target has not died.
- Jolts I** — Target is stunned.
- Disorientation** — Target must subtract 25 from all orientation and perception rolls, and 5 from all initiative rolls.
- Unbalance** — Target must subtract 25 from all maneuver rolls.
- Distortions** — Target must subtract 25 from all attack rolls.
- Jolts III** — As *Jolts I*, except for duration.
- Major Pain** — As *Minor Pain*, except 50% of remaining hits are taken.
- Forget** — Target forgets a period of (1 minute per level) of his past, as desired by the caster.
- Word of Pain** — As *Major Pain*, except hits must be healed normally.
- Mind Shock** — As *Disorientation*, *Unbalance*, and *Distortions* (all at once).
- Mind Death** — Target mind blanks out for a period of 10 minutes each day at random. Target is incapable of activity or thought during this period.
- Jolts V** — As *Jolts I*, except for duration.
- Unminding** — Target's mind is completely blank for the duration. He cannot perceive events, time, or activity. At the end of the duration of this spell, he is stunned for 1 round after his mind comes back.
- Mass Disorientation** — As *Disorientation*, except affects a number of targets equal to the caster's level.
- Mind Break** — Target is a blithering idiot. He can be lead around, but he can take **no** action.
- Mass Unbalance** — As *Unbalance*, except affects a number of targets equal to the caster's level.
- Long Mind Destruction** — As any single 10th level or lower spell on this list, except with a range of 300'.
- Mass Distortions** — As *Distortions*, except affects a number of targets equal to the caster's level.
- Horror** — [RR Mod: -20] The target believes he is being engaged by a creature of the his own worst fears. The target will be attacked each round by the creature (who has a +100 Martial Arts Strikes Rank I attack; the damage is real). Regardless of the damage done by the target (to the creature), the creature will only be defeated when the target makes his RR (one RR each minute), or when he loses consciousness.
- Lost Experience I** — Target loses 5% of his collected experience (usually experience points). Note that the target will not lose a level, only experience points (which means he will have to gain that many more experience points to gain his next level).
- Mass Pain** — As *Major Pain*, except as many targets as the caster's level are affected, the duration is until healed, and the range is 300'.
- Mass Mind Shock** — As *Mind Shock*, except as many targets as the caster's level can be affected and the range is 300'.
- Mass Unminding** — As *Unminding*, except as many targets as the caster's level can be affected and the range is 300'.



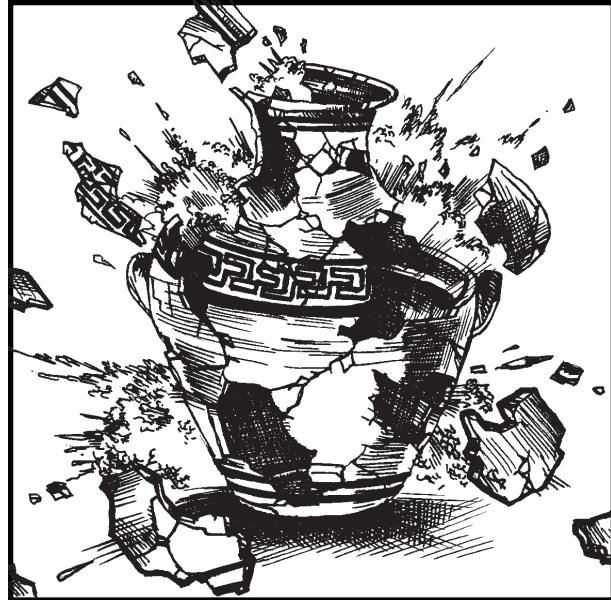
SOLID DESTRUCTION

1. **Melt Ice** — For each level of the caster, he may melt up to 10 cubic feet of ice.
2. **Loosen Earth** — Loosens 100 cubic feet of earth to the consistency of plowed ground.
3. **Erosions** — For each level of the caster, he causes a 100 cubic foot section of inorganic material to erode and deteriorate at 1,000 x normal rate.
4. **Cracks Call** — Any previous cracks or flaws in material up to 10'x10'x10' (not 1,000 cubic feet) section will extend to their limit. See Section 7.1.13.
5. **Undoor** — Will vaporize a non-magic door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches). This will only work on an object that is used as a door (e.g., a caster cannot *Undoor* a section of wall).
6. **Stone/Earth** — Changes 100 cubic feet of stone to packed earth. Change is gradual (taking 3 rounds for full effect).
8. **Earth/Mud** — As *Stone/Earth*, except changes earth to soft mud.
10. **Corridor** — Creates a 3'x6' corridor that is 1' per level long. It can cut through any non-metal, inorganic material. The corridor is created at a rate of 1' (length) per round as long as the caster concentrates.
11. **Shatter** — Can shatter an inorganic object, up to 1 cubic foot. All within a 5'R take an 'A' Impact critical and holder takes a 'C'. Metal objects get a +30 RR modification.
12. **Unearth** — Disintegrates 100 cubic feet of earth.
13. **Unstone** — As *Unearth*, except affects stone.
14. **Undoor True** — As *Undoor*, except any single door is vaporized.
15. **Unmetal** — As *Unearth*, except affects 1 cubic foot of metal.
17. **Long Solid Destruction** — As any single 10th level or lower spell on this list, except with a range of 300'.
19. **Crevasse** — Causes a large crack to open in the ground. The size of the crack will be up to 10' wide, up to 100' deep, and up to 200' long. The crack takes 2 rounds to open.
20. **Solid Destruction True** — As *Unearth*, except it will disintegrate 1 cubic foot per level of the caster of any inanimate solid.
25. **Tremors** — Causes a very minor earthquake which could cause shoddy construction to collapse (can be very terrifying). This is approximately 5.5 on the Richter scale.
30. **Great Crack** — Causes a large crevice to open in the ground (up to 10' per level deep, 1' per level wide and 20' per level long). The crevice takes 2 rounds to open. The caster can concentrate for 3 rounds to close the crevice.
50. **Quake** — Caster can cause an earthquake, with the spot he touches as the epicenter. The quake can be delayed up to 1 rnd/lvl. The severity of the quake on the Richter scale is determined by a d100 roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0.

SORCERER BASE LIST 3.7.5

SOLID DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Melt Ice	10 cu'/lvl	P	100'	F
☐ 2)	Loosen Earth	100 cu'	P	100'	F
☐ 3)	Erosions	100 cu'/lvl	P	100'	F
☐ 4)	Cracks Call	10'x10'x10'	P	100'	F
☐ 5)	Undoor	10'x10'x6"	P	10'	F
☐ 6)	Stone/Earth	100 cu'	P	100'	F
☐ 7)					
☐ 8)	Earth/Mud	100 cu'	P	100'	F
☐ 9)					
☐ 10)	Corridor	3'x6'x1'/lvl	P	100'	F
☐ 11)	Shatter	1 cu'	P	100'	F
☐ 12)	Unearth	100 cu'	P	100'	F
☐ 13)	Unstone	100 cu'	P	100'	F
☐ 14)	Undoor True	1 door	P	10'	F
☐ 15)	Unmetal	1 cu'	P	100'	F
☐ 16)					
☐ 17)	Long Solid Destruction	varies	varies	300'	F
☐ 18)					
☐ 19)	Crevasse	100'x10'x200'	P	100'	F
☐ 20)	Solid Destruction True	1 cu'/lvl	P	100'	F
☐ 25)	Tremors	varies	1 rnd	100'/lvl	F
☐ 30)	Great Crack	varies	P	300'	F
☐ 50)	Quake	varies	varies	touch	F



SORCERER BASE LIST 3.7.6

SOUL DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Question	1 target	—	100'	Fm
❑ 2)	Demonic Possession I	1 target	varies	100'	Fm
❑ 3)	Neurosis	1 target	P	100'	Fm
❑ 4)	Guilt	1 target	P	100'	Fm
❑ 5)	Paranoia	1 target	P	100'	Fm
❑ 6)	Demonic Possession II	1 target	varies	100'	Fm
❑ 7)	Panic	1 target	P	100'	Fm
❑ 8)	Transferral	1 target	varies	100'	Fm
❑ 9)					
❑ 10)	Demonic Possession III	1 target	varies	100'	Fm
❑ 11)	Subjugation	1 target	varies	100'	Fm
❑ 12)	Unsoul Curse	1 target	varies	100'	Fm
❑ 13)	Demonic Possession IV	1 target	varies	100'	Fm
❑ 14)	Word of Panic *	1 target	1 rnd/5 fail	100'	Fm
❑ 15)	Shout of Panic *	20'R	1 rnd/5 fail	self	Fm
❑ 16)					
❑ 17)	Long Soul Destruction	1 target	varies	300'	Fm
❑ 18)					
❑ 19)	Dark Slumbers	1 target	varies	100'	Fm
❑ 20)	Banishment	1 target	varies	100'	Fm
❑ 25)	Transferral True	1 target	varies	100'	Fm
❑ 30)	Absolution *	1 target	varies	100'	Fm
❑ 50)	Absolution Pure *	1 target	varies	100'	Fm

8. **Transferral** — Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of his normal activity in the body of the target. The target in the caster's body is inactive. The caster can cancel the spell at any time (takes 1 rnd), the target can only cancel the spell if he makes a successful RR (he gets one every 10 minutes). If either body is killed, both "souls" will be affected as by an *Absolution*.

10. **Demonic Possession III** — As *Demonic Possession I*, except target only gets an RR once every 10 minutes.

11. **Subjugation** — Part of the target's "soul" is taken and placed in an organic object on the caster's person. The body of the target will act as the caster directs whenever he concentrates. The spell is canceled when: the caster cancels it **or** the object is destroyed **or** the target is more than 100' from object **or** the object leaves caster's person. If the caster is not concentrating the target is free to do anything he wants (though he is at -30 to all actions). While being commanded, the target is aware of all the actions he is performing (but he is helpless to stop them).

12. **Unsoul Curse** — Part of the target's soul is transferred to a random object somewhere within 100 miles. The target is at -30 to all activities until the spell is dispelled or he touches the object. The target will always know the direction of his "soul."

13. **Demonic Possession IV** — As *Demonic Possession I*, except target only gets an RR once every hour.

14. **Word of Panic** — Target flees in total panic from caster. Fleeing equates to movement away for d10 rounds at maximum pace.

15. **Shout of Panic** — As *Word of Panic*, except affects all within 20' of caster.

17. **Long Soul Destruction** — As any single 10th level or lower spell on this list, except with a range of 300'.

19. **Dark Slumbers** — The target is put into a state of deep sleep from which he will not awaken or age. He will only die if his body is killed. This sleep will continue until dispelled or until a single, non-magical event (specified by the caster at the time of casting) is accomplished. Note that the caster must specify the non-magical condition (i.e., it is not an option).

20. **Banishment** — As *Subjugation*, except the "soul" is only released if the caster cancels the spell **or** the object is destroyed **or** the target touches the object.

25. **Transferral True** — As *Transferral*, except the caster can operate at 90% of normal activity, and the target can only make an RR once every hour.

30. **Absolution** — [RR Mod: -20] Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 30 days per 10 failure. The soul can be returned early only through *Lifegiving*. The target is unconscious and at -75 for subconscious activities (including all healing and subconscious spells) while his soul is absent.

50. **Absolution Pure** — As *Absolution*, except "soul" can only be brought back through *Lifegiving*.

SOUL DESTRUCTION

1. **Question** — Target must answer a single concept question (presuming that the target can understand the question).
2. **Demonic Possession I** — Target is possessed by a minor Demon. Caster has no control over the target or the Demon. The Demon will force the target to do random (not necessarily destructive) things. Target gets an RR every other round to attempt to get rid of the Demon.
3. **Neurosis** — Target has an extreme dislike for any specific thing the caster chooses. Target has a 50% chance of overcoming the neurosis when given a choice. For example, a neurosis concerning horses would mean that every time the target tried to get on or near a horse he would only have a 50% chance. This chance is modified by three times his Self Discipline stat bonus.
4. **Guilt** — Target becomes guilty over some action in his past. The GM should choose some significant event in the target's past. He will not perform similar actions again and must take steps to alleviate the guilt.
5. **Paranoia** — Target will trust no one absolutely. When in a life threatening/dangerous situation, there is a 50% chance (modified by Self Discipline bonus x 3) that he will not put his safety in the hands of others.
6. **Demonic Possession II** — As *Demonic Possession I*, except target gets an RR only once every minute.
7. **Panic** — Target will flee in panic in any personally dangerous situation, unless he successfully makes an RR. Target is required to make an RR only once per combat. Fleeing equates to movement away for d10 rounds at maximum pace.

SPECIAL NOTES

- 1) Certain spells are meant to encourage interesting role playing situations. Their permanent duration means that they can be cured in the same fashion as any normal mental condition/disease (or by *Remove Curse* or similar spells).
- 2) The resistance rolls mentioned specifically in the spells on this list are resolved with an attack level equal to the attack level of the original spell.



DARK CONTACTS

2. **Force Analysis III** — Forces a Type I, II, or III Demon who is present (or contacted) to analyze one item. The chance of a Demon successfully analyzing each property of the item is based upon the type of Demon. Type I and Type II Demons have a 0% chance. Type III Demons have a 10% chance. Type IV Demons have a 30% chance. Type V Demons have a 60% chance. Type VI Demons have a 90% chance. In addition to normal failure, this spell fails if a 1-100 roll is less than or equal to the Demon's Type (e.g., against a Type III Demon this spell fails on a 01-03). See Section 7.1.31 for the results of this spell failing.
3. **Lesser Demonic Contact** — Caster contacts a Demon (contact takes two rounds to establish). Roll d100 for type of Demon contacted. If the result is 01 to 60, a Type I Demon is contacted; if the result is 61 to 90, a Type II Demon is contacted; if the result is greater than 90, a Type III Demon is contacted. If the Demon is not "Forced" (i.e., by *Force Analysis #*, *Force Information #*, or *Force Search #*), the Demon will leave **and** the caster suffers the effects outlined in Section 7.1.31.
5. **Force Information III** — As *Force Analysis III*, except the Demon can be forced to answer one yes or no question, whose answer exists in someone's unshielded mind. The chance of successfully answering the question is the same as that presented in *Force Analysis III*, but the special spell failure chance is 3 times the Demon's Type.
7. **Force Search III** — As *Force Analysis III*, except the Demon can be forced to conduct a search for a specific person, place, or thing. The Demon searches, but not on our plane of existence. Upon finding the person, place, or thing, the Demon will report upon it's location. The chance of successfully find the object is the same as presented in *Force Analysis III*, but the spell failure chance is 5 times the Demon's Type.
10. **Greater Demonic Contact** — As *Lesser Demonic Contact*, except roll d100 to determine the type of Demon contacted. If the result is 01 to 60, a Type III Demon is contacted; if the result is 61 to 85, a Type IV Demon is contacted; if the result is 86 to 95, a Type V Demon is contacted; if the result is greater than 95, a Type VI Demon is contacted.
11. **Force Analysis IV** — As *Force Analysis III*, except Types I through IV can be forced.
13. **Force Information IV** — As *Force Information III*, except Types I through IV can be forced.
14. **Force Search IV** — As *Force Search III*, except Types I through IV can be forced.
15. **Force Analysis V** — As *Force Analysis III*, except Types I through V can be forced.
16. **Demonic Analysis Link** — As *Demonic Information Link*, except will act as a *Greater Demonic Contact* and then a *Force Analysis IV*.
18. **Demonic Information Link** — Creates a permanent link to the world of Demons. The target of the spell must be a large object or a location. Upon activation, the target object or place will act as a *Greater Demonic Contact* and then a *Force Information IV*. The target object or place can only be activated once per day. For example, this spell could be cast upon a large mirror. Someone could use the mirror once per day to attempt to find out the answer to a question (i.e., "Mirror, Mirror, on the wall....").

EVIL ESSENCE 3.8.1

DARK CONTACTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Force Analysis III *	1 Demon	varies	10'	E
3)	Lsr. Demonic Contact	1 Demon	varies	varies	E
4)					
5)	Force Information III *	1 Demon	varies	10'	E
6)					
7)	Force Search III	1 Demon	varies	10'	E
8)					
9)					
10)	Gr. Demonic Contact	1 Demon	varies	varies	E
11)	Force Analysis IV *	1 Demon	varies	10'	E
12)					
13)	Force Information IV *	1 Demon	varies	10'	E
14)	Force Search IV *	1 Demon	varies	10'	E
15)	Force Analysis V *	1 Demon	varies	10'	E
16)	Dem. Analysis Link	1 Demon	varies	10'	E
17)					
18)	Dem. Inform. Link	1 Demon	varies	10'	E
19)	Force Information V *	1 Demon	varies	10'	E
20)	Demonic Search Link	1 Demon	varies	10'	E
25)	Force Search V *	1 Demon	varies	10'	E
30)	Force Analysis VI *	1 Demon	varies	10'	E
50)	Force Information VI *	1 Demon	varies	10'	E

19. **Force Information V** — As *Force Information III*, except Types I through V can be forced.

20. **Demonic Search Link** — As *Demonic Information Link*, except acts as *Greater Demonic Contact*, then *Force Search IV*.

25. **Force Search V** — As *Force Search III*, except Types I through V can be forced.

30. **Force Analysis VI** — As *Force Analysis III*, except Types I through VI can be forced.

50. **Force Information VI** — As *Force Information III*, except Types I through VI can be forced.

SPECIAL NOTES

- 1) Demons gain information by common knowledge among Demons, by contacting other Demons, or by observing the human plan (mentally and physically). See Section 7.1.31 for more information on Demons.
- 2) See Section 7.3 for more information on using evil spell lists.



DARK SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Familiar	1 animal	P	touch	U
❑ 2)	Summons I	1 creature	varies	100'	U
❑ 3)	Investiture I	1 familiar	P	10'	U
❑ 4)	Summons II	varies	varies	100'	U
❑ 5)	Binding II	1 creature	varies	10'	F
❑ 6)	Summons III	varies	varies	100'	U
❑ 7)	Order Bound II	1 creature	varies	10'	U
❑ 8)	Summons V	varies	varies	100'	U
❑ 9)	Binding V	1 creature	varies	10'	F
❑ 10)	Summons VII	varies	varies	100'	U
❑ 11)	Investiture II	1 familiar	P	10'	U
❑ 12)	Summons X	varies	varies	100'	U
❑ 13)	Binding X	1 creature	varies	10'	F
❑ 14)	Summons XII	varies	varies	100'	U
❑ 15)	Order Bound X	1 creature	varies	10'	U
❑ 16)	Summons XV	varies	varies	100'	U
❑ 17)	Binding XV	1 creature	varies	10'	F
❑ 18)	Summons XVII	varies	varies	100'	U
❑ 19)	Investiture III	1 familiar	P	10'	U
❑ 20)	Lord Summons	varies	varies	100'	U
❑ 25)	Binding True	1 creature	varies	10'	F
❑ 30)	Order Bound True	varies	varies	10'	U
❑ 50)	Summon Mastery	varies	1 rnd/lvl	10'	U

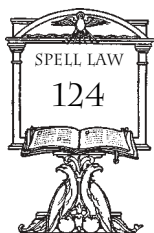


DARK SUMMONS

- 1. Familiar**—The caster can attune himself to a small animal to serve as his familiar. The caster must obtain the animal through normal means (can be no more than 10% of the caster's own mass) and cast this spell on the animal once per day for one week (concentrating for 2 hours each day). The caster can then control the familiar and view the world through its senses by concentrating on it (though the familiar must be within 50' per level). If the animal is killed, the caster will have a -25 modification to all actions for 2 weeks.
- 2. Summons I**—Caster can instantly summon a first level creature that he can control. If the creature can understand the caster's communication (e.g., *Animal Tongues*), the creature can be controlled by normal communication. Otherwise, control is maintained through concentration of the caster. The general type of creature can be specified by the caster, but exactly what creature is summoned should be determined by the GM (select from creatures commonly found in the area where the spell is cast). If the creature was summoned to be used for a task that is not dangerous to the creature, the duration for this spell is 10 minutes per level of the caster. However, if the creature is ever put into a dangerous situation, the duration drops to 1 round per level of the caster.
- 3. Investiture I**—This spell is cast upon the caster's familiar. However, the familiar must be a type of animal that is usually associated with "evil" (e.g., a reptile, a bat, a raven, etc.). This spell transfers part of the caster's "life" into the familiar. This spell must be cast upon the familiar every day for a month (concentrating for 2 hours a day). The familiar retains all of its old abilities **and** it gains special abilities. The familiar will become a malformed version of the animal it once was (more grotesque). The caster can view the world through the senses of the creature at a range of 250' per level. The creature's AT changes to 4, and it gains a +10 to its DB and OB. The caster can cast spells through the familiar as if the caster were exactly where the familiar is (this includes casting "self" spells on the familiar—the range for this ability is 50' per level). The creature will make all of its RRs at half the caster's level (or its own level,

whichever is higher). The familiar can be sent on long range missions relating to the caster's nature. If the familiar dies, the caster will lose one quarter of his Power Points and Hits for 1-5 weeks (can't be regained by any means until time has passed).

- 4. Summons II**—As *Summons I*, except caster can also choose one of the following options: **a)** the level of the summoned creature is increased by one, **b)** an extra first level is summoned, or **c)** the duration can be doubled.
- 5. Binding II**—Caster can bind one creature (animal intelligence, up to second level). The bound creature must follow the commands of the caster (the caster does not have to concentrate). The caster can only have as many creatures bound as he has levels. If the creature is ever outside the range of the spell, the spell is dispelled.
- 6. Summons III**—As *Summons II*, except it has 2 options.
- 7. Order Bound II**—The target of this spell is any creature (animal intelligence, up to second level) that has been bound (with a *Binding* spell). The caster can give a simple, straightforward task for the creature to attempt to complete. The creature will do its best to complete the task (within the duration of the spell). When the duration of this spell expires, the creature returns to its "unbound" status.
- 8. Summons V**—As *Summons II*, except it has four options.
- 9. Binding V**—As *Binding II*, except binds up to a 5th lvl creature.
- 10. Summons VII**—As *Summons II*, except it has six options.
- 11. Investiture II**—The target of this spell is a familiar that has had *Investiture I* successfully cast upon it. This spell puts more of the caster into his familiar. The caster must cast this spell once per day for six months (for 2 hours each day). The caster can use the familiar's sense up to 1,000 feet per level away; can cast spells through the familiar up to 200' per level away; the creature's AT improves to 11; it gets a DB bonus of +20 (to the original DB); it gets an OB bonus of +30 (to the OB); gains a poisonous attack that is used in conjunction with its normal attack (bite, sting, etc.); makes RRs at three quarters the caster's level or its own level (whichever is higher); its appearance continues to become more grotesque (assuming the nature of the caster—it may not be recognized as the animal-type that it once was). If the familiar dies, the caster loses half his Power Points and Hits for 1-5 weeks.
- 12. Summons X**—As *Summons II*, except it has nine options.
- 13. Binding X**—As *Binding II*, except binds up to a 10th level creature.
- 14. Summons XII**—As *Summons II*, except it has eleven options.
- 15. Order Bound X**—As *Order Bound II*, except affects up to a 10th lvl creature.
- 16. Summons XV**—As *Summons II*, except it has fourteen options.
- 17. Binding XV**—As *Binding II*, except binds a 15th level creature.
- 18. Summons XVII**—As *Summons II*, except it has sixteen options.
- 19. Investiture III**—As *Investiture II*, except familiar becomes even more part of the caster. *Investiture II* must already have been completed, then the caster must cast this spell once per day for one year (for 2 hours each day). Caster can use the familiar's senses up to 1 mile per level away; can cast spells through the familiar up to 1,000' per level away; the creature's AT improves to 12; it gets a DB bonus of +30 (to the original DB); it gets an OB bonus of +50 (to the original OB); gains a minor breath weapon attack (in addition to its normal attacks); makes its RRs at the caster's level (or its own, whichever is higher); its form becomes completely grotesque and could not be associated with the animal it once was. However, if the familiar dies, the caster loses three quarters of his Power Points and Hits for 1-5 weeks.
- 20. Lord Summons**—As *Summons II*, except has nineteen options.
- 25. Binding True**—As *Binding II*, except binds any creature.
- 30. Order Bound True**—As *Order Bound II*, except affects any level creature.
- 50. Summon Mastery**—Caster can use any lower level spell on this list, once per round.



DARKNESS

1. **Darkness II** — Creates an area of up to 20'R about the point touched. The darkness is equal to the darkest night. If the point is on a mobile target, it will move with the target. See Section 7.1.7.
2. **Nightvision** — Target can see 100' in normal darkness as if it were day.
3. **Dark Control II** — Caster can vary the intensity of darkness in the area, but he cannot lighten it past its natural state.
5. **Darkness X** — As *Darkness II*, except radius is 100'.
6. **Darkvision** — As *Nightvision*, except caster can see in all darkness (even magical).
7. **Dark Control V** — As *Dark Control II*, except range and radius are 50'.
8. **Shadow Forms** — Caster can create either the visual illusion of shadowy figures, or real shadows (as many as the caster's level); they will move when he concentrates. See Section 7.1.27 for more on illusions.
9. **Lesser Darkness** — As *Darkness II*, except radius is 300'.
10. **Lesser Utterdark** — Creates a 20'R area of darkness. No nonmagic light can exist and magic light (except *Utterlight*) must make a RR or be cancelled.
11. **Dark Control X** — As *Dark Control II*, except range and radius are 100'.
12. **Nightvision True** — As *Dark Vision*, except the target can see as far as he would be allowed in daylight.
13. **Utterdark** — As *Lesser Utterdark*, except radius is 100'.
14. **Minor Darkness** — As *Darkness II*, except radius is 500'.
15. **Clouds of Darkness I** — Creates a "cloud" of darkness that has a 100'R and drifts with the wind. The darkness can vary in intensity from an overcast day to the dark of night.
16. **Mass Nightvision** — As *Nightvision*, except affects a number of targets equal to caster's level.
17. **Greater Utterdark** — As *Lesser Utterdark*, except area of effect is 200'.
18. **Mass Darkvision** — As *Darkvision*, except affects a number of targets equal to caster's level.
19. **Clouds of Darkness II** — As *Clouds of Darkness I*, except for area of effect.
20. **Greater Darkness** — As *Darkness II*, except radius is 1,000'.
25. **Utterdark True** — As *Lesser Utterdark*, except radius is 300'.
30. **Darkness True** — As *Darkness II*, except radius is 100' per level of the caster.
50. **Clouds of Darkness True** — As *Clouds of Darkness I*, except radius is 1 mile per level of the caster.

SPECIAL NOTES

- 1) See Section 7.1.19 for more on the environment's effect on visibility.
- 2) See section 7.3 for more information on using evil spell lists.

EVIL ESSENCE 3.8.3

DARKNESS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Darkness II	20'R	10 min/lvl	touch	E
2)	Nightvision	1 target	10 min/lvl	10'	U
3)	Dark Control II	20'R	C	20'	E
4)					
5)	Darkness X	100'R	10 min/lvl	touch	E
6)	Darkvision	1 target	10 min/lvl	10'	U
7)	Dark Control V	50'R	C	50'	E
8)	Shadow Forms	1 shdw/lvl	10 min/lvl (C)	100'	E
9)	Lesser Darkness	300'R	10 min/lvl	touch	E
10)	Lesser Utterdark	20'R	1 min/lvl	100'	E
11)	Dark Control X	100'R	C	100'	E
12)	Nightvision True	1 target	10 min/lvl	10'	U
13)	Utterdark	100'R	1 min/lvl	100'	E
14)	Minor Darkness	500'R	10 min/lvl	touch	E
15)	Clouds of Darkness I	100'R	2 hrs/lvl	100'	E
16)	Mass Nightvision	1 target/lvl	10 min/lvl	10'	U
17)	Greater Utterdark	200'R	1 min/lvl	100'	E
18)	Mass Darkvision	1 target/lvl	10 min/lvl	10'	U
19)	Clouds of Darkness II	10'R/lvl	2 hrs/lvl	100'	E
20)	Greater Darkness	1000'R	10 min/lvl	touch	E
25)	Utterdark True	300'R	1 min/lvl	100'	E
30)	Darkness True	100'R/lvl	10 min/lvl	touch	E
50)	Clouds of Dark. Tr.	1 mi R/lvl	2 hrs/lvl	100'	E



ENTITY SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Summon Elemental I	1 elemental	2 rnds	100'	E
3)	Control Entity I *	1 entity	C	10'/lvl	E
4)	Summon Elem. II	1 elemental	2 rnds	100'	E
5)	Lesser Demonic Gate	1 Demon	2 rnds	10'	E
6)	Entity Mastery I *	1 entity	varies	10'/lvl	E
7)	Control Entity II *	1 entity	C	10'/lvl	E
8)	Summon Elem. III	1 elemental	2 rnds	100'	E
9)	Entity Mastery II *	1 entity	varies	10'/lvl	E
10)	Control Entity III *	1 entity	C	10'/lvl	E
11)	Summon Elem. IV	1 elemental	2 rnds	100'	E
12)	Greater Demonic Gate	1 Demon	2 rnds	10'	E
13)	Entity Mastery III *	1 entity	varies	10'/lvl	E
14)	Control Entity IV *	1 entity	C	10'/lvl	E
15)	Entity Mastery IV *	1 entity	varies	10'/lvl	E
16)	Order Elemental	1 elemental	1 hr/lvl	10'	E
17)	Contain Elemental	1 elemental	varies	10'	E
18)	Order Entity	1 entity	varies	10'	E
19)	Contain Entity	1 entity	varies	10'	E
20)	Control Entity V *	1 entity	C	10'/lvl	E
25)	Entity Mastery V *	1 entity	varies	10'/lvl	E
30)	Control Entity VI *	1 entity	C	10'/lvl	E
50)	Entity Mastery VI *	1 entity	varies	10'/lvl	E



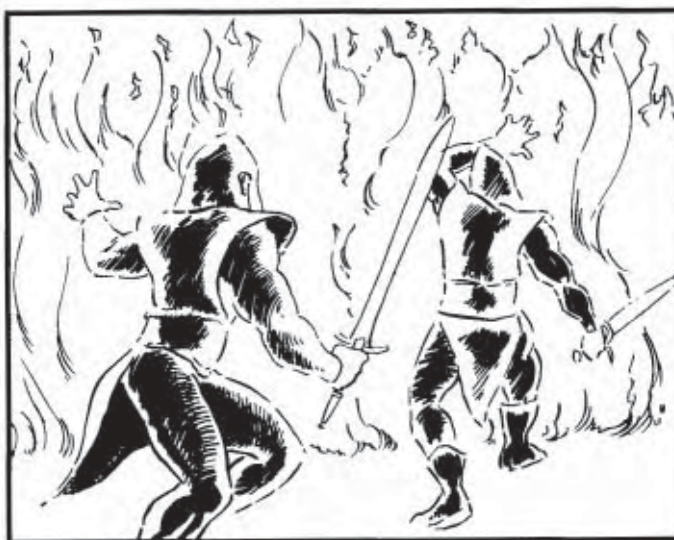
ENTITY SUMMONS

- Summon Elemental I** — Caster summons an Elemental Servant (a Type I Entity) that gradually appears over the course of two rounds. If it is not “controlled” or “Mastered” (usually by one of the spells on this list); it will attack random targets until it fades away after 2-20 rounds.
- Control Entity I** — Allows the caster to totally control a Type I Entity (the chance of non-control is [the Entity’s Type x 2%]). The Entity leaves when the caster stops concentrating. The Entity will not speak with the summoner.
- Summon Elemental II** — As *Summon Elemental I*, except the caster summons a Weak Elemental (a Type II entity).
- Lesser Demonic Gate** — Caster summons a Demon who gradually appears over the course of 2 rounds. Roll d100 (not open-ended) for Type. A result of 01-60 is a Type I; a result of 61-90 is a Type II; a result of 91-100 is a Type III. If the I is not “Controlled” or “Mastered” (i.e., usually by one spells on this list) before the Demon materializes, the suffers an effect as outlined in Section 7.1.31.
- Entity Mastery I** — As *Control Entity I*, except the cast not concentrate to control the Entity. The chance of fail times the Entity’s Type. The Entity will remain and ob caster until the caster is killed or the Entity is outside the limit or the caster releases him. A maximum of two Entit be mastered at one time by one being. Obtaining infor may only be accomplished by using spells off the Evil Mag Base list, Dark Contacts.
- Control Entity II** — As *Control Entity I*, except Type II can be controlled.

- Summon Elemental III** — As *Summon Elemental I*, except caster summons a Guardian Elemental (a Type III Entity).
- Entity Mastery II** — As *Entity Mastery I*, except Types I and II can be mastered.
- Control Entity III** — As *Control Entity I*, except Types I-III can be controlled.
- Summon Elemental IV** — As *Summon Elemental I*, except caster summons a Strong Elemental (a Type IV Entity).
- Greater Demonic Gate** — As *Lesser Demonic Gate*, except Types III-VI can be summoned: (01-60) Type III, (61-85) Type IV, (86-95) Type V, (96-100) Type VI.
- Entity Mastery III** — As *Entity Mastery I*, except Types I-III can be mastered.
- Control Entity IV** — As *Control Entity I*, except Types I-IV can be controlled.
- Entity Mastery IV** — As *Entity Mastery I*, except Types I-IV can be mastered.
- Order Elemental** — The target of this spell is any *Mastered* Elemental. The Elemental can be given a simple, straight-forward task that it will attempt to complete (within the duration of the spell). When this spell expires, the Elemental returns to its plane.
- Contain Elemental** — The target of this spell is any *Mastered* Elemental. The Elemental is contained within an object (must be within 50% of the elemental’s actual size). The Elemental will be released by a specific trigger (specified by the caster at the time of casting). Possible triggers include touching the object, proximity to the object, specific words spoken, etc.
- Order Entity** — As *Order Elemental*, except will work on any *Mastered* Entity.
- Contain Entity** — As *Contain Elemental*, except will work on any *Mastered* Entity.
- Control Entity V** — As *Control Entity I*, except Types I-V can be controlled.
- Entity Mastery V** — As *Entity Mastery I*, except Types I-V can be mastered.
- Control Entity VI** — As *Control Entity I*, except Types I-VI can be controlled.
- Entity Mastery VI** — As *Entity Mastery I*, except Types I-VI can be mastered.

SPECIAL NOTES

- Entities include Demons and any other extra-planar creatures that are appropriate to the GM’s world (including elementals). See Section 7.1.31 for more information.
- See Section 7.3 for more information on using evil spell lists.



MATTER DISRUPTION

1. **Un-Ice I** — Turns 100 cubic feet of ice into water vapor.
2. **Earth to Dust I** — Turns 10 cubic feet of earth into fine dust.
3. **Cracks Call** — Any previous cracks or flaws within a section of any normal material 1,000 cubic feet (10'x10'x10') will extend to their limit. See Section 7.1.7.
4. **Powder Stone I** — Turns 10 cubic feet of stone into fine powder.
5. **Un-Ice X** — As *Un-Ice I*, except affects up to 1,000 cubic feet.
6. **Disruption I** — Turns 1 cubic foot of any inorganic material to fine powder (must be one object).
7. **Earth to Dust X** — As *Earth to Dust I*, except affects up to 100 cubic feet.
8. **Shatter** — Can shatter an inorganic object, up to 1 cubic foot in volume; all within 5' take an 'A' Impact critical, holder takes a 'C' Impact critical. Metal objects get a +30 RR modification.
9. **Powder Stone X** — As *Powder Stone I*, except affects up to 100 cubic feet.
10. **Un-Ice True** — As *Un-Ice I*, except affects up to 100 cubic feet per level of the caster.
11. **Disruption X** — As *Disruption I*, except affects up to 10 cubic feet.
12. **Earth to Dust True** — As *Earth to Dust I*, except affects up to 1,000 cubic feet.
13. **Cause Cracks** — Causes cracks to appear in up to 100 cubic feet of non-metal, inorganic material.
14. **Powder Stone True** — As *Powder Stone I*, except affects 1,000 cubic feet.
15. **Disintegration I** — Completely disintegrates 1 cubic feet of inorganic material.
17. **Long Matter Disruption** — As any single spell (10th level or lower) from this list, except with a range of 300'
19. **Disintegration X** — As *Disintegration I*, except affects 10 cubic feet.
20. **Mass Earth to Dust** — As *Earth to Dust I*, except affects up to 100 cubic feet per level of the caster
25. **Mass Powder Stone** — As *Powder Stone I*, except affects up to 100 cubic feet per level of the caster
30. **Mass Disruption** — As *Disruption I*, except up to as many objects (up to 1 cubic foot each) as the caster's level can be affected, and range is 100'.
50. **Disintegration True** — As *Disintegration I*, except affects objects up to 100 cubic feet and range is 300'.

SPECIAL NOTES

See Section 7.3 for more information on using evil spell lists.

EVIL ESSENCE 3.8.5

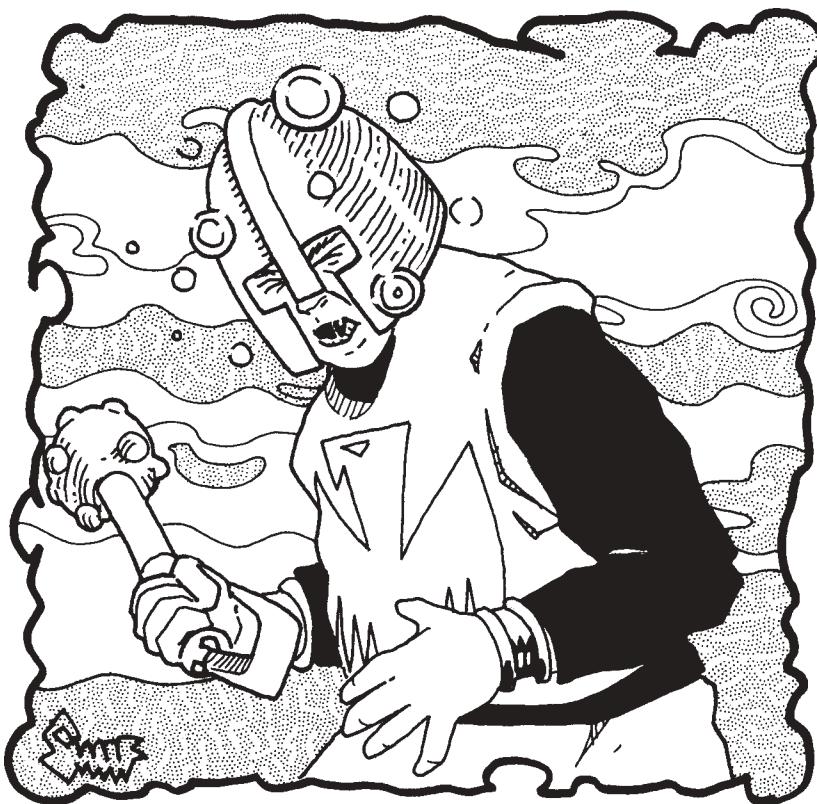
MATTER DISRUPTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Un-Ice I	100 cu'	P	100'	F
2)	Earth to Dust I	10 cu'	P	100'	F
3)	Cracks Call	1000 cu'	P	100'	F
4)	Powder Stone I	10 cu'	P	100'	F
5)	Un-Ice X	1000 cu'	P	100'	F
6)	Disruption I	1 cu'	P	10'	F
7)	Earth to Dust X	100 cu'	P	100'	F
8)	Shatter	1 cu'	P	10'	F
9)	Powder Stone X	100 cu'	P	100'	F
10)	Un-Ice True	100 cu'/lvl	P	100'	F
11)	Disruption X	10 cu'	P	10'	F
12)	Earth to Dust True	1000 cu'	P	100'	F
13)	Cause Cracks	100 cu'	P	100'	F
14)	Powder Stone True	1000 cu'	P	100'	F
15)	Disintegration I	1 cu'	P	100'	F
16)					
17)	Long Matter Disruption	varies	P	300'	F
18)					
19)	Disintegration X	10' cu'	P	100'	F
20)	Mass Earth to Dust	100 cu'/lvl	P	300'	F
25)	Mass Powder Stone	100 cu'/lvl	P	300'	F
30)	Mass Disruption	varies	P	10'	F
50)	Disintegration True	100 cu'	P	300'	F



PHYSICAL EROSION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Pain	1 target	1 min/lvl	100'	F
2)	Impair I	1 target	1 mon/5 fail	100'	F
3)	Ache	1 target	P	100'	F
4)	Fire Nerves	1 target	1 min/lvl	100'	F
5)	Trait Erosion I	1 target	1 mon/5 fail	100'	F
6)	Impair III	1 target	1 mon/5 fail	100'	F
7)	Pang	1 target	P	100'	F
8)					
9)	Agony	1 target	1 min/lvl	100'	F
10)	Trait Erosion II	1 target	1 mon/5 fail	100'	F
11)	Impair V	1 target	1 mon/5 fail	100'	F
12)	Spasm	1 target	P	100'	F
13)	Mass Pain	1 tgt/lvl	1 min/lvl	100'	F
14)	Torment	1 tgt/lvl	1 min/lvl	100'	F
15)	Trait Erosion III	1 target	1 mon/5 fail	100'	F
16)	Mass Impair I	1 target/lvl	1 mon/5 fail	100'	F
17)					
18)	Mass Fire Nerves	1 target/lvl	1 min/lvl	100'	F
19)	Mass Trait Erosion I	1 target/lvl	1 mon/5 fail	100'	F
20)	Impair X	1 target	1 mon/5 fail	100'	F
25)	Mass Agony	1 tgt/lvl	1 min/lvl	100'	F
30)	Trait Erosion V	1 target	1 mon/5 fail	100'	F
50)	Trait Erosion True	1 target	1 mon/5 fail	100'	F



PHYSICAL EROSION

- Pain** — Target feels pain, and he takes 20% of his remaining hits.
- Impair I** — Target has one of his physical stats (characteristics) temporarily lowered by d10. Only the temporary stat is lowered. Physical stats include Strength, Agility, Quickness, Constitution, Presence, and Self Discipline (one is selected at random). When the duration expires, the stat will go back up by the same amount that it went down (with a maximum of whatever the potential for the stat is).
- Ache** — As *Pain*, except the ache seems natural and reduces target's hits by 10% until cured (caster must specify nature of ache). The target is unaware that the spell has been cast on him, because it affects him gradually (target loses 1 hit per minute). The GM should describe the ache as a natural thing (and may choose not inform the player that the character has reduced hits).
- Fire Nerves** — As *Pain*, except target takes 40% of his remaining hits.
- Trait Erosion I** — As *Impair I*, except affects temporary and potential stats.
- Impair III** — As *Impair I*, except decrease is 3d10.
- Pang** — As *Ache*, except target's hits are reduced by 20%.
- Agony** — As *Pain*, except target takes 60% of his remaining hits.
- Trait Erosion II** — As *Trait Erosion I*, except decrease is 2d10.
- Impair V** — As *Impair I*, except decrease is 5d10.
- Spasm** — As *Ache*, except target's hits are reduced by 40%.
- Mass Pain** — As *Pain*, except as many targets as the caster's level can be affected.
- Torment** — As *Pain*, except target takes 90% of his remaining hits.
- Trait Erosion III** — As *Trait Erosion I*, except decrease is 3d10.
- Mass Impair I** — As *Impair I*, except affects a number of targets equal to the caster's level.
- Mass Fire Nerves** — As *Fire Nerves*, except affects a number of targets equal to the caster's level.

- Mass Trait Erosion I** — As *Trait Erosion I*, except affects a number of targets equal to the caster's level.
- Impair X** — As *Impair I*, except decrease is 10d10.
- Mass Agony** — As *Agony*, except as many targets as the caster's level can be affected.
- Trait Erosion V** — As *Trait Erosion I*, except decrease is 5d10.
- Trait Erosion True** — As *Trait Erosion I*, except one physical stat is reduced to 1.

SPECIAL NOTES

- Spells on this list cannot lower a stat to less than 1.
- In a 3d6 system, every 5 points of stat (above) translates to 1 point.
- See Section 7.3 for more information on using evil spell lists.



OPEN ESSENCE LISTS



DELVING WAYS	ESSENCE HAND	PHYSICAL ENHANCEMENT	UNBARRING WAYS
☐ 1) Text Analysis I ☐ 2) Stone Analysis ☐ 3) Metal Analysis ☐ 4) Gas Analysis ☐ 5) Text Analysis II ☐ 6) Liquid Analysis ☐ 7) Delving ☐ 8) Spell Analysis ☐ 9) Death Analysis ☐ 10) Text Analysis III ☐ 11) Power Analysis ☐ 12) Conveyance ☐ 13) Death's Delving ☐ 14) Analysis ☐ 15) Mass Analysis ☐ 16) Power Analysis True ☐ 17) Conveyance True	☐ 1) Vibrations I ☐ 2) Staying I ☐ 3) Telekinesis I ☐ 4) Vibrations II ☐ 5) Staying II ☐ 6) Telekinesis II ☐ 7) Vibrations III ☐ 8) Staying III ☐ 9) Vibrations IV ☐ 10) Aiming ☐ 11) Telekinesis III ☐ 12) Staying IV ☐ 13) Mass Vibrations I ☐ 14) Telekinesis IV ☐ 15) Staying V ☐ 16) Hurling I ☐ 17) Telekinesis V ☐ 18) Mass Vibrations III ☐ 19) Lord Aim ☐ 20) Staying True ☐ 21) Great Telekinesis ☐ 22) Aim True	☐ 1) Mannish Scale * ☐ 2) Sly Ears ☐ 3) Balance * ☐ 4) Nightvision ☐ 5) Sidevision ☐ 6) Sounding ☐ 7) Watervision ☐ 8) Waterlungs ☐ 9) Heatvision ☐ 10) Gaslungs ☐ 11) Resist Poison * ☐ 12) Darkvision ☐ 13) Changing Lungs ☐ 14) Mass Balance ☐ 15) Mass Nightvision ☐ 16) Mass Watervision ☐ 17) Vision * ☐ 18) Mass Waterlungs ☐ 19) Mass Gaslungs ☐ 20) Mass Vision	☐ 1) Lock ☐ 2) Magic Lock ☐ 3) Locklore ☐ 4) Opening I ☐ 5) Traplore ☐ 6) Disarm I ☐ 7) Jamming ☐ 8) Weakening ☐ 9) Open Prison I ☐ 10) Opening II ☐ 11) Undoor I ☐ 12) Disarm II ☐ 13) Greater Magic Look ☐ 14) True Lock ☐ 15) Undoor II ☐ 16) Open Prison II ☐ 17) Undoor III ☐ 18) Magic Lock True ☐ 19) Undoor True ☐ 20) New Gate ☐ 21) Lock Mastery ☐ 22) Trap Mastery ☐ 23) Gate Cleaver
DETECTING WAYS	ESSENCE'S PERCEPTIONS	RUNE MASTERY	
☐ 1) Detect Essence ☐ 2) Detect Mentalism ☐ 3) Detect Channeling ☐ 4) Detect Invisible ☐ 5) Detect Traps ☐ 6) Detect Evil ☐ 7) Location I ☐ 8) Perceive Power I ☐ 9) Detect Death ☐ 10) Location III ☐ 11) Detect Spell ☐ 12) Location V ☐ 13) Perceive Power III ☐ 14) Greater Location ☐ 15) Detect Detections ☐ 16) Detect True ☐ 17) Location True	☐ 1) Presence * ☐ 2) Listen I ☐ 3) Long Ear I ☐ 4) Watch I ☐ 5) Long Eye I ☐ 6) Listen II ☐ 7) Telepathy ☐ 8) Watch II ☐ 9) Long Ear II ☐ 10) Listen III ☐ 11) Long Eye II ☐ 12) Watch III ☐ 13) Listen IV ☐ 14) Watch IV ☐ 15) Listen True ☐ 16) Watch True	☐ 1) Spell Store ☐ 2) Rune I ☐ 3) Rune II ☐ 4) Rune III ☐ 5) Rune V ☐ 6) Sign of Shock ☐ 7) Rune VI ☐ 8) Sign of Fear ☐ 9) Rune VII ☐ 10) Sign of Sleep ☐ 11) Rune VIII ☐ 12) Sign of Blinding ☐ 13) Rune IX ☐ 14) Sign of Paralysis ☐ 15) Rune X ☐ 16) Lord Research ☐ 17) Lord Rune ☐ 18) Mass Sign	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 21) _____ ☐ 22) _____ ☐ 23) _____ ☐ 24) _____ ☐ 25) _____ ☐ 26) _____ ☐ 27) _____ ☐ 28) _____ ☐ 29) _____ ☐ 30) _____ ☐ 31) _____ ☐ 32) _____ ☐ 33) _____ ☐ 34) _____ ☐ 35) _____ ☐ 36) _____ ☐ 37) _____ ☐ 38) _____ ☐ 39) _____ ☐ 40) _____ ☐ 41) _____ ☐ 42) _____ ☐ 43) _____ ☐ 44) _____ ☐ 45) _____ ☐ 46) _____ ☐ 47) _____ ☐ 48) _____ ☐ 49) _____ ☐ 50) _____
ELEMENTAL SHIELDS	LESSER ILLUSIONS	SPELL WALL	
☐ 1) Resist Light ☐ 2) Resist Heat ☐ 3) Resist Cold ☐ 4) Resist Light Sphere ☐ 5) Resist Heat Sphere ☐ 6) Resist Cold Sphere ☐ 7) Lightarmor ☐ 8) Heatarmor ☐ 9) Coldarmor ☐ 10) Lightarmor Sphere ☐ 11) Heatarmor Sphere ☐ 12) Coldarmor Sphere ☐ 13) Lightning Armor ☐ 14) Fire Armor ☐ 15) Ice Armor ☐ 16) Mass Lightarmor ☐ 17) Mass Heatarmor ☐ 18) Mass Coldarmor ☐ 19) True Armor	☐ 1) Ventriloquism ☐ 2) Sound/Light Mirage ☐ 3) Taste/Smell Mirage ☐ 4) Illusions II ☐ 5) Phantasm I ☐ 6) Light Glamour ☐ 7) Waiting Illusion II ☐ 8) Illusions III ☐ 9) Phantasm II ☐ 10) Waiting Phantasm II ☐ 11) Waiting Illusion III ☐ 12) Phantasm III ☐ 13) Illusions V ☐ 14) Waiting Illusion IV ☐ 15) Waiting Phantasm III ☐ 16) Waiting Illusion V ☐ 17) Phantasm IV ☐ 18) Waiting Phantasm IV ☐ 19) Illusions VII ☐ 20) Waiting Illusion VI ☐ 21) Phantasm V ☐ 22) Illusions X ☐ 23) Phantasm X	☐ 1) Protection I ☐ 2) Cancel Essence ☐ 3) Protection Sphere I ☐ 4) Cancel Mentalism ☐ 5) Protection II ☐ 6) Cancel Channeling ☐ 7) Protection Sphere II ☐ 8) Dispel Essence Sphere I ☐ 9) Essence Shield ☐ 10) Mind Shield ☐ 11) Protection III ☐ 12) Dispel Mentalism Sphere I ☐ 13) Channeling Shield ☐ 14) Spell Shield ☐ 15) Protection IV ☐ 16) Dispel Channeling Sphere I ☐ 17) Spell Shield True ☐ 18) Protection V ☐ 19) Essence Resistance ☐ 20) Mentalism Resistance ☐ 21) Channeling Resistance ☐ 22) Resistance True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 21) _____ ☐ 22) _____ ☐ 23) _____ ☐ 24) _____ ☐ 25) _____ ☐ 26) _____ ☐ 27) _____ ☐ 28) _____ ☐ 29) _____ ☐ 30) _____ ☐ 31) _____ ☐ 32) _____ ☐ 33) _____ ☐ 34) _____ ☐ 35) _____ ☐ 36) _____ ☐ 37) _____ ☐ 38) _____ ☐ 39) _____ ☐ 40) _____ ☐ 41) _____ ☐ 42) _____ ☐ 43) _____ ☐ 44) _____ ☐ 45) _____ ☐ 46) _____ ☐ 47) _____ ☐ 48) _____ ☐ 49) _____ ☐ 50) _____



CLOSED ESSENCE LISTS



DISPELLING WAYS	LIVING CHANGE	SHIELD MASTERY	SPIRIT MASTERY
☐ 1) Cancel Essence I ☐ 2) Cancel Mentalism I ☐ 3) Cancel Channeling I ☐ 4) Dispel Essence I ☐ 5) Dispel Mentalism I ☐ 6) Dispel Channeling I ☐ 7) Dispel Ess. Sphere I ☐ 8) Dispel Ment. Sphere I ☐ 9) Dispel Chan. Sphere I ☐ 10) Dispel Ess. Sphere V ☐ 11) Dispel Ment. Sphere V ☐ 12) Dispel Chan. Sphere V ☐ 13) ☐ 14) Dispel Ess. Sphere X ☐ 15) Dispel Ment. Sphere X ☐ 16) Dispel Chan. Sphere X ☐ 17) Unessence ☐ 18) Unmentalism ☐ 19) Unchanneling ☐ 20) Cancel True ☐ 25) Dispel Essence True ☐ 30) Dispel True ☐ 50) Dispel Sphere True	☐ 1) Shrink Self ☐ 2) Enlarge Self ☐ 3) Change Lore ☐ 4) ☐ 5) Change to Kind ☐ 6) ☐ 7) Shrink ☐ 8) ☐ 9) ☐ 10) Enlarge ☐ 11) Change ☐ 12) ☐ 13) True Change ☐ 14) ☐ 15) Changing ☐ 16) ☐ 17) Merging ☐ 18) ☐ 19) Invulnerability ☐ 20) Passing ☐ 25) Mass Enlarge ☐ 30) Mass Change ☐ 50) Mass Merging	☐ 1) Enchanted Shield ☐ 2) Shield * ☐ 3) Blur * ☐ 4) Enchanted Robes ☐ 5) Deflections I * ☐ 6) Enchanted Leather ☐ 7) Bladeturn I * ☐ 8) ☐ 9) Deflections II * ☐ 10) Aim Untrue I * ☐ 11) Bladeturn II * ☐ 12) ☐ 13) Deflections III * ☐ 14) ☐ 15) Aim Untrue II * ☐ 16) ☐ 17) Bladeturn III * ☐ 18) Re-aiming * ☐ 19) Aim Untrue III * ☐ 20) Mass Deflections * ☐ 25) Mass Bladeturn * ☐ 30) Mass Aim Untrue * ☐ 50) Re-aiming True *	☐ 1) Sleep V ☐ 2) Charm Kind ☐ 3) Sleep VII ☐ 4) Confusion ☐ 5) Suggestion ☐ 6) Sleep X ☐ 7) Hold Kind ☐ 8) Master of Kind ☐ 9) Lord Sleep ☐ 10) True Charm ☐ 11) Quest ☐ 12) Word of Stunning * ☐ 13) Word of Pain * ☐ 14) Hold True ☐ 15) Word of Sleep * ☐ 16) Word of Discord * ☐ 17) Word of Calling * ☐ 18) Waiting Word * ☐ 19) Word of Death * ☐ 20) True Quest ☐ 25) Phrase * ☐ 30) Mass Word * ☐ 50) Spirit Mastery
GATE MASTERY	LOFTY BRIDGE	SPELL ENHANCEMENT	
☐ 1) Familiar ☐ 2) Summons I ☐ 3) Companion ☐ 4) ☐ 5) Summons II ☐ 6) Control Demon I ☐ 7) Summons III ☐ 8) Lesser Demonic Gate ☐ 9) Summons V ☐ 10) Control Demon II ☐ 11) Summons X ☐ 12) Summon Folk ☐ 13) Control Demon III ☐ 14) Companion True ☐ 15) Waiting Summons ☐ 16) Lord Summons ☐ 17) Lesser Waiting Gate ☐ 18) Greater Demonic Gate ☐ 19) Control Demon IV ☐ 20) Mass Summons ☐ 25) Demon Mastery II ☐ 30) Waiting Gate ☐ 50) Control Demon V	☐ 1) Leaping * ☐ 2) Landing * ☐ 3) Leaving I ☐ 4) Levitation ☐ 5) Fly I ☐ 6) Portal ☐ 7) Fly II ☐ 8) Long Door I ☐ 9) Leaving III ☐ 10) Teleport I ☐ 11) Fly III ☐ 12) Long Door III ☐ 13) Teleport III ☐ 14) Portal True ☐ 15) Long Door V ☐ 16) Teleport V ☐ 17) Fly True ☐ 18) Teleport X ☐ 19) Mass Leaving ☐ 20) Lord Teleport ☐ 25) Mass Long Door ☐ 30) Mass Teleport ☐ 50) Teleport True	☐ 1) Special Effects * ☐ 2) Extension II ☐ 3) ☐ 4) Ranging I ☐ 5) Extension III ☐ 6) Instant Ranging I * ☐ 7) Increased Radius I ☐ 8) Ranging II ☐ 9) Extensions IV ☐ 10) Instant Ranging II * ☐ 11) Increased Radius II ☐ 12) Ranging III ☐ 13) Extension V ☐ 14) Instant Ranging III * ☐ 15) Increased Radius III ☐ 16) Ranging IV ☐ 17) Extension X ☐ 18) Instant Ranging IV * ☐ 19) Increased Radius IV ☐ 20) Ranging V ☐ 25) Greater Extension ☐ 30) Extension True ☐ 50) Permanent	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
INVISIBLE WAYS	RAPID WAYS	SPELL REINS	
☐ 1) ☐ 2) Unseen I ☐ 3) ☐ 4) Invisibility I ☐ 5) ☐ 6) Invisibility II ☐ 7) ☐ 8) Invisibility Sphere I ☐ 9) ☐ 10) Unseen III ☐ 11) Invisibility Sphere II ☐ 12) ☐ 13) Unseen V ☐ 14) ☐ 15) Invisibility Split ☐ 16) ☐ 17) Unseen X ☐ 18) Invis. Split Sphere ☐ 19) ☐ 20) Invisibility Sphere III ☐ 25) Mass Unseen ☐ 30) Mass Invisibility ☐ 50) True Invisibility	☐ 1) Run I * ☐ 2) Speed I * ☐ 3) Speed Reading ☐ 4) Speed II * ☐ 5) Sprint I * ☐ 6) Haste I * ☐ 7) Speed III * ☐ 8) Haste II * ☐ 9) Fast Sprint * ☐ 10) Speed V * ☐ 11) Run III * ☐ 12) Haste III * ☐ 13) ☐ 14) Sprint III * ☐ 15) Haste V * ☐ 16) Run V * ☐ 17) Speed X * ☐ 18) Sprint V * ☐ 19) ☐ 20) Haste X * ☐ 25) Mass Run * ☐ 30) Mass Speed * ☐ 50) Mass Haste *	☐ 1) Spell Store ☐ 2) Identify Casting * ☐ 3) Spell Hold I * ☐ 4) ☐ 5) Spell Bending I * ☐ 6) Spell Hold II * ☐ 7) ☐ 8) Spell Bending II * ☐ 9) Spell Hold III * ☐ 10) Reverse Spell I * ☐ 11) Spell Bending III * ☐ 12) Spell Hold IV * ☐ 13) Power Loan ☐ 14) Spell Bending IV * ☐ 15) Spell Hold V * ☐ 16) Reverse Spell II * ☐ 17) Spell Bending V * ☐ 18) Spell Hold X * ☐ 19) ☐ 20) Lord Spell Hold * ☐ 25) Spell Bending True * ☐ 30) Spell Hold True * ☐ 50) Reversal True *	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

ILLUSIONIST BASE LISTS		MAGICIAN BASE LISTS	
FEEL-TASTE-SMELL	LIGHT MOLDING	EARTH LAW	LIGHT LAW
☐ 1) Smell Mirage ☐ 2) Strike I ☐ 3) Taste Mirage ☐ 4) Tear Cloud I ☐ 5) Feel Mirage I ☐ 6) F./T./S. Glamour ☐ 7) Strike III ☐ 8) ☐ 9) Tear Cloud II ☐ 10) Feel Mirage III ☐ 11) Strike V ☐ 12) Feel Terrain ☐ 13) Mass Smell/Taste ☐ 14) Tear Cloud V ☐ 15) Feel Mirage V ☐ 16) Mass Feel ☐ 17) ☐ 18) Feel Mirage VIII ☐ 19) ☐ 20) Feel Mirage X ☐ 25) Smell Mirage True ☐ 30) Taste Mirage True ☐ 50) Feel Mirage True	☐ 1) Light Mirage ☐ 2) Projected Light ☐ 3) Light Control I ☐ 4) Sudden Light ☐ 5) Shock Bolt I ☐ 6) Light Glamour ☐ 7) ☐ 8) ☐ 9) Blind ☐ 10) Light Control V ☐ 11) Utterlight ☐ 12) Light Terrain ☐ 13) Beacon I ☐ 14) Utterdark ☐ 15) Light Control X ☐ 16) Shock Bolt III ☐ 17) ☐ 18) Beacon V ☐ 19) ☐ 20) Lightning Bolt I ☐ 25) Greater Light Control ☐ 30) Lightning Bolt III ☐ 50) Light Control True	☐ 1) Enchanted Rope ☐ 2) Loosen Earth ☐ 3) ☐ 4) Earthwall ☐ 5) Cracks Call ☐ 6) Repair ☐ 7) Stonewall ☐ 8) Earthen Spikes ☐ 9) Stone/Earth ☐ 10) Earthwall True ☐ 11) Earth/Mud ☐ 12) Earth/Stone ☐ 13) Stonewall True ☐ 14) Mud/Earth ☐ 15) Unearth ☐ 16) Meld Wall ☐ 17) Stone/Mud ☐ 18) Curved Wall ☐ 19) ☐ 20) Unstone ☐ 25) Unmetal ☐ 30) Tremors ☐ 50) Earth Mastery	☐ 1) Projected Light ☐ 2) Shock Bolt I ☐ 3) Light I ☐ 4) Shade ☐ 5) Sudden Light ☐ 6) Dark I ☐ 7) Light V ☐ 8) Shock Bolt III ☐ 9) Dark V ☐ 10) Lightning Bolt I ☐ 11) Waiting Light ☐ 12) Shock Bolt V ☐ 13) Beacon V ☐ 14) ☐ 15) Lightning Bolt III ☐ 16) ☐ 17) Utterlight ☐ 18) Utterdark ☐ 19) Beacon X ☐ 20) Lightning Bolt V ☐ 25) Corner Lightn. Bolt ☐ 30) Following Lightn. Bolt ☐ 50) Light Mastery
GUISES	MIND SENSE MOLDING	FIRE LAW	WATER LAW
☐ 1) Blur * ☐ 2) Shadow ☐ 3) Facade I ☐ 4) Signs ☐ 5) Displacement I ☐ 6) Facade II ☐ 7) Imper. Facade I ☐ 8) Facade III ☐ 9) Imper. Facade II ☐ 10) Displacement II ☐ 11) False Image ☐ 12) Imper. Facade III ☐ 13) Mass Blur ☐ 14) Facade V ☐ 15) Displacement III ☐ 16) Imper. Facade IV ☐ 17) Imper. Study * ☐ 18) ☐ 19) Imper. Facade True ☐ 20) Displacement IV ☐ 25) Mass Facade I ☐ 30) Displacement V ☐ 50) Changing Facade	☐ 1) Detect Illusion ☐ 2) Detect Invisible ☐ 3) Misfeel Kind ☐ 4) Misfeel Power I ☐ 5) Presence Mirage ☐ 6) Misfeel Calling ☐ 7) Misfeel Power III ☐ 8) ☐ 9) Reduce Power Eman. ☐ 10) Misfeel Power V ☐ 11) Disillusion I ☐ 12) Detect Illusion True ☐ 13) Misfeel Power X ☐ 14) Disillusion III ☐ 15) Misfeel ☐ 16) Unpresence I ☐ 17) Disillusion V ☐ 18) Unpresence III ☐ 19) Disillusion True ☐ 20) Unpresence V ☐ 25) Misfeel True ☐ 30) Lord Unpresence ☐ 50) Mass Misfeel	☐ 1) Boil Liquid ☐ 2) Warm Solid ☐ 3) Woodfires ☐ 4) Wall of Fire ☐ 5) Heat Solid ☐ 6) Fire Bolt I ☐ 7) Call Flame I ☐ 8) Fire Ball ☐ 9) Ignite ☐ 10) Circle Aflame ☐ 11) Fire Bolt III ☐ 12) Call Flame II ☐ 13) Waiting Flame ☐ 14) Firestorm ☐ 15) Metal Fires ☐ 16) Triad of Flame ☐ 17) Fire Bolt V ☐ 18) Waiting Firestorm ☐ 19) Call Flame V ☐ 20) Corner Fires ☐ 25) Following Fires ☐ 30) Stone Fires ☐ 50) Fire Mastery	☐ 1) Condensation ☐ 2) Fog ☐ 3) Waterwall ☐ 4) Water Bolt I ☐ 5) Unfog ☐ 6) ☐ 7) ☐ 8) Calm Water ☐ 9) ☐ 10) Waterwall True ☐ 11) Water Bolt III ☐ 12) ☐ 13) Call Rain ☐ 14) ☐ 15) Water Bolt V ☐ 16) Triad of Water ☐ 17) Command Current ☐ 18) Calm Water True ☐ 19) ☐ 20) Whirlpool ☐ 25) Part Water ☐ 30) Sea Storm ☐ 50) Water Mastery
ILLUSION MASTERY	SOUND MOLDING	ICE LAW	WIND LAW
☐ 1) Illusion II ☐ 2) Phantasm I ☐ 3) Illusion III ☐ 4) Waiting Illusion II ☐ 5) Phantasm II ☐ 6) Illusion V ☐ 7) Waiting Phantasm I ☐ 8) Waiting Illusion III ☐ 9) Phantasm III ☐ 10) Illusion VII ☐ 11) Waiting Phantasm III ☐ 12) Phantasm IV ☐ 13) Waiting Illusion V ☐ 14) Phantasm V ☐ 15) Illusion X ☐ 16) Waiting Phantasm V ☐ 17) Phantasm VII ☐ 18) Waiting Illusion VII ☐ 19) Illusory Terrain ☐ 20) Phantasm X ☐ 25) Waiting Illusion X ☐ 30) Illusion True ☐ 50) Phantasm True	☐ 1) Sound Mirage ☐ 2) Silence I ☐ 3) Sound Control I ☐ 4) Sudden Sound ☐ 5) Sound Control V ☐ 6) Sound Glamour ☐ 7) Deafen ☐ 8) Silence V ☐ 9) Minor Ultrasonics ☐ 10) Sound Control X ☐ 11) Sudden Sound Sphere ☐ 12) Sound Terrain ☐ 13) Silence X ☐ 14) Deafen Sphere ☐ 15) Greater Sound Control ☐ 16) Long Silence ☐ 17) Long Sound Control ☐ 18) Long Sudden Sound ☐ 19) Long Deafen ☐ 20) Mass Deafening ☐ 25) Mass Silence ☐ 30) Sound Control True ☐ 50) Major Ultrasonics	☐ 1) Freeze Liquid ☐ 2) Cool Solid ☐ 3) Wall of Cold ☐ 4) ☐ 5) Chill Solid ☐ 6) Ice Bolt I ☐ 7) Cold Ball II ☐ 8) Wall of Ice ☐ 9) Call Cold I ☐ 10) Circle of Cold ☐ 11) Ice Bolt III ☐ 12) Water/Ice ☐ 13) Chill Metal ☐ 14) Call Cold II ☐ 15) Ice Bolt V ☐ 16) Triad of Ice ☐ 17) ☐ 18) Call Cold V ☐ 19) ☐ 20) Cold Ball IV ☐ 25) Rain/Snow ☐ 30) Cold True ☐ 50) Cold Mastery	☐ 1) Breezes ☐ 2) Airwall ☐ 3) Slumber Mist ☐ 4) Stun Cloud I ☐ 5) Air Stop I ☐ 6) Stun Cloud II ☐ 7) Vacuum I ☐ 8) Air Stop II ☐ 9) Slumber Cloud ☐ 10) Stun Cloud IV ☐ 11) Death Cloud I ☐ 12) Vacuum II ☐ 13) Air Stop X ☐ 14) Whirlwind ☐ 15) Death Cloud II ☐ 16) ☐ 17) Vacuum IV ☐ 18) Great Vacuum ☐ 19) Stun Cloud True ☐ 20) Reverse Winds ☐ 25) Hard Wind ☐ 30) Storm Call ☐ 50) Wind Mastery



DABBLER BASE LISTS



CONCEALMENT MASTERY	MOVEMENT MASTERY
☐ 1) Shadow ☐ 2) Unseen III ☐ 3) Conceal I ☐ 4) Locate Object ☐ 5) Darkness ☐ 6) Secret I ☐ 7) Unseen V ☐ 8) Displacement I ☐ 9) Conceal III ☐ 10) Unseen X ☐ 11) Displacement II ☐ 12) Secret III ☐ 13) Unseen XV ☐ 14) Conceal V ☐ 16) Lord Unseen ☐ 17) Secret V ☐ 18) Displacement III ☐ 19) ☐ 20) Conceal X ☐ 25) Unseen True ☐ 30) Secret X ☐ 50) Concealment Mastery	☐ 1) Run * ☐ 2) Longjump * ☐ 3) Landing * ☐ 4) Shadow Steps ☐ 5) Underwater Movement ☐ 6) Balance I * ☐ 7) Spider's Step ☐ 8) Long Dive * ☐ 9) Traceless Passing * ☐ 10) Spider's Step True ☐ 11) Float * ☐ 12) Spider's Walk ☐ 13) Balance II * ☐ 14) Shadow Landing * ☐ 15) Spider's Run ☐ 16) Glide I ☐ 17) ☐ 18) Balance III * ☐ 19) ☐ 20) Spider's Walk True ☐ 25) Windwalking ☐ 30) Balance True * ☐ 50) Movement Mastery *
INFLUENCES	SENSES
☐ 1) Sleep III ☐ 2) Charm Animals ☐ 3) Charm Kind ☐ 4) Sleep V ☐ 5) Suggestion ☐ 6) Telepathy I ☐ 7) Sleep VII ☐ 8) Hold Kind ☐ 9) Greater Charm Kind ☐ 10) Sleep X ☐ 11) Greater Suggestion ☐ 12) Master of Kind ☐ 13) Sleep XII ☐ 14) Greater Hold Kind ☐ 15) Telepathy II ☐ 16) Sleep XV ☐ 17) ☐ 18) Gr. Master of Kind ☐ 19) Quest ☐ 20) Lord Sleep ☐ 25) Sleep True ☐ 30) Telepathy True ☐ 50) Quest True	☐ 1) Sly Ears ☐ 2) Nightvision ☐ 3) Scent ☐ 4) Sensory Marker ☐ 5) Far Sense I ☐ 6) Sidevision ☐ 7) Touch ☐ 8) Watervision ☐ 9) Darkvision ☐ 10) Far Sense II ☐ 11) Woodsight ☐ 12) Lightvision ☐ 13) ☐ 14) Greater Far Sense I ☐ 15) Long Far Sense I ☐ 16) Stonesight ☐ 17) ☐ 18) Greater Far Sense II ☐ 19) Ironsight ☐ 20) Long Far Sense II ☐ 25) Vision True ☐ 30) Senses True ☐ 50) Sense Mastery
MECHANISMS	THIEVING LAW
☐ 1) Machine Lore ☐ 2) Tune ☐ 3) Jam I ☐ 4) Unlock I ☐ 5) Untrap I ☐ 6) Operate I ☐ 7) Detect Active Power ☐ 8) Jam II ☐ 9) Unlock II ☐ 10) Untrap II ☐ 11) Operate II ☐ 12) Jam III ☐ 13) Unlock III ☐ 14) Untrap III ☐ 15) Operate III ☐ 16) Jam IV ☐ 17) Unlock IV ☐ 18) Untrap IV ☐ 19) Operate IV ☐ 20) Jam True ☐ 25) Unlock True ☐ 30) Untrap True ☐ 50) Operate True	☐ 1) Gauge Wealth ☐ 2) Weigh Pockets ☐ 3) Mark Target ☐ 4) Find Buyer I ☐ 5) Locate Target ☐ 6) Jewel/Metal Assess. ☐ 7) Item Assessment ☐ 8) Find Buyer II ☐ 9) Detect Power ☐ 10) Item Analysis I ☐ 11) Find Owner I ☐ 12) Find Buyer III ☐ 13) Assessment True ☐ 14) Significance ☐ 15) Find Owner II ☐ 16) Find Buyer IV ☐ 17) ☐ 18) Origins ☐ 19) Find Owner III ☐ 20) Owner Vision ☐ 25) Item Vision ☐ 30) Origins True ☐ 50) Find Owner True



MONK BASE LISTS



BODY REINS	MIND OVER MATTER
☐ 1) Balance * ☐ 2) Contractions ☐ 3) Concentration II * ☐ 4) Unpain I * ☐ 5) Face Shifting ☐ 6) Waterlungs ☐ 7) Concentration III * ☐ 8) Strength II * ☐ 9) Unpain II * ☐ 10) Body Shifting ☐ 11) Concentration IV * ☐ 12) Strength III * ☐ 13) Awake * ☐ 14) Gaslungs ☐ 15) Unpain III * ☐ 16) Concentration V * ☐ 17) Monk's Sleep ☐ 18) Unpain IV * ☐ 19) Meditative Sleep ☐ 20) Self Keeping * ☐ 25) Monk's Sleep True ☐ 30) Strength IV * ☐ 50) Unpain True *	☐ 1) Body Weaponry I ☐ 2) Adrenal Focus II * ☐ 3) Missile's Master II * ☐ 4) ☐ 5) Shattering Blow I ☐ 6) Adrenal Focus III * ☐ 7) Body Weaponry II ☐ 8) Missile's Master III * ☐ 9) Body Armor III ☐ 10) Lion's Heart ☐ 11) Adrenal Focus IV * ☐ 12) Shattering Blow II ☐ 13) Body Weaponry III ☐ 14) Missile's Master IV * ☐ 15) Adrenal Focus V * ☐ 16) Body Armor IV ☐ 17) Shattering Blow III ☐ 18) Missile's Master V * ☐ 19) Body Weaponry IV ☐ 20) Adrenal Focus True * ☐ 25) Body Weaponry True ☐ 30) Shattering Blow True ☐ 50) Mind Over Matter
BODY RENEWAL	MONK'S BRIDGE
☐ 1) Flow Stoppage I * ☐ 2) Clotting I * ☐ 3) Stun Relief I * ☐ 4) Pain Relief I * ☐ 5) Cut Repair I ☐ 6) Fracture Repair ☐ 7) Mus./Tend. Repair ☐ 8) Clotting III * ☐ 9) Stun Relief III * ☐ 10) Resist Poison * ☐ 11) Pain Relief II * ☐ 12) Vein/Artery Repair ☐ 13) Cut Repair III ☐ 14) Fracture Repair True ☐ 15) Mus./Tend. Rep. True ☐ 16) Minor Nerve Repair ☐ 17) Eye/Ear Repair ☐ 18) Self Joining * ☐ 19) Neutralize Disease * ☐ 20) Neutralize Poison * ☐ 25) Clotting True * ☐ 30) Neut. Pois./Dis. True * ☐ 50) Renewal True	☐ 1) Leaping I * ☐ 2) Landing * ☐ 3) Traction ☐ 4) Edgerunning ☐ 5) Leaping III * ☐ 6) Cornering I * ☐ 7) Levitation * ☐ 8) Landing True * ☐ 9) Wallwalking ☐ 10) Great Leap * ☐ 11) Cornering III * ☐ 12) Wall Flip * ☐ 13) Wallrunning ☐ 14) Leaving I ☐ 15) Breezerunning ☐ 16) Fluidrunning ☐ 17) ☐ 18) Leaving III ☐ 19) Breezerunning True ☐ 20) Ceilingwalking ☐ 25) Ceilingrunning ☐ 30) Run True ☐ 50) Monk's Bridge
EVASIONS	MONK'S SENSE
☐ 1) Swing I * ☐ 2) Speed I * ☐ 3) Dodging I * ☐ 4) Swing III * ☐ 5) Flip I * ☐ 6) Haste I * ☐ 7) Speed III * ☐ 8) Dodging III * ☐ 9) Swing V * ☐ 10) Speed V * ☐ 11) Flip III * ☐ 12) Haste III * ☐ 13) Dodging IV * ☐ 14) ☐ 15) Speed VII * ☐ 16) Haste IV * ☐ 17) Great Flip * ☐ 18) Dodging V * ☐ 19) Speed X * ☐ 20) Haste V * ☐ 25) Dodging True * ☐ 30) Haste X * ☐ 50) Monk's Move True	☐ 1) Sly Ears * ☐ 2) Nightvision * ☐ 3) Sidevision * ☐ 4) Scent * ☐ 5) Watervision * ☐ 6) Fogvision * ☐ 7) Touch * ☐ 8) Darkvision * ☐ 9) Detect Invisible ☐ 10) Detect Illusion ☐ 11) Scent True * ☐ 12) Disillusion ☐ 13) Touch True * ☐ 14) Woodsight ☐ 15) See Invisible ☐ 16) ☐ 17) Long Vision ☐ 18) Illusionsight ☐ 19) Stonesight ☐ 20) Monkvision ☐ 25) Ironsight ☐ 30) Metalsight ☐ 50) Monksense

SORCERER BASE LISTS		EVIL ESSENCE BASE LISTS	
FLESH DESTRUCTION	MIND DESTRUCTION	DARK CONTACTS	ENTITY SUMMONS
☐ 1) Sprain Limb ☐ 2) Limb Pain ☐ 3) Touch of Disruption ☐ 4) Lock Joint ☐ 5) Break Limb ☐ 6) Disruption II ☐ 7) Skin Death ☐ 8) Disruption V ☐ 9) Rupture Ear ☐ 10) Limb Death ☐ 11) Eye Disruption ☐ 12) Collapse Lung ☐ 13) Muscle Death ☐ 14) Bone Death ☐ 15) Black Channel I ☐ 16) ☐ 17) Long Flesh Destruction ☐ 18) ☐ 19) Mass Flesh Dest. ☐ 20) Petrification ☐ 25) Black Channel II ☐ 30) Disruption True ☐ 50) Black Channels III	☐ 1) Minor Pain ☐ 2) Jolts I ☐ 3) Disorientation ☐ 4) Unbalance ☐ 5) Distortions ☐ 6) Jolts III ☐ 7) Major Pain ☐ 8) Forget ☐ 9) Word of Pain * ☐ 10) Mind Shock ☐ 11) Mind Death ☐ 12) Jolts V ☐ 13) Unminding ☐ 14) Mass Disorientation ☐ 15) Mind Break ☐ 16) Mass Unbalance ☐ 17) Long Mind Destruction ☐ 18) Mass Distortions ☐ 19) Horror ☐ 20) Lost Experience I ☐ 25) Mass Pain ☐ 30) Mass Mind Shock ☐ 50) Mass Unminding	☐ 1) ☐ 2) Force Analysis III * ☐ 3) Lsr. Demonic Contact ☐ 4) ☐ 5) Force Information III * ☐ 6) ☐ 7) Force Search III ☐ 8) ☐ 9) ☐ 10) Gr. Demonic Contact ☐ 11) Force Analysis IV * ☐ 12) ☐ 13) Force Information IV * ☐ 14) Force Search IV * ☐ 15) Force Analysis V * ☐ 16) Dem. Analysis Link ☐ 17) ☐ 18) Dem. Inform. Link ☐ 19) Force Information V * ☐ 20) Demonic Search Link ☐ 25) Force Search V * ☐ 30) Force Analysis VI * ☐ 50) Force Information VI *	☐ 1) ☐ 2) Summon Elemental I ☐ 3) Control Entity I * ☐ 4) Summon Elem. II ☐ 5) Lesser Demonic Gate ☐ 6) Entity Mastery I * ☐ 7) Control Entity II * ☐ 8) Summon Elem. III ☐ 9) Entity Mastery II * ☐ 10) Control Entity III * ☐ 11) Summon Elem. IV ☐ 12) Greater Demonic Gate ☐ 13) Entity Mastery III * ☐ 14) Control Entity IV * ☐ 15) Entity Mastery IV * ☐ 16) Order Elemental ☐ 17) Contain Elemental ☐ 18) Order Entity ☐ 19) Contain Entity ☐ 20) Control Entity V * ☐ 25) Entity Mastery V * ☐ 30) Control Entity VI * ☐ 50) Entity Mastery VI *
FLUID DESTRUCTION	SOLID DESTRUCTION	DARK SUMMONS	MATTER DISRUPTION
☐ 1) Vaporize Fluid ☐ 2) Freeze Fluid ☐ 3) Evaporate I ☐ 4) Unwater I ☐ 5) Calm Water ☐ 6) Water Bolt I ☐ 7) Unrain ☐ 8) Dehydrate ☐ 9) Evaporate II ☐ 10) Unwater II ☐ 11) Unrain True ☐ 12) Dehydrate True ☐ 13) Evaporate III ☐ 14) Unwater III ☐ 15) Greater Calm Water ☐ 16) ☐ 17) Long Fluid Destruction ☐ 18) ☐ 19) Desiccation ☐ 20) Dehumidify ☐ 25) Evaporate True ☐ 30) Calm Water True ☐ 50) Dehumidify True	☐ 1) Melt Ice ☐ 2) Loosen Earth ☐ 3) Erosions ☐ 4) Cracks Call ☐ 5) Undoor ☐ 6) Stone/Earth ☐ 7) ☐ 8) Earth/Mud ☐ 9) ☐ 10) Corridor ☐ 11) Shatter ☐ 12) Unearth ☐ 13) Unstone ☐ 14) Undoor True ☐ 15) Unmetal ☐ 16) ☐ 17) Long Solid Destruction ☐ 18) ☐ 19) Crevasse ☐ 20) Solid Destruction True ☐ 25) Tremors ☐ 30) Great Crack ☐ 50) Quake	☐ 1) Familiar ☐ 2) Summons I ☐ 3) Investiture I ☐ 4) Summons II ☐ 5) Binding II ☐ 6) Summons III ☐ 7) Order Bound II ☐ 8) Summons V ☐ 9) Binding V ☐ 10) Summons VII ☐ 11) Investiture II ☐ 12) Summons X ☐ 13) Binding X ☐ 14) Summons XII ☐ 15) Order Bound X ☐ 16) Summons XV ☐ 17) Binding XV ☐ 18) Summons XVII ☐ 19) Investiture III ☐ 20) Lord Summons ☐ 25) Binding True ☐ 30) Order Bound True ☐ 50) Summon Mastery	☐ 1) Un-Ice I ☐ 2) Earth to Dust I ☐ 3) Cracks Call ☐ 4) Powder Stone I ☐ 5) Un-Ice X ☐ 6) Disruption I ☐ 7) Earth to Dust X ☐ 8) Shatter ☐ 9) Powder Stone X ☐ 10) Un-Ice True ☐ 11) Disruption X ☐ 12) Earth to Dust True ☐ 13) Cause Cracks ☐ 14) Powder Stone True ☐ 15) Disintegration I ☐ 16) ☐ 17) Long Matter Disruption ☐ 18) ☐ 19) Disintegration X ☐ 20) Mass Earth to Dust ☐ 25) Mass Powder Stone ☐ 30) Mass Disruption ☐ 50) Disintegration True
GAS DESTRUCTION	SOUL DESTRUCTION	DARKNESS	PHYSICAL EROSION
☐ 1) Unfog ☐ 2) Air Stop I ☐ 3) Vacuum I ☐ 4) Deoxygenation I ☐ 5) Air Stop II ☐ 6) Vacuum II ☐ 7) Deoxygenation II ☐ 8) Gas To Air ☐ 9) Air Stop X ☐ 10) Vacuum IV ☐ 11) Great Vacuum I ☐ 12) Fast Deoxygenation I ☐ 13) Deoxygenation V ☐ 14) Great Vacuum II ☐ 15) Fast Deoxygenation II ☐ 16) ☐ 17) Long Gas Destruction ☐ 18) ☐ 19) Major Deoxygenation ☐ 20) Major Vacuum ☐ 25) Deoxygenation True ☐ 30) Vacuum True ☐ 50) Implosion	☐ 1) Question ☐ 2) Demonic Possession I ☐ 3) Neurosis ☐ 4) Guilt ☐ 5) Paranoia ☐ 6) Demonic Possession II ☐ 7) Panic ☐ 8) Transferral ☐ 9) ☐ 10) Demonic Possession III ☐ 11) Subjugation ☐ 12) Unsoul Curse ☐ 13) Demonic Possession IV ☐ 14) Word of Panic * ☐ 15) Shout of Panic * ☐ 16) ☐ 17) Long Soul Destruction ☐ 18) ☐ 19) Dark Slumbers ☐ 20) Banishment ☐ 25) Transferral True ☐ 30) Absolution ☐ 50) Absolution Pure	☐ 1) Darkness II ☐ 2) Nightvision ☐ 3) Dark Control II ☐ 4) ☐ 5) Darkness X ☐ 6) Darkvision ☐ 7) Dark Control V ☐ 8) Shadow Forms ☐ 9) Lesser Darkness ☐ 10) Lesser Utterdark ☐ 11) Dark Control X ☐ 12) Nightvision True ☐ 13) Utterdark ☐ 14) Minor Darkness ☐ 15) Clouds of Darkness I ☐ 16) Mass Nightvision ☐ 17) Greater Utterdark ☐ 18) Mass Darkvision ☐ 19) Clouds of Darkness II ☐ 20) Greater Darkness ☐ 25) Utterdark True ☐ 30) Darkness True ☐ 50) Clouds of Dark. Tr.	☐ 1) Pain ☐ 2) Impair I ☐ 3) Ache ☐ 4) Fire Nerves ☐ 5) Trait Erosion I ☐ 6) Impair III ☐ 7) Pang ☐ 8) ☐ 9) Agony ☐ 10) Trait Erosion II ☐ 11) Impair V ☐ 12) Spasm ☐ 13) Mass Pain ☐ 14) Torment ☐ 15) Trait Erosion III ☐ 16) Mass Impair I ☐ 17) ☐ 18) Mass Fire Nerves ☐ 19) Mass Trait Erosion I ☐ 20) Impair X ☐ 25) Mass Agony ☐ 30) Trait Erosion V ☐ 50) Trait Erosion True



OF MENTALISM



The mind is an amazing tool, especially for those who use it. Yet, no one uses it to its full capacity. Mentalism is that realm of power in which the masters of spells strive to use their minds in ways few even contemplate. By using the very personal power locked within themselves, Mentalism users are able to channel the power of the Essence through their own mental corridors; thus, manipulating and bending the reality that surrounds them. In a sense, they act as very minute imitations of the deities above, giving power not to clerics, but retaining it and directing its manipulation. Mentalism users are masters of the Essence within themselves.

Because Mentalism users are not deities, however, they work within the limitations of their worldly bodies, their own senses, and perceptions. Rarely are they able to direct their spells beyond themselves or one target. Manipulation of one's own Essence does not yield the wide-reaching power of the other realms. Additionally, the physical freedom of the Mentalism user's head is prerequisite to the use of this inner strength (any head covering inhibits casting of spells from this realm). For a full discussion of the modifiers for head covering interfering with Mentalism spells, see the *Rolemaster Standard System*.

Nonetheless, the power of the Mentalism user can reach great heights. They are masters of thought, gatherers of presence and inner strength. Even though their focus is generally limited to singular targets, their abilities regarding personal confrontations are considerable indeed ... for, it is the Mentalism user who seeks to fulfill the destiny of his own mind.

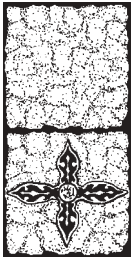
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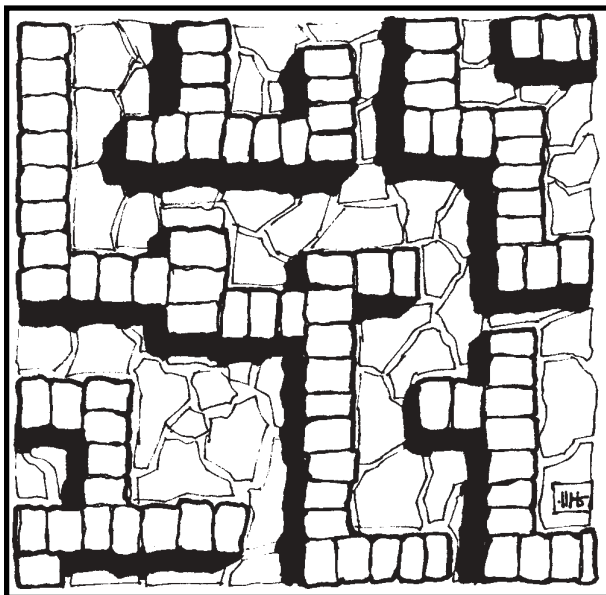
MENTALISM SPELL LIST 4. __. __

	Lvl	Spell	Area of Effect	Duration	Range	Type
☐	1					
☐	2					
☐	3					
☐	4					
☐	5					
☐	6					
☐	7					
☐	8					
☐	9					
☐	10					
☐	11					
☐	12					
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☐	18					
☐	19					
☐	20					
☐	25					
☐	30					
☐	50					

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ANTICIPATIONS

1. **Anticipate Missile** — Caster can attempt to avoid one missile shot fired at him. The missile must be in his field of vision when the spell is cast. The caster gets a bonus of +50 to his DB against this attack.
2. **Anticipate Blow** — As *Anticipate Missile*, except applies to one melee attack that the caster is aware of.
3. **Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
4. **Anticipate Spell** — Caster can avoid one spell cast on him. The caster gets a bonus of +50 to his DB against a directed elemental attack; his normal DB against an area elemental attack; or the caster's BAR suffers a -10 penalty (on all other spell attacks).
5. **Intuitions I** — Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
6. **Anticipate Hostility** — Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).
8. **Dream I** — Caster has a dream relating to a topic decided upon just before retiring. This spell can only be used once per night. The caster must sleep a minimum of one normal sleep cycle.
9. **Room Feel I** — Caster has a vision of what has occurred in a room or place; limited to up to 1 minute per level into the past. The size of the room is limited to the area of effect.
10. **Anticipations** — Predicts most probable actions of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell). This results in the caster being able to declare his statement of intent for the round after hearing what the target has decided to do. Note that the target is free to change his declared action with the requisite penalties.
11. **Intuitions II** — As *Intuitions I*, except caster gets to gaze 2 minutes into the future.
12. **Room Feel II** — As *Room Feel I*, except limit is 1 hr/lvl.
13. **Anticipate Hostility True** — As *Anticipate Hostility*, except for area of effect, duration and range.
14. **Dream II** — As *Dream I*, except limit is 2 dreams/night on different topics.



OPEN MENTALISM 4.1.1 ANTICIPATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Anticipate Missile *	1 missile	—	100'	U
2	Anticipate Blow *	1 attack	—	10'	U
3	Guess *	caster	—	self	I
4	Anticipate Spell *	1 spell	—	10'	I
5	Intuitions I	caster	—	self	I
6	Anticipate Hostility	10'R	—	10'	I
7					
8	Dream I	caster	sleep	self	I
9	Room Feel I	1'R/lvl	varies	100'	I
10	Anticipations *	caster	—	100'	Pm
11	Intuitions II	caster	—	self	I
12	Room Feel II	caster	varies	100'	I
13	Anticipate Hostility Tr.	10'R/lvl	1 min/lvl(C)	10'/lvl	I
14	Dream II	caster	sleep	self	I
15	Spell Anticipation *	caster	—	100'	Pm
16	Room Feel III	caster	varies	100'	I
17	Dream III	caster	sleep	self	I
18					
19	Room Feel True	caster	varies	100'	I
20	Intuitions True	caster	—	self	Pm
25	Anticipations True *	caster	—	100'	Pm
30	Dreams V	caster	sleep	self	I
50	Spell Anticipation True *	caster	—	100'	I

15. **Spell Anticipation** — As *Anticipations*, except if action is to cast a spell, the spell to be cast and target are learned.
16. **Room Feel III** — As *Room Feel I*, except limit is 1 day/lvl.
17. **Dream III** — As *Dream I*, except limit is 3 dreams/night on different topics.
19. **Room Feel True** — As *Room Feel I*, except limit is 1 week/lvl.
20. **Intuitions True** — As *Intuitions I*, except time limit extends 1 min/lvl into the future.
25. **Anticipations True** — As *Anticipations*, except caster can predict actions of all beings within 100' of him.
30. **Dream V** — As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.
50. **Spell Anticipation True** — As *Anticipations True*, except spell types and targets are learned.

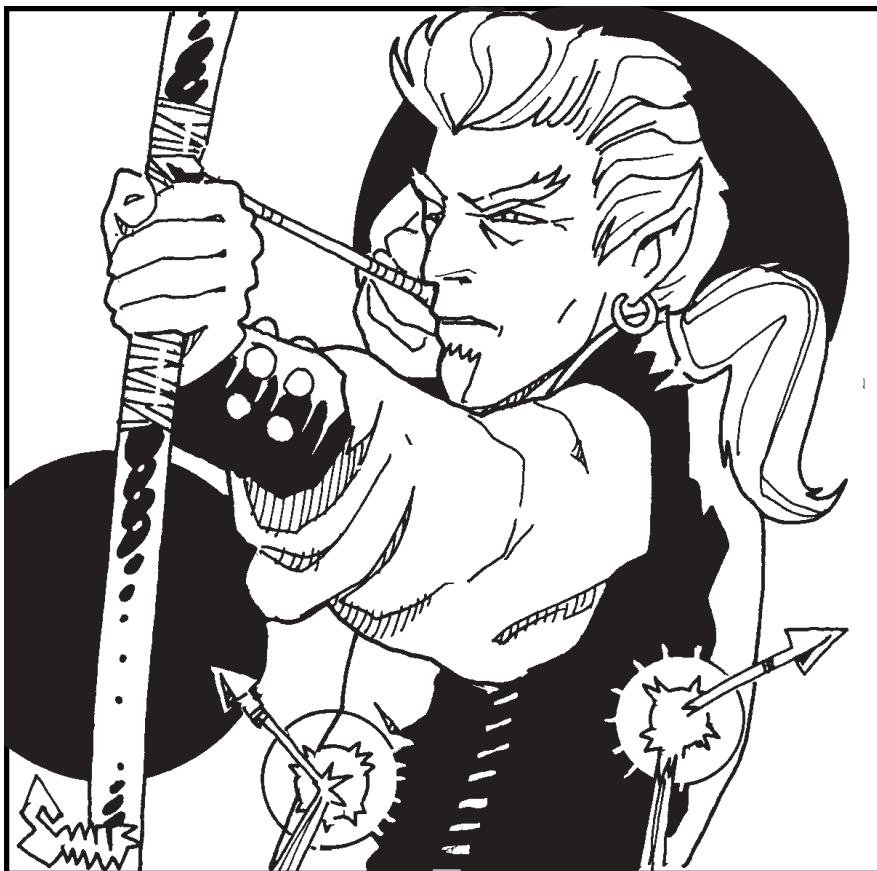
SPECIAL NOTES

- 1) When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased (See Section 7.1.4).
- 2) When dealing with *Dreams*, the GM may should use lots of symbology. Do not reveal straight forward answers. For example, if the character would like to know if someone in the party is going to betray them; the dream could be about an apple farmer who gathered all his apples across the season, only to discover that the barrel he was using to store them in had rotted through the bottom and he would be unable to carry his crop to town. See Section 7.1.22.



Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Turn Missile *	1 missile	—	self	U
☐ 2)	Turn Blade *	1 attack	—	self	U
☐ 3)	Shield *	caster/front	—	self	U
☐ 4)					
☐ 5)	Deflect I *	1 missile	—	self	U
☐ 6)	Bladeturn I *	1 attack	—	self	U
☐ 7)					
☐ 8)	Aim Untrue I *	1 missile	—	self	U
☐ 9)					
☐ 10)	Still Air *	1"R/lvl	1 min/lvl	self	U
☐ 11)	Deflect II *	2 missiles	—	self	U
☐ 12)					
☐ 13)	Spell Deflect I *	1 spell	—	self	U
☐ 14)					
☐ 15)	Bladeturn II *	2 attacks	—	self	U
☐ 16)					
☐ 17)					
☐ 18)	Deflect III *	3 missiles	—	self	U
☐ 19)					
☐ 20)	Spell Deflect II *	2 spells	—	self	U
☐ 25)	Bladeturn III *	3 attacks	—	self	U
☐ 30)	Spell Deflect III *	3 spells	—	self	U
☐ 50)	Deflect True *	3 attacks	—	self	U

- Turn Missile** — Caster adds +20 to his DB versus one missile fired at the caster. The caster must be able to see the attack.
- Turn Blade** — As *Turn Missile*, except applies to a melee attack.
- Shield** — Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- Deflect I** — Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (caster must be able to see the attack).
- Bladeturn I** — As *Deflect I*, except its effect is against one melee attack.
- Aim Untrue I** — As *Deflect I*, except missile automatically misses.
- Still Air** — Creates a pocket of still air 1" per level on all sides of the caster, that no outside gas can come into. The duration of the spell is how long it will take for one person to consume all the oxygen inside the pocket.
- Deflect II** — As *Deflect I*, except affects 2 missiles.
- Spell Deflect I** — Deflects one elemental spell against caster. The attack roll has -50 added to it (must be in the caster's field of vision).
- Bladeturn II** — As *Bladeturn I*, except affects 2 melee attacks.
- Deflect III** — As *Deflect I*, except affects 3 missiles.
- Spell Deflect II** — As *Spell Deflect I*, except affects 2 elemental attack spells.
- Bladeturn III** — As *Bladeturn I*, except affects 3 melee attacks.
- Spell Deflect III** — As *Spell Deflect I*, except affects 3 elemental attack spells.
- Deflect True** — As *Deflect I*, *Bladeturn I*, and *Spell Deflect I*; except any 3 attacks can be deflected.



BRILLIANCE

1. **Projected Light** — Beam of light (like a flashlight) springs from the caster's palm. This beam has a 50' effective range. When hand is made into a fist, the light will "shut off" until the fist is opened again.
2. **Glow** — Causes a small, 1" diameter point of light that will glow softly. This spell provides enough light for *Nightvision* to work properly; but not enough light to allow much mobility in the dark. See Section 7.1.19.
3. **Light I** — Lights a 10'R area about the point touched. If the point is on a mobile object or being, it will move with the object/being. See Section 7.1.19.
4. **Self Aura** — Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
5. **Light Eruption** — [RR Mod: -10] Causes a 10'R sphere of intense light. All within are stunned for 1 round per 10 failure.
6. **Shock Bolt** — A bolt of intense, charged light is shot from the palm of the caster. Results are determined on the Shock Bolt Attack Table.
7. **Darkness** — As *Light*, except a 10'R of normal darkness is created.
8. **True Aura** — As *Self Aura*, except it makes him appear extremely powerful and subtracts 15 from all attacks.
10. **Light V** — As *Light I*, except radius is 50'.
11. **Darkness V** — As above, except radius is 50'.
13. **Hue** — Causes any object up to 1000 cubic feet to glow with any desired color.
15. **Beacon** — Ray of light of any color springs from caster's hand. This ray can be up to 5 miles long.
16. **Greater Darkness** — As *Darkness*, except radius is 100' per level.
18. **Utterlight** — As *Light*, except radius is 100' and it is equivalent to full daylight. All magically created darkness is nullified for the duration.
19. **Utterdark** — Darkens a 100'R, no non-magical light can exist in the area and magic light (except for *Utterlight*) must make a RR or it is canceled.
20. **Sunfires** — Focuses sunlight as a lens, must be focused initially on a fixed point. After 1 round it can be moved at a rate of 1' per round. It will burn through a 1' diameter at a rate of 1' per round (for wood), 4" per round (for stone), or 1" per round (for metal). This spell cannot be used effectively in combat (as foes can easily move out of the way). However, if used on an immobile foe, see *Hand of Fire* for damage resolution process.
25. **Sunfires True** — As *Sunfires*, except doesn't need sunlight.
30. **Hand of Fire** — As *Sunfires*, except the range and focus is 6" from open palm of caster (caster's arm is immune) and it can be moved 10' per round. It can be used in melee; striking on the Fire Bolt Attack Table (deliver double concussion hits) with an OB equal to (30 + caster's directed spell skill bonus with *Hand of Fire*). If the attack is fumbled (01-02 UM), the caster takes an automatic 'C' Heat Critical.
50. **Hand of Fire True** — As *Hand of Fire*, except doesn't need sunlight.

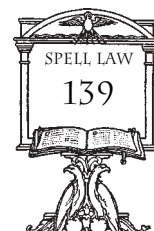
OPEN MENTALISM 4.1.3

BRILLIANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Glow	caster	1 min/lvl	self	E
3)	Light I	10'R	10 min/lvl	touch	E
4)	Self Aura	caster	10 min/lvl	self	U
5)	Light Eruption	10'R	—	100'	F
6)	Shock Bolt	1 target	—	100'	DE
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	True Aura	caster	10 min/lvl	self	U
9)					
10)	Light V	50'R	10 min/lvl	touch	E
11)	Darkness V	50'R	10 min/lvl	touch	E
12)					
13)	Hue	1000 cu'	10 min/lvl	touch	U
14)					
15)	Beacon	5 mi R	C	self	E
16)	Greater Darkness	100'R/lvl	10 min/lvl	touch	E
17)					
18)	Utterlight	100'R	1 min/lvl	touch	E
19)	Utterdark	100'R	1 min/lvl	touch	E
20)	Sunfires	1 point	C	500'	E
25)	Sunfires True	1 point	C	500'	E
30)	Hand of Fire	1 point	1 rnd/lvl	6"	DE
50)	Hand of Fire True	1 point	C	6"	DE

SPECIAL NOTES

None of the *Aura* spells (*Self Aura* and *True Aura*) are cumulative with each other or with the *Blur* spell.



OPEN MENTALISM 4.1.4

CLOAKING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Blur *	caster	1 min/lvl	self	U
2)	Shadow	caster	10 min/lvl	self	U
3)	Unseen	object	24 hours	touch	U
4)	Cloaking I	1 target	1 min/lvl (C)	10'/lvl	Fm
5)	Facades I	caster	1 hr/lvl	self	E
6)	Cloaking III	3 targets	1 min/lvl (C)	10'/lvl	Fm
7)	Cloaking Sphere I	10'R	C	self	Fm
8)	Cloaking V	5 targets	1 min/lvl (C)	10'/lvl	Fm
9)	Cloaking Sphere II	20'R	C	self	Fm
10)	Shadow Mentalist I	varies	1 min./lvl	100'	F
11)	Facades II	caster	1 hr/lvl	self	F
12)	Cloaking X	10 targets	1 min/lvl (C)	10'/lvl	Fm
13)	Cloaking Sphere III	30'R	C	self	Fm
14)	Displacement I	caster	1 min/lvl	self	F
15)	Camouflage	caster	10 min/lvl	self	F
16)	Cloaking XX	20 targets	1 min/lvl (C)	10'/lvl	Fm
17)					
18)	Displacement II	caster	1 min/lvl	self	F
19)	Cloaking Sphere V	50'R	C	self	Fm
20)	Shadow Mentalist II	—	1 min/lvl	100'	F
25)	Displacement III	caster	1 min/lvl	self	F
30)	Camouflage True	caster	10 min/lvl	self	F
50)	True Cloaking	1 target/lvl	1 min/lvl (C)	varies	Fm



CLOAKING

- Blur** — Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- Shadow** — Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- Unseen** — A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack).
- Cloaking I** — [RR Mod = -50] Target makes an RR. Failure results in the caster being invisible to the target; others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the caster takes). If the caster attacks the target, he may make another RR with a +50 modifier. If the caster begins to concentrate (50% activity), he can extend the duration of this spell indefinitely (as long as he can concentrate).
- Facades I** — A limited illusion that allows the caster to look like any humanoid figure within 20% of his own size.
- Cloaking III** — As *Cloaking I*, except the caster can affect 3 targets (the caster makes one BAR that applies to all targets).
- Cloaking Sphere I** — As *Cloaking I*, except every target in the area of effect must make a RR (one BAR a round for all targets). Once a target makes a successful RR, he need not make another RR against the spell.
- Cloaking V** — As *Cloaking I*, except the caster can affect 5

- targets (the caster makes one BAR that applies to all targets).
- Cloaking Sphere II** — As *Cloaking Sphere I*, except for the area of effect.
 - Shadow Mentalist I** — Creates a duplicate of the caster; if he concentrates, it will move as he wills; otherwise, it does exactly as he does. The duplicate is limited to moving within in the area of effect. If the caster concentrates, he can “merge” the duplicate with himself and then split back apart again (making it difficult to discern which one is the “real” caster).
 - Facades II** — As *Facades I*, except illusion may include sounds and voices.
 - Cloaking X** — As *Cloaking I*, except the caster can affect 10 targets (the caster makes one BAR that applies to all targets).
 - Cloaking Sphere III** — As *Cloaking Sphere I*, except for the area of effect.
 - Displacement I** — Caster appears to be offset from where he really is. All attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of “no effect” for that foe goes down by 5%.
 - Camouflage** — Caster and objects on his person take on the visual texture, color, and form of surrounding area. Caster is nearly invisible when motionless (+200 to all Hiding maneuvers) **and** has a +50 bonus to Stalking attempts (if he concentrates). This spell is not cumulative with *Shadow*.
 - Cloaking XX** — As *Cloaking I*, except the caster can affect 20 targets (the caster makes one BAR that applies to all targets).
 - Displacement II** — As *Displacement I*, except “no effect” chance is 20%.
 - Cloaking Sphere V** — As *Cloaking Sphere I*, except for the area of effect.
 - Shadow Mentalist II** — As *Shadow Mentalist I*, except there are two duplicates.
 - Displacement III** — As *Displacement I*, except “no effect” chance is 30%.
 - Camouflage True** — As *Camouflage*, except doesn’t require concentration while moving **and** the Stalking bonus is 75.
 - True Cloaking** — As *Cloaking I*, except the caster can affect as many targets as he has levels and the range is only limited to the caster’s field of vision.

SPECIAL NOTES

- Cloaking spells are not *Invisibility* spells and none of the normal rules for invisibility apply (e.g., the caster does not become “visible” when he attacks or is hit, etc.).
- See Section 7.1.27 for more on illusions.



DAMAGE RESISTANCE

1. **Heat Resistance** — Caster is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Caster also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks).
2. **Cold Resistance** — Caster is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the target. Caster also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and cold attacks).
5. **Unpain I** — Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out. Hits are still taken and remain when the duration expires.
6. **Stun Relief I** — Relieves 1 round's worth of accumulated stun.
7. **Resist Poison** — Delays the effect of a poison as long as the caster concentrates.
10. **Unpain II** — As *Unpain I*, except 50% additional hits may be sustained.
11. **Stun Relief III** — As *Stun Relief I*, except 3 rounds are relieved.
12. **Neutralize Poison** — Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster is unconscious or concentrates for one hour. In any case, it delays the poison for as long as the caster can concentrate.
14. **Awake** — Will awaken the caster from any unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.). Caster takes one round to awaken.
15. **Unpain III** — As *Unpain I*, except 75% additional hits may be sustained.
17. **Heat Resistance True** — As *Heat Resistance*, except caster is immune to natural heat **and** takes 50% normal damage from heat spells.
18. **Cold Resistance True** — As *Cold Resistance*, except caster is also immune to natural cold **and** takes 50% normal damage from cold spells.
20. **Unpain IV** — As *Unpain I*, except 100% additional hits may be sustained.
25. **Neutralize Poison True** — As *Neutralize Poison*, except chance of neutralization is 100% (modified).
30. **Awake True** — As *Awake*, except there is no delay **and** it can be used with normal sleep and set to be triggered by any activity (e.g., attack, danger, etc.).
50. **Unpain True** — As *Unpain IV*, except caster ignores all pain. He will be active until he takes more than: [2 x normal hits + Temporary Constitution]. He ignores all penalties due to wounds (i.e., negative modifications to actions). When he exceeds this limit, he does not pass out; he dies from system shock.

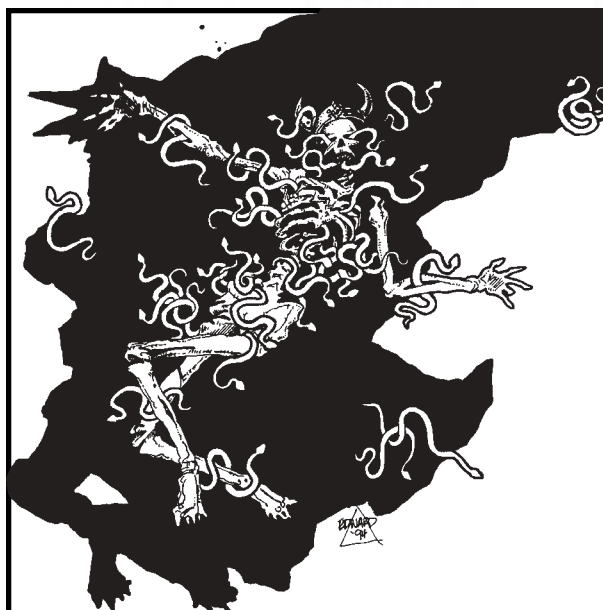
SPECIAL NOTES

For more information on healing, see Section 7.2.

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DAMAGE RESISTANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Heat Resistance *	caster	1 min/lvl	self	U
☐ 2)	Cold Resistance *	caster	1 min/lvl	self	U
☐ 3)					
☐ 4)					
☐ 5)	Unpain I *	caster	1 min/lvl	self	Us
☐ 6)	Stun Relief I *	caster	—	self	Us
☐ 7)	Resist Poison *	caster	C	self	Us
☐ 8)					
☐ 9)					
☐ 10)	Unpain II *	caster	1 min/lvl	self	U
☐ 11)	Stun Relief III *	caster	—	self	Us
☐ 12)	Neutralize Poison *	caster	varies	self	Us
☐ 13)					
☐ 14)	Awake *	caster	—	self	Us
☐ 15)	Unpain III *	caster	1 min/lvl	self	U
☐ 16)					
☐ 17)	Heat Resistance True *	caster	1 min/lvl	self	U
☐ 18)	Cold Resistance True *	caster	1 min/lvl	self	U
☐ 19)					
☐ 20)	Unpain IV *	caster	1 min/lvl	self	U
☐ 25)	Neutralize Poison True *	caster	varies	self	Us
☐ 30)	Awake True *	caster	—	self	Us
☐ 50)	Unpain True *	caster	1 min/lvl	self	U



DELVING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Item Feel	1 object	—	touch	I
2)	Detect Power	varies	1 min/lvl (C)	touch	I
3)	Origins	1 object	—	touch	I
4)					
5)	Detect Curse	1 object	—	touch	I
6)	Power Lore	1 object	—	touch	I
7)	Rock Lore	1 rock	—	touch	I
8)	Item Vision	1 object	varies	touch	I
9)					
10)	Delving	1 object	—	touch	I
11)	Past Vision I	varies	varies	touch	I
12)					
13)	Item Lore	1 object	—	touch	I
14)					
15)	Death's Memory	varies	varies	touch	I
16)					
17)	Past Hold	1 spell	varies	self	I
18)					
19)	Item Analysis	1 object	—	6"	I
20)	Past Vision II	varies	varies	touch	I
25)	Past Vision III	varies	varies	touch	I
30)	Past Vision IV	varies	varies	touch	I
50)	Past Vision True	caster	varies	touch	I



20. Past Vision II — As *Past Vision I*, except time range is 1 day per level (with an error of ± 1 hour) and the vision can last up to 10 minutes per level.

25. Past Vision III — As *Past Vision I*, except time range is 1 month/lvl (with an error of ± 1 day) and the vision can last up to 1 hour per level.

30. Past Vision IV — As *Past Vision I*, except time range is 1 year per level (with an error of ± 1 week) and the vision can last up to 5 hours per level.

50. Past Vision True — As *Past Vision I*, except time range is 10 year per level (with an error of ± 1 month) and vision can last up to 10 hours per level (each hour of the past event takes only 10 minutes real time).

DELVING

1. **Item Feel** — Caster receives basic idea of item's purpose, if any.
2. **Detect Power** — Detects power in an object, but not what realm or how much; caster may concentrate on a different object each round.
3. **Origins** — Gives a general idea of the place of origin of an item.
5. **Detect Curse** — Detects if a curse is on an item.
6. **Power Lore** — Gives the origins of an item's power.
7. **Rock Lore** — Gives details of where, when, and how the examined piece of rock was worked.
8. **Item Vision** — Gives a vision of a significant event in the item's past.
10. **Delving** — Gives significant details about an item's construction and purpose (not specific powers).
11. **Past Vision I** — Caster gets a vision up to 1 hour per level into the past. The desired time can be set within ± 30 min. The vision must be associated with an item or place. The vision can last up to 1 minute per level if the caster concentrates and remains inactive.
13. **Item Lore** — Gives major abilities and powers of an item.
15. **Death's Memory** — Gives a vision of how someone died and an image of their killer. This spell must be cast within 24 hours of the death. In addition, this spell must be cast at the place of death or in the presence of the dead body.
17. **Past Hold** — When cast just before a *Past Vision* spell, it allows caster to lock onto a specific event in an item's past, and then examine that event with a *Past Vision*.
19. **Item Analysis** — Gives a complete rundown on an item's construction, powers, and purpose (may be modified if an item is extremely powerful).

SPECIAL NOTES

A "curse" is usually something that is detrimental and magical in nature (e.g., delivered from the Curses spell list). The GM may decide that the "curses" spells on this spell list apply only to magical curses. See Section 7.1.30.



DETECTIONS

1. **Detect Mentalism** — Detects any active spell or item from the Mentalism realm; caster can concentrate on a 5'R area each round.
2. **Detect Essence** — As *Detect Mentalism*, except realm is Essence.
3. **Detect Channeling** — As *Detect Mentalism*, except realm is Channeling.
4. **Detect Emotion** — As *Detect Mentalism*, except caster can detect extremes of emotion (e.g., hatred, love, sadness, etc.). In addition, the caster learns which emotions the target is feeling is extreme. If there are no extremes of emotion (i.e., only normal feelings), this spell detects nothing.
5. **Detect Invisible** — As *Detect Mentalism*, except detects all invisible things; all attacks against something so detected are at -50. See Section 7.1.10.
6. **Detect Evil** — As *Detect Mentalism*, except detects if a being is evil **or** an item created by evil **or** long used by a very evil person.
7. **Detect Traps** — As *Detect Mentalism*, except that it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance). See Section 7.1.29.
8. **Perceive Power I** — As *Detect Mentalism*, except it will give an estimate of the power (i.e., level) of the person or item or spell examined.
10. **Power Typing** — As *Detect Mentalism*, except it analyzes general spell type (in item or cast) and what list it was cast from. In the case of a person it gives the person's profession.
11. **Perceive Power II** — As *Perceive Power I*, except range is 100' and area is 10'R.
13. **See Invisible** — As *Detect Invisible*, except caster can see invisible things anywhere he can normally see. In addition, his attacks suffer no penalties against invisible targets he can see.
15. **Detect Spell** — As *Detect Mentalism*, except detects any spells that have ever been cast in the area examined. The caster will know the spell type and the list it was cast from.
16. **Perceive Power III** — As above, except range is 500' and area is 50'R.
18. **Spell Typing** — As *Power Typing*, except exact spell type is known for every spell thrown in the area.
20. **Perceive Power True** — As above, except range is 1 mile and area of effect is 300'R.
25. **Location** — Gives the direction and distance to any specific object or place that the caster is familiar with **or** has had described in detail.
30. **Detect True** — As *Detect Mentalism*, except any of the lower level "detect" spells can be used, one per round.
50. **Awareness** — Any or all of the lower level non-*Location* spells on this list may be used simultaneously.

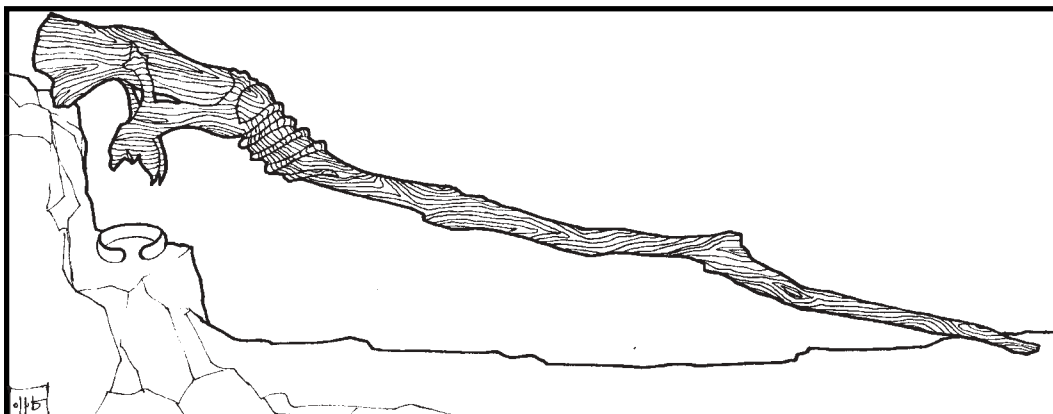
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DETECTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Mentalism	5'R	1 min/lvl (C)	50'	P
2)	Detect Essence	5'R	1 min/lvl (C)	50'	P
3)	Detect Channeling	5'R	1 min/lvl (C)	50'	P
4)	Detect Emotion	5'R	1 min/lvl (C)	50'	P
5)	Detect Invisible	5'R	1 min/lvl (C)	50'	P
6)	Detect Evil	5'R	1 min/lvl (C)	50'	P
7)	Detect Traps	5'R	1 min/lvl (C)	50'	P
8)	Perceive Power I	5'R	1 min/lvl (C)	50'	P
9)					
10)	Power Typing	5'R	1 min/lvl (C)	50'	P
11)	Perceive Power II	10'R	1 min/lvl (C)	100'	P
12)					
13)	See Invisible	5'R	1 min/lvl (C)	50'	P
14)					
15)	Detect Spell	5'R	1 min/lvl (C)	50'	P
16)	Perceive Power III	50'R	1 min/lvl (C)	500'	P
17)					
18)	Spell Typing	5'R	1 min/lvl (C)	50'	P
19)					
20)	Perceive Power True	300'R	1 min/lvl (C)	1 mile	P
25)	Location	caster	—	500'	P
30)	Detect True	5'R	1 min/lvl (C)	50'	P
50)	Awareness	varies	1 min/lvl (C)	50'	P

SPECIAL NOTES

- 1) "Evil" (for the *Detect Evil* spell) is defined as something that causes (or is a source of) intentional suffering, injury, or destruction. See Section 7.1.3.
- 2) For more information about invisibility, see Section 7.1.10.
- 3) When using the *Location* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the items dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item can possibly match the description).



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ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Bending	1000 cu'	10 min/lvl	100'	E
2)					
3)	Light/Sound Mirage	10'R	1 min/lvl	50'	E
4)					
5)	Illusion II	10'R	1 min/lvl	50'	E
6)	Phantasm I	10'R	1 min/lvl(C)	100'	E
7)	Light Glamour	1 object	1 day/lvl	50'	E
8)	Illusion III	10'R	1 min/lvl	50'	E
9)					
10)	Waiting Illusion I	10'R	varies	50'	E
11)	Illusion IV	10'R	1 min/lvl	50'	E
12)	Phantasm II	10'R	1 min/lvl(C)	100'	E
13)					
14)	Waiting Illusion II	10'R	varies	50'	E
15)	Illusion V	10'R	1 min/lvl	50'	E
16)					
17)	Phantasm III	10'R	1 min/lvl (C)	100'	E
18)					
19)	Waiting Illusion III	10'R	varies	50'	E
20)	Illusion VII	10'R	1 min/lvl	50'	E
25)	Waiting Illusion V	10'R	varies	50'	E
30)	Illusion X	10'R	1 min/lvl	50'	E
50)	Phantasm V	10'R	1 min/lvl(C)	100'	E



12. **Phantasm II** — As *Phantasm I*, except one of the following options may also be chosen: **a)** sound can be added or **b)** the duration can be doubled or **c)** the radius of the sphere limiting the size of the image can be doubled or **d)** the range can be doubled or **e)** another image can be created and moved (all separate phantasms that move must be within the caster's field of vision and within range of the spell).

14. **Waiting Illusion II** — An *Illusion II*, but can be delayed as in *Waiting Illusion I*.

15. **Illusion V** — As *Illusion II*, except four of the options can be chosen.

17. **Phantasm III** — As *Phantasm II*, except two of the options can be chosen.

19. **Waiting Illusion III** — As *Illusion III*, except can be delayed as in *Waiting Illusion I*.

20. **Illusion VII** — As *Illusion II*, except six of the options can be chosen.

25. **Waiting Illusion V** — As *Illusion V*, except can be delayed as in *Waiting Illusion I*.

30. **Illusion X** — As *Illusion II*, except nine of the options can be chosen.

50. **Phantasm V** — As *Phantasm II*, except four of the options can be chosen.

ILLUSIONS

- Bending** — Makes an inanimate object (up to 1000 cubic feet) appear to be 10' to one side of its actual location.
- Light/Sound Mirage** — Creates any simple immobile image or scene up to 10'R or any constant (including repetitive) sounds coming from a 10'R.
- Illusion II** — Creates a simple immobile image or scene up to an area of 10'R. One of the following options may also be chosen: **a)** sound can be added to the illusion or **b)** the duration can be doubled or **c)** the range can be doubled or **d)** the radius of effect can be doubled. Note that all parts of the area of effect must be within the range of the spell.
- Phantasm I** — Creates the image of one object or being, that will move however the caster wants while he concentrates. When the caster stops concentrating the image remains, but stops moving (the caster can resume concentration later and resume moving the phantasm). The image can be any size that would fit into a 10'R sphere.
- Light Glamour** — This spell may only be cast on one inanimate object of up to 10 pounds per level of the caster. The spell alters the visual appearance of the object, concealing its true appearance.
- Illusion III** — As *Illusion II*, except two of the options can be chosen.
- Waiting Illusion I** — As *Light/Sound Mirage*, except the spell can be delayed up to 24 hours or until triggered by: **a)** time period, **b)** specified movements, or **c)** specified sounds.
- Illusion IV** — As *Illusion II*, except three of the options can be chosen.

SPECIAL NOTES

- For more information on Illusions, see Section 7.1.27..
- If more than one of the options may be chosen, the same option may be chosen more than once. For example, if two options were available, the range for an *Illusion* could be doubled to 100' and then doubled again to 200'.
- Illusions created with spells off of this list are "real" in as much as they can be seen and/or heard. Detecting that an illusion is just an illusion can only be accomplished through spells or through the use of conflicting senses (i.e., you reach out to touch it and don't feel anything).



SELF HEALING

2. **Clot I** — Clots wound to reduce bleeding (i.e., hits per round damage) by one as long as caster concentrates **or** is immobile. This effect is permanent after hour. If caster is unconscious, with spell will concentrate without concentration.
4. **Clot III** — As *Clot I*, except bleeding is reduced by up to 3 hits per round.
5. **Pain Relief I** — Heals 1 hit per minute for as long as the caster concentrates. If caster is unconscious, this spell will operate without concentration.
6. **Fracture Repair** — Concentrating with this spell for 2 hours will repair a broken bone (though not a shattered or destroyed bone).
7. **Cut Repair I** — As *Clot I*, except it is permanent immediately.
8. **Muscle/Tendon Repair** — As *Fracture Repair I*, except damaged muscles or tendons may be repaired.
10. **Minor Nerve Repair** — Repairs minor damage to one nerve. Requires a 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.
11. **Eye/Ear Repair** — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair any external damage to the caster's ear (including ear loss) or eye (including corneal scratches, removal of foreign objects, etc.).
12. **Vein/Artery Repair** — As *Fracture Repair*, except repairs a vein or an artery.
13. **Pain Relief II** — As *Pain Relief I*, except 2 hits per minute are healed.
15. **Self Keeping** — Upon receiving a death blow, the caster goes into a state of suspended animation. The caster will remain in this state until he is cured or his brain is destroyed.
17. **Self Joining** — Allows caster to reattach a severed limb; limb is fully functional after 1-10 days (caster must concentrate with this spell 2 hours each day).
20. **Pain Relief True** — As *Pain Relief I*, except heals 1 hit per round.
25. **Limb Regeneration** — Concentrating with this spell for 2 hours per day for 10-100 days will regenerate a limb.
30. **Organ Regeneration** — After any organ (except brain) is destroyed, the caster may use *Self Keeping* and this spell. The organ is regenerated after 10-100 days of complete inactivity.
50. **Regeneration True** — As *Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

SPECIAL NOTES

See Section 7.2 for more on healing.

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SELF HEALING

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Clot I *	caster	varies	self	Us
☐ 3)					
☐ 4)	Clot III *	caster	varies	self	Us
☐ 5)	Pain Relief I *	caster	C	self	Us
☐ 6)	Fracture Repair	caster	varies	self	U
☐ 7)	Cut Repair I *	caster	—	self	U
☐ 8)	Muscle/Tendon Repair *	caster	varies	self	U
☐ 9)					
☐ 10)	Minor Nerve Repair	caster	varies	self	U
☐ 11)	Eye/Ear Repair	caster	varies	self	U
☐ 12)	Vein/Artery Repair *	caster	varies	self	U
☐ 13)	Pain Relief II *	caster	C	self	Us
☐ 14)					
☐ 15)	Self Keeping *	caster	varies	self	Us
☐ 16)					
☐ 17)	Self Joining *	caster	varies	self	Us
☐ 18)					
☐ 19)					
☐ 20)	Pain Relief True *	caster	C	self	Us
☐ 25)	Limb Regeneration	caster	varies	self	U
☐ 30)	Organ Regeneration	caster	varies	self	Us
☐ 50)	Regeneration True	caster	varies	self	Us



OPEN MENTALISM 4.1.10

SPELL RESISTANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Protection I	caster	1 min/lvl	self	U
☐ 2)	Cancel Mentalism	1 spell	C	self	F
☐ 3)					
☐ 4)	Cancel Essence	1 spell	C	self	F
☐ 5)	Protection II	caster	1 min/lvl	self	U
☐ 6)	Cancel Channeling	1 spell	C	self	F
☐ 7)					
☐ 8)	Mind Shield	caster	C	self	U
☐ 9)					
☐ 10)	Essence Shield	caster	C	self	U
☐ 11)	Protection III	caster	1 min/lvl	self	U
☐ 12)					
☐ 13)	Channeling Shield	caster	C	self	U
☐ 14)					
☐ 15)	Spell Shield II	caster	C	self	U
☐ 16)					
☐ 17)	Protection V	caster	1 min/lvl	self	U
☐ 18)					
☐ 19)	Spell Shield True	caster	C	self	U
☐ 20)	Mentalism Resistance	caster	C	self	U
☐ 25)	Essence Resistance	caster	C	self	U
☐ 30)	Channeling Resistance	caster	C	self	U
☐ 50)	Resistance True	caster	C	self	U

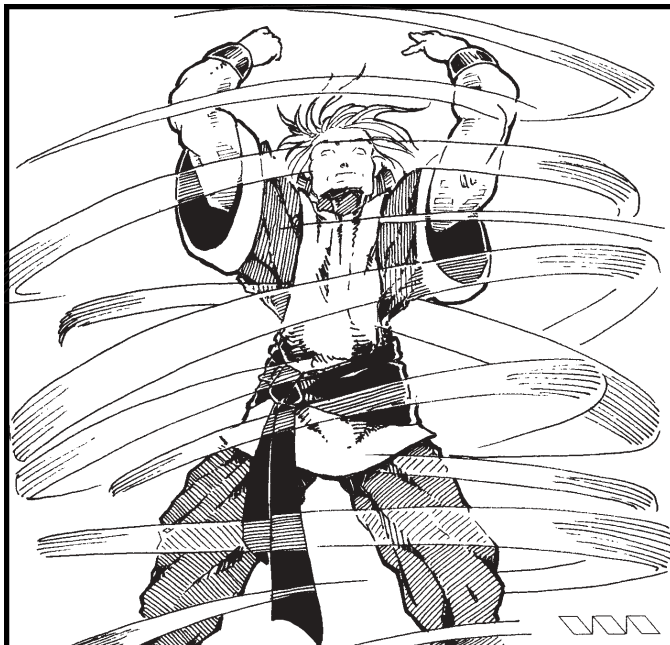
SPELL RESISTANCE

- Protection I** — Subtracts 5 from elemental attack rolls against the caster **and** adds 5 to all of the caster's RRs vs. spells.
- Cancel Mentalism** — When the caster is a target of a spell from the Mentalism, the "incoming" spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal its caster's level. If the "incoming" spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
- Cancel Essence** — As *Cancel Mentalism*, except affects spells from the realm of Essence.
- Protection II** — As *Protection I*, except bonuses are 10.
- Cancel Channeling** — As *Cancel Mentalism*, except affects spells from the realm of Channeling.
- Mind Shield** — Creates a shimmering shield in front of the caster. The shield subtracts 10 from all frontal Mentalism attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for his spell's base attack roll.
- Essence Shield** — As *Mind Shield*, except is effective only against Essence spells.
- Protection III** — As *Protection I*, except bonuses are 15.
- Channeling Shield** — As *Mind Shield*, except is effective only against Channeling spells.
- Spell Shield II** — As *Mind Shield*, except it is effective against any two of the three realms.
- Protection V** — As *Protection I*, except bonuses are 25.
- Spell Shield True** — As *Mind Shield*, except is effective against all spells.
- Mentalism Resistance** — Gives a +50 to all RRs against all Mentalism spells.
- Essence Resistance** — As *Mind Resistance*, except is only effective against Essence spells.
- Channeling Resistance** — As *Mind Resistance*, except is only effective against Channeling spells.
- Resistance True** — As *Mind Resistance*, except is effective against two of the three realms.



GAS MANIPULATION

1. **Condensation** — Condenses 1 cubic foot of water from the surrounding air. Water condenses gradually into caster hands and may be funneled into any suitable receptacle.
2. **Warm Air** — Warms 1 cu/lvl of air (any inanimate gas) up to 100°F above normal.
3. **Fog I** — Creates dense fog in a 10'R; normal visibility is 1'. See Section 7.1.19.
4. **Airwall** — Creates a 10'x10'x3' wall of dense churning air: cuts all movement and attacks through it by 50% (i.e., -50 to attacks).
5. **Air Stop I** — Stops all generalized air movement (e.g., wind) up to winds of 30 mph and cuts higher winds by 30 mph in a 10'R.
6. **Vacuum I** — Creates a 5'R near vacuum, all in radius take a 'A' Impact critical, as air leaves and rushes back in.
7. **Fog V** — As *Fog I*, except radius is 50'.
8. **Unfog V** — All fog is dissipated in a 50'R.
9. **Curved Airwall** — As *Airwall*, except wall is 10'x20'x3' and can be curved up to a semicircle.
10. **Airwall True** — As *Airwall*, but has a set duration of 1 min/lvl and doesn't require concentration.
11. **Fog X** — As *Fog I*, except radius is 100'.
12. **Air Stop V** — As *Airstop I*, except radius is 50'.
13. **Unfog X** — As *Unfog V*, except radius is 100'.
14. **Vacuum II** — As *Vacuum I*, except radius is 10'.
15. **Gas-Air** — All gas within 10'R of caster is converted to breathable air.
17. **Whirling Winds** — Creates a whirlwind about caster; it moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.
18. **Vacuum IV** — As *Vacuum I*, except radius is 20'.
20. **Oxygenation** — Creates a 50'R of high oxygen content air; all within receive a 20 bonus to their OBs and fire attacks deliver double damage.
25. **Fog True** — As *Fog I*, except duration is 1 hr/lvl and radius is 100'/lvl.
30. **Unfog True** — As *Unfog*, except radius is 100'/lvl.
50. **Cloud Mastery** — Caster has complete control of clouds within area of effect (includes fog); he can control storm clouds and cause them to rain, but he can't create them.



CLOSED MENTALISM 4.2.1 GAS MANIPULATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Warm Air	1 cu'/lvl	24 hr	touch	F
3)	Fog I	10'R	1 min/lvl	100'	E
4)	Airwall	10'x10'x3'	C	10'	E
5)	Air Stop I	10'R	C	touch	F
6)	Vacuum I	5'R	—	100'	F
7)	Fog V	50'R	1 min/lvl	100'	E
8)	Unfog V	50'R	P	100'	F
9)	Curved Airwall	10'x20'x3'	C	10'	E
10)	Airwall True	10'x10'x3'	1 min/lvl	10'	E
11)	Fog X	100'R	1 min/lvl	100'	E
12)	Air Stop V	50'R	C	touch	F
13)	Unfog X	100'R	P	100'	F
14)	Vacuum II	10'R	—	100'	F
15)	Gas-Air	10'R	C	touch	F
16)					
17)	Whirling Winds	10'R	C	touch	E
18)	Vacuum IV	20'R	—	100'	F
19)					
20)	Oxygenation	50'R	C	100'	E
25)	Fog True	100'/lvl	1 hr/lvl	100'	E
30)	Unfog True	100'/lvl	P	100'	F
50)	Cloud Mastery	1000'R/lvl	C	self	F

SPECIAL NOTES

- 1) All vacuums created by spells on this list also create a loud noise. The larger the radius the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- 2) An elemental creature made of a gas will be cut to 20% activity if attacks with an *Air Stop* spell (and the creature fits into the area of effect). A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying Critical on the creature. A *Whirling Winds* has no effect on an elemental creature made of gas.
- 3) See Section 7.1.13 for more information on walls.



LIQUID MANIPULATION

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Boil Water	1 cu'/lvl	P	2'	F
❑ 2)	Freeze Water	1 cu'/lvl	P	2'	F
❑ 3)	Clear Water	1 cu'/lvl	P	2'	F
❑ 4)					
❑ 5)	Desalination	1 cu'/lvl	P	2'	F
❑ 6)	Waterwall	10'x10'x1'	C	10'	E
❑ 7)	Evaporation	1 cu'/lvl	P	2'	E
❑ 8)	Water Corridor I	100'x3'x10'	C	10'	F
❑ 9)	Water Bolt	1 target	—	100'	DE
❑ 10)	Curved Waterwall	10'x20'x1'	C	touch	E
❑ 11)	Calm Water	100'R	C	10'	F
❑ 12)					
❑ 13)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E
❑ 14)					
❑ 15)	Water Corridor III	300'x4'x50'	C	10'	F
❑ 16)					
❑ 17)	Whirlpool	20'R(200'R)	C	300'	F
❑ 18)	Wave	(1'x10')/lvl	—	100'	F
❑ 19)	Water Bubble	10'R	C	self	E
❑ 20)	Calm Water True	100'R/lvl	C	10'	F
❑ 25)	Water Corridor Tr. (100'/lvlx6'x100')		C	10'	E
❑ 30)	Water Bubble True	20'R	C	self	E
❑ 50)	Water Mastery	varies	1 rnd/lvl	10'/lvl	U

11. **Calm Water** — All water within a 100'R is calmed. Waves are cut by 20' in the center of the area of effect (less towards the perimeter). This will negate the effects of currents in the area of effect.

13. **Waterwall True** — As *Waterwall*, except has a set duration.

15. **Water Corridor III** — As *Water Corridor I*, except limit is 300'x4'x50' deep.

17. **Whirlpool** — Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away. Powered objects may make a very hard movement maneuver to resist the pull of the whirlpool.

18. **Wave** — Creates a wave moving away from the caster. Wave is 1' high per level at the center and 10' per level wide.

19. **Water Bubble** — Creates a bubble of air (10'R) around the caster and others. The bubble will carry them in up to 100' of water (air is resuscitated). The caster must concentrate to move the bubble (without concentration it will simply rise to the surface). At the end of the duration, the bubble will begin to rise to the surface. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.

20. **Calm Water True** — As *Calm Water*, except radius is 100' per level and waves are cut by 50'.

25. **Water Corridor True** — As *Water Corridor*, except limit is 100' per level x 6' x 100' deep.

30. **Water Bubble True** — As *Water Bubble*, except radius is 20' and there is no depth limitation.

50. **Water Mastery** — The caster can use one of the lower spells on this list each round, with a range of 10'/lvl.

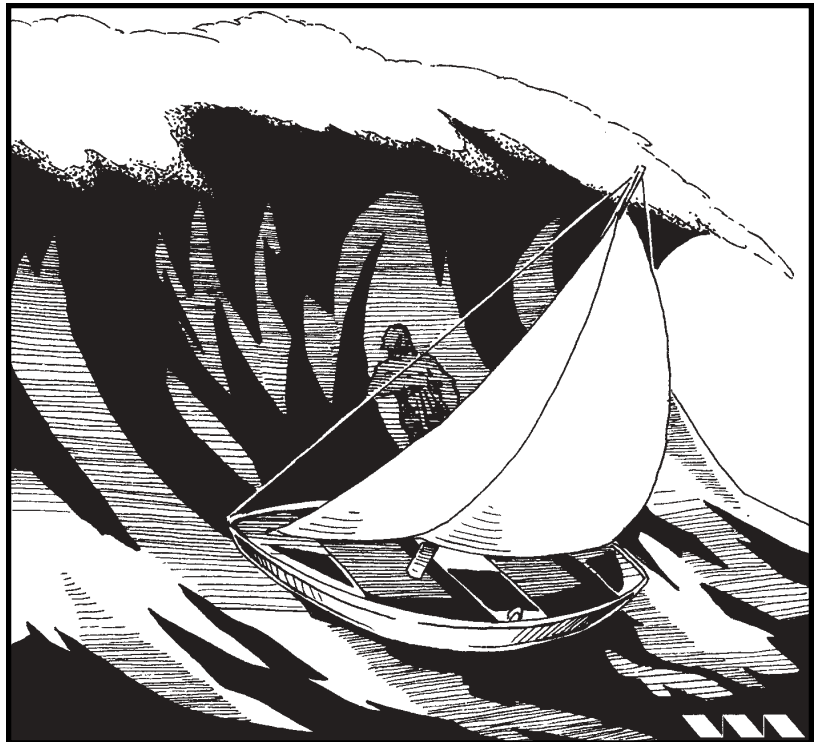
SPECIAL NOTES

- 1) Unless otherwise stated, after the duration of any spell above, the material returns to its natural state. For example, water boiled with the *Boil Water* spell will begin to cool after the duration of the spell.
- 2) Unless specifically stated, all of the spells on this list apply to any liquid (not just water).
- 3) See Section 7.1.13 for more information on walls and on boiling/freezing points.



LIQUID MANIPULATION

1. **Boil Water** — Heats 1 cubic foot of liquid per level to boiling, at a rate of 50° per round of concentration. Caster is immune to the heat.
2. **Freeze Water** — As *Boil Water*, except the liquid can be cooled until frozen.
3. **Clear Water** — As *Boil Water*, except that it clears liquid of all sediment.
5. **Desalination** — As *Boil Water*, except that it removes all dissolved substances from the liquid.
6. **Waterwall** — Creates a 10'x10'x1' wall of churning water (a water source must be within 10'). All attacks through the wall suffer a -80 penalty. All movement through the wall is reduced by 80%.
7. **Evaporation** — As *Boil Water*, except all the liquid is evaporated at a rate of 1 cubic foot per round of concentration.
8. **Water Corridor I** — Creates a corridor through liquid up to 100' long, 3' wide, and 10' deep (must be open at the top).
9. **Water Bolt** — A bolt of water is shot from the palm of the caster (a water source must be within 10'). Attack results are determined on the Water Bolt Attack Table.
10. **Curved Waterwall** — As *Waterwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.



MIND MASTERY

1. **Storing** — Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may be cast later as an instantaneous spell. The *Storing* spell costs the same number of PPs as the spell stored. No other spell may be cast while a spell is stored.
2. **Presence** — Caster is aware of the presence of all sentient/thinking beings within 20'.
3. **Inner Wall I** — Caster gets a +5 bonus to his RRs versus mind attacks.
5. **Recall** — Caster gets a 25% chance of recalling some key fact or occurrence that he has experienced. This information should relate to the current situation (could be from his background or something he has forgotten, GM's discretion). This spell gives the caster a +25 modification his Memory stat bonus for the duration of one maneuver (e.g., the use of a Lore skill, one hand of a card game, etc.).
6. **Misfeel Kind** — For the purposes of mental or magical detections, the caster appears to be of any race he is familiar with.
7. **Observation** — Caster gains insight or facts by observing a person or thing with intense concentration. Gives the caster a +50 modification to his Perception skill bonus.
8. **Inner Wall II** — As Inner Wall I, except bonus is +10.
9. **Misfeel Calling** — As *Misfeel Kind*, except caster's profession may appear to be of any profession that he is familiar with.
10. **Correlation** — Caster is able to correlate known facts to obtain conclusions. This spell gives the caster a +25 modification to his Reasoning stat bonus for the duration of one maneuver (e.g., the use of a Lore skill, picking a lock, etc.).
11. **Misfeel Power** — As *Misfeel Kind*, except caster's level may appear to any level from 1 to double his current level.
12. **Resolve** — Caster is able to intensely focus and control himself for one situation or maneuver. This spell gives the caster a +25 modification to his Self Discipline stat bonus for the duration of one maneuver (e.g., one meditation session, hiding from a foe, one "contortions" attempt, etc.).
13. **Inner Wall III** — As Inner Wall I, except bonus is +15.
15. **Unpresence** — As *Misfeel Kind*, except caster appears to have no presence (i.e., he cannot be detected by *Presence* spells).
16. **Inner Wall V** — As *Inner Wall I*, except bonus is +25.
17. **Total Recall** — As *Recall*, except recall is nearly automatic and, in effect, gives the caster a photographic memory. Memory stat bonus modification is +50.
18. **Misfeel** — Allows caster to use all of the "Misfeel" spells at once. Does not include the use of *Unpresence*.
19. **Inner Wall True** — As *Inner Wall I*, except bonus is +50.
20. **Observation True** — As *Observation*, except virtually every detail in even a large situation is noticed. The bonus to a Perception skill bonus is +100.
25. **Correlation True** — As *Correlation*, except obtaining conclusions is nearly automatic. The Reasoning stat bonus modification is +50.
30. **Resolve True** — As *Resolve*, except focus/control is nearly total. The Self Discipline stat bonus modification is +50.
50. **Mirrormind** — Caster reflects all mind attacks back on the attacker who must then make a RR against his own spell.

CLOSED MENTALISM 4.2.3

MIND MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Storing	1 spell	varies	self	U
2)	Presence * •	20'R	C	self	U
3)	Inner Wall I	caster	1 min/lvl	self	U
4)					
5)	Recall	caster	varies	self	U
6)	Misfeel Kind •	caster	C	self	U
7)	Observation	caster	1 round	self	U
8)	Inner Wall II	caster	1 min/lvl	self	U
9)	Misfeel Calling •	caster	C	self	U
10)	Correlation	caster	varies	self	U
11)	Misfeel Power •	caster	C	self	U
12)	Resolve	caster	varies	self	U
13)	Inner Wall III	caster	1 min/lvl	self	U
14)					
15)	Unpresence •	caster	C	self	U
16)	Inner Wall V	caster	1min/lvl	self	U
17)	Total Recall	caster	varies	self	U
18)	Misfeel •	caster	C	self	U
19)	Inner Wall True	caster	1 min/lvl	self	U
20)	Observation True	caster	varies	self	U
25)	Correlation True	caster	varies	self	U
30)	Resolve True	caster	varies	self	U
50)	Mirrormind	caster	C	self	U

SPECIAL NOTES

All "mind attack" spells (on all spell lists) are listed with a lower case "m" after their spell type.



MIND'S DOOR

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Leave Item I	1 object	—	50'	U
3)					
4)	Long Door Item I	1 object	—	10'	U
5)	Leaving I	caster	—	self	U
6)	Leave Item III	1 object	—	50'	U
7)	Long Door Item V	1 object	—	50'	U
8)	Leaving III	caster	—	self	U
9)	Leave Item V	1 object	—	50'	U
10)	Minor Long Door	caster	—	self	U
11)	Leaving V	caster	—	self	U
12)	Long Door I	caster	—	self	U
13)	Long Door Item X	1 object	—	100'	U
14)					
15)	Lord Leaving	caster	—	self	U
16)	Long Door III	caster	—	self	U
17)					
18)	Long Door V	castert	—	self	U
19)					
20)	Mind's Door I	caster	—	varies	U
25)	Leaving True	caster	—	self	U
30)	Mind's Door II	caster	—	varies	U
50)	Mind's Door True	caster	—	varies	U



SPECIAL NOTES

Unless otherwise stated, the amount of weight a caster can move is limited by both his level and his size. See Section 7.1.12 for the limitations on how much a caster can move with these spells.

MIND'S DOOR

2. **Leave Item I** — Caster “teleports” a single inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.

4. **Long Door Item I** — As *Leave Item I*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster loses the PPs).

5. **Leaving I** — Caster “teleports” to a point up to 100' away, but there can be no intervening barriers directly between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).

6. **Leave Item III** — As *Leave Item I*, except object can be moved up to 300'.

7. **Long Door Item V** — As *Long Door Item I*, except for range.

8. **Leaving III** — As *Leaving I*, except caster can move 300'.

9. **Leave Item V** — As *Leave Item I*, except object can be moved up to 500'.

10. **Minor Long Door** — As *Leaving*, except caster can move 50' and he can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the caster does not move. In addition, he is stunned d10 rounds, and the PPs for this spell are still expended.

11. **Leaving V** — As *Leaving I*, except caster can move 500'.

12. **Long Door I** — As *Long Door*, except caster can move 100'.

13. **Long Door Item X** — As *Long Door Item I*, except for range.

15. **Lord Leaving** — As *Leaving*, except caster can move 100' per level up to 2,000'.

16. **Long Door III** — As *Long Door*, except caster can move 300'.

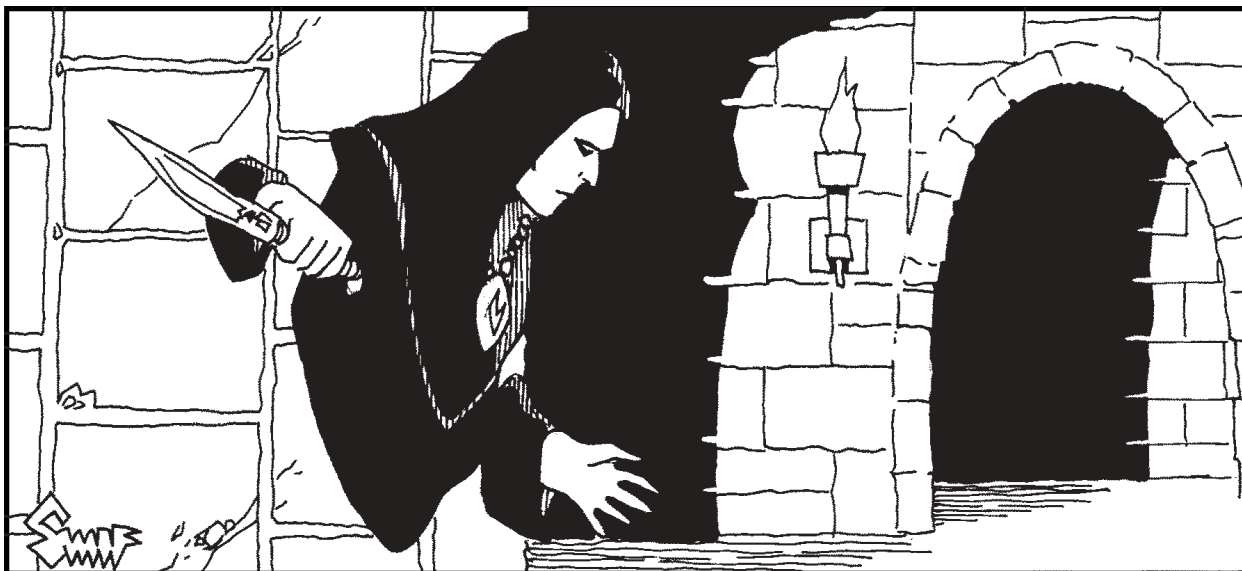
18. **Long Door V** — As *Long Door*, except caster can move 500'.

20. **Mind's Door I** — If caster has established mental contact with a target (an intelligent being) that will cooperate, the caster can teleport to the target's location or the target can teleport to the caster's location. There is no chance of failure and the movement limit is 1 mile.

25. **Leaving True** — As *Leaving*, except movement is limited only by the barrier restriction (on a flat plain this would be the horizon).

30. **Mind's Door II** — As *Mind's Door I*, except limit is 10 miles per level.

50. **Mind's Door True** — As *Mind's Door*, except that there is no movement limit.



MOVEMENT

1. **Leaping** — Allows caster to leap 50' laterally or 20' vertically.
2. **Landing** — Allows caster to land safely in a fall up to 20' per level, and to take that distance off the severity of any longer fall.
3. **Levitation I** — Allows caster to move up and down vertically 10' per round. The spell does not provide a means for horizontal movement.
4. **Wind Drift** — Caster becomes weightless, but has no magical movement control. Weight gradually returns at the end of the duration.
5. **Underwater Movement** — Caster can take actions underwater as if on land.
6. **Fly I** — As *Levitation I*, except caster can fly at a rate of 15' per round (i.e., 1 mph).
7. **Levitation V** — As *Levitation I*, except rate is 50' per round.
8. **Long Dive** — Caster can safely dive through the air up to 50' per level. At the end of the dive, the caster must land in water that is deep enough for the dive (at least 2' of water per 50' dived).
10. **Merging** — Caster can merge into any solid, inanimate material. While merged, the cster cannot move or perceive. When the caster emerges from the material, he can emerge from any side or face of the material. The caster cannot move "through" material greater in width than his own body size plus 2 feet. The caster can exit at any time up to 10 min/lvl.
11. **Fly II** — As *Fly I*, except rate is 75' per round.
12. **Landing True** — As *Landing*, except caster can land safely from any fall 99% of the time.
13. **Levitation XX** — As *Levitation I*, except rate is 200' per round.
14. **Passing** — Caster can pass through any inanimate material up to 1' per level of the caster; it takes 1 round to pass through 2'.
15. **Fly III** — As *Fly I*, except rate is 300'/rnd.



CLOSED MENTALISM 4.2.5

MOVEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Leaping *	caster	1 rnd	self	U
☐ 2)	Landing *	caster	varies	self	U
☐ 3)	Levitation I	caster	1 min/lvl	self	U
☐ 4)	Wind Drift	caster	1 min/lvl	self	U
☐ 5)	Underwater Movement	caster	10 min/lvl	self	U
☐ 6)	Fly I	caster	1 min/lvl	self	U
☐ 7)	Levitation V	caster	1 min/lvl	self	U
☐ 8)	Long Dive *	caster	—	self	U
☐ 9)					
☐ 10)	Merging	caster	10 min/lvl	self	U
☐ 11)	Fly II	caster	1 min/lvl	self	U
☐ 12)	Landing True *	caster	—	self	U
☐ 13)	Levitation XX	caster	1 min/lvl	self	U
☐ 14)	Passing	caster	1 min/lvl	self	U
☐ 15)	Fly III	caster	1 min/lvl	self	U
☐ 16)					
☐ 17)	Great Merge	caster	10 min/lvl	self	U
☐ 18)					
☐ 19)					
☐ 20)	Merge True	caster	10 min/lvl	self	U
☐ 25)	Fly IV	caster	1 min/lvl	self	U
☐ 30)	Passing True	caster	1 min/lvl	self	U
☐ 50)	Master of Movement	caster	1 min/lvl	self	U

17. **Great Merge** — As *Merging*, except caster can turn within the material **and** can see outside if within 6" of the surface.
20. **Merge True** — As *Great Merge*, except caster can cast spells on himself while merged.
25. **Fly IV** — As above, except rate is 400' per round.
30. **Passing True** — As *Passing*, except caster can pass through as much material as the duration allows at a rate of 10' per round.
50. **Master of Movement** — Caster may use the abilities of any one of the spells on this list each round.



SPECIAL NOTES

Unless otherwise stated, the amount of weight a caster can move is limited by both his level and his size. See Section 7.1.12 for the limitations on how much a caster can move with these spells.

CLOSED MENTALISM 4.2.6

SENSE MASTERY

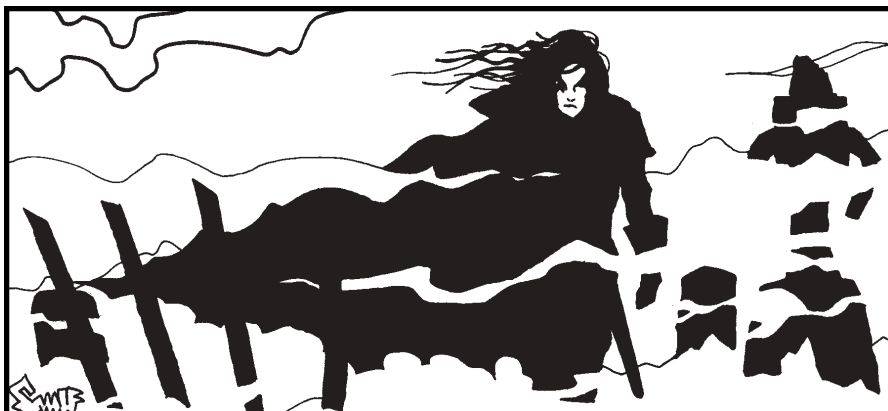
Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Sly Ears	caster	10 min/lvl	self	U
❑ 2)	Nightvision	caster	10 min/lvl	self	U
❑ 3)	Sidevision	caster	10 min/lvl	self	U
❑ 4)	Detect Illusion	5'R	—	100'	U
❑ 5)	Watervision	caster	10 min/lvl	self	U
❑ 6)	Scent	caster	10 min/lvl	self	U
❑ 7)	Fogvision	caster	10 min/lvl	self	U
❑ 8)	Touch	caster	10 min/lvl	self	U
❑ 9)	Darkvision	caster	10 min/lvl	self	U
❑ 10)	Mentalist Ear	caster	1 min/lvl(C)	100'/lvl	U
❑ 11)	Mentalist Eye	caster	1 min/lvl(C)	100'/lvl	U
❑ 12)	Disillusion	100'R	1 min/lvl	self	U
❑ 13)	Detect Illusion True	5'R	1 min/lvl(C)	100'	U
❑ 14)	Vision	caster	10 min/lvl	self	U
❑ 15)	Nightvision True	caster	10 min/lvl	self	U
❑ 16)					
❑ 17)	Disillusion True	100'R	1 min/lvl	self	U
❑ 18)	Watervision True	caster	10 min/lvl	self	U
❑ 19)	Fogvision True	caster	10 min/lvl	self	U
❑ 20)	Vision True	caster	10 min/lvl	self	U
❑ 25)	Mentalist Ear True	caster	1 min/lvl(C)	1 mi/lvl	U
❑ 30)	Mentalist Eye True	caster	1 min/lvl(C)	1 mi/lvl	U
❑ 50)	Sensory Merge	caster	C	unlimited	Fm

6. **Scent** — Caster gains extremely acute sense of smell. This spell confers +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
7. **Fogvision** — As *Nightvision*, except works in any precipitation or gas.
8. **Touch** — Caster gains extreme tactile sensitivity. This results in a bonus to all actions that require a sense of touch. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. In addition, this spell confers a +50 to Perception involving only touch, +25 to Perception involving touch and other senses.
9. **Darkvision** — As *Nightvision*, except no light is required and caster can see even in magically created darkness.
10. **Mentalist Ear** — Caster can pick a point up to 100' per level away and he will hear as if he were at that point (there can be intervening objects such as walls); he must have been at the location before or the location must be within his field of vision.
11. **Mentalist Eye** — As *Mentalist Ear*, except caster can see instead of listening.
12. **Disillusion** — For the duration of the spell, one illusion within the area of effect ceases to exist (for the caster only). Caster must know that something is an illusion before this spell is cast.
13. **Detect Illusion True** — As *Detect Illusion*, except caster can check one object or place per round.
14. **Vision** — As all lower level *Vision* spells functioning at the same time.
15. **Nightvision True** — As *Nightvision*, except range is the range of normal daylight vision.
17. **Disillusion True** — As *Disillusion*, except all illusions within range cease to exist for the caster. Caster need not be aware of any illusions within the range before casting this spell.
18. **Watervision True** — As *Watervision*, except range is the range of normal daylight vision.
19. **Fogvision True** — As *Fogvision*, except range is the range normal daylight vision.
20. **Vision True** — As all lower level *Vision True* spells functioning at the same time.
25. **Mentalist Ear True** — As *Mentalist Ear*, except range is 1 mile per level.
30. **Mentalist Eye True** — As *Mentalist Eye*, except range is 1 mile per level.
50. **Sensory Merge** — Caster can “merge” his senses with those of a subject whose exact location is known. Exact location can be established through a prior arrangement. If target of spell is not at the specified location, the PPs for this spell are still expended.



SENSE MASTERY

1. **Sly Ears** — Caster gains double normal hearing. This spell confers a +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
2. **Nightvision** — Caster can see 100' on a clear night as if it were day. At least some small amount of residual light is required for this spell to work. See Section 7.1.19 for more on the environment's effect on vision.
3. **Sidevision** — Caster has a 300° field of vision. The flank bonus is reduced to +5 and the rear bonus is reduced to +15.
4. **Detect Illusion** — Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it. See Section 7.1.27 for more on Illusions.
5. **Watervision** — As *Nightvision*, except affects vision underwater (and other liquids).



SHIFTING

1. **Balance** — Adds +50 to any rolls for one slow moving maneuver (e.g., walking a 3" beam, etc.).
2. **Contraction** — Allows caster to disjoint limbs, contract muscles, etc. to escape manacles/ropes and to slip through small places (+25 to +50 to Contortion maneuvers).
3. **Face Shifting** — Allows caster to alter the form of his face. The caster may specify a specific person, but the change will not be exact.
5. **Waterlungs** — For the duration, the caster can breathe water but not air.
7. **Change to Kind** — Caster can alter his form to the form of any desired humanoid race. The form cannot be a specific form. For example, a human caster could take on the form of a Dwarf, but the Dwarven king. Only physical form is gained (e.g., the target who becomes a Dwarf would not receive the Dwarves' ability to see in the dark). The caster can only alter his size by up to 25%. See Section 7.1.11.
8. **Gaslungs** — As *Waterlungs*, except caster can breathe any gas as normal air.
10. **Greater Face Shifting** — As *Face Shifting*, except lasts 1 hour per level.
11. **Changing Lungs** — As *Waterlungs*, except caster can breathe any air, water, and/or gas, at will.
13. **Change** — As *Change to Kind*, except alteration can be to any organic form within 50% to 200% of the caster's current mass; does not confer any special abilities.
15. **Solid Form** — Caster becomes as if made of very dense stone (cannot move or cast spells).
18. **Shapechanging** — As *Change*, except caster may assume a different form anytime during the spell. The change takes one round of concentration.
20. **Waterform** — Caster takes the form of a liquid mass, able to seep through cracks as well as water. As a fluid, he can move through water at a rate of 10 mph. The caster may not cast spells while in this form.
25. **Mistform** — Caster takes the form of a mist, able to fly at a rate of 20 mph. The caster may seep through cracks, extend himself to become virtually invisible, etc. The caster may not cast spells in this form.
30. **Form Master** — As *Waterform* and *Mistform*, except the two forms are interchangeable at will. Changin from one form to another takes one round of concentration.
50. **Change Master** — As *Changing* and *Form Master*, except all forms are interchangeable at will. Each change takes one round of concentration. The caster may vary his mass between 10% and 1000% of his own mass.

CLOSED MENTALISM 4.2.7

SHIFTING

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Balance *	caster	varies	self	U
☐ 2)	Contraction	caster	C	self	U
☐ 3)	Face Shifting	caster	10 min/lvl	self	U
☐ 4)					
☐ 5)	Waterlungs	caster	1 min/lvl	self	U
☐ 6)					
☐ 7)	Change to Kind	caster	10 min/lvl	self	U
☐ 8)	Gaslungs	caster	1 min/lvl	self	U
☐ 9)					
☐ 10)	Greater Face Shifting	caster	1 hr/lvl	self	U
☐ 11)	Changing Lungs	caster	1 min/lvl	self	U
☐ 12)					
☐ 13)	Change	caster	10 min/lvl	self	U
☐ 14)					
☐ 15)	Solid Form	caster	1 min/lvl	self	U
☐ 16)					
☐ 17)					
☐ 18)	Shapechanging	caster	10 min/lvl	self	U
☐ 19)					
☐ 20)	Waterform	caster	1 min/lvl	self	U
☐ 25)	Mistform	caster	1 min/lvl	self	U
☐ 30)	Form Master	caster	1 min/lvl	self	U
☐ 50)	Change Master	caster	1 min/lvl	self	U

SPECIAL NOTES

See Section 7.1.11 for more on the abilities gained/retained when changing forms.



CLOSED MENTALISM 4.2.8

SOLID MANIPULATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Warm Stone	1 cu'/lvl	24 hr	touch	F
2)	Warm Metal	6 cu"/lvl	24 hr	touch	F
3)	Warm Solid	1 cu'/lvl	24 hr	touch	F
4)	Heat Stone	1 cu'/lvl	1 min/lvl	touch	F
5)	Heat Metal	6 cu"/lvl	1 min/lvl	touch	F
6)	Heat Solid	1 cu'/lvl	1 min/lvl	touch	F
7)	Cool Solid	1 cu'/lvl	24 hours	touch	F
8)					
9)	Chill Solid	1 cu'/lvl	1 min/lvl	touch	F
10)	Cracks Call	10'x10'x10'	—	100'	F
11)	Melt Solid	1 cu'/lvl	1 min/lvl	touch	F
12)					
13)	Crumble	10'x10'x10'	—	100'	F
14)	Bowbreak	1' dia wood	—	100'	F
15)	Stone Door	3'x6'x1'	P	touch	F
16)	Metal Door	3'x6'x1'	P	touch	F
17)	Bladebreak	3" dia metal	—	100'	F
18)	Lockbreak	1 lock	P	touch	F
19)	Solid Door	varies	P	touch	F
20)	Mold Stone	1 cu'	P	touch	F
25)	Mold Metal	1 cu'	P	touch	F
30)	Mold Solid	1 cu'	P	touch	F
50)	Solid Transmutation	1 oz	P	touch	F



SOLID MANIPULATION

1. **Warm Stone** — Warms 1 cubic foot of stone per level up to 100°F at a rate of 1 cu' per round of concentration (without concentration, the material will remain at its current temperature for the remainder of the duration).
2. **Warm Metal** — As *Warm Stone*, except 6 cubic inches of metal per level can be warmed each round.
3. **Warm Solid** — As *Warm Stone*, except can affect any solid, inanimate, non-metal material.
4. **Heat Stone** — As *Warm Stone* except temperature limit is 500°F. In addition, caster must concentrate for 1 round to raise the temperature 50°F (up to the maximum). Caster need only touch the target when the spell is cast.
5. **Heat Metal** — As *Heat Stone*, except 6 cubic inches of metal per level can be heated.
6. **Heat Solid** — As *Heat Stone*, except affects any solid, inanimate, non-metal material.
7. **Cool Solid** — As *Warm Stone*, except chills any solid, inanimate material down to 0°F.
9. **Chill Solid** — As *Heat Stone*, except temperature can be lower to -200°F at a rate of 100°F per round.
10. **Cracks Call** — Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
11. **Melt Solid** — As *Heat Solid*, except the only limit to the temperature is the melting point of the solid (i.e., until the solid melts). Will affect 6 cubic inches of metal or 1 cubic foot of any other material. See Section 7.1.13 for some sample melting points.

13. **Crumble** — As *Cracks Call*, except material with cracks will crumble to dust.

14. **Bowbreak** — Will break a piece of wood up to 1' in diameter.

15. **Stone Door** — Creates 3'x6'x1' doorway through stone.

16. **Metal Door** — As *Stone Door*, except doorway can be through metal.

17. **Bladebreak** — As *Bowbreak*, except a piece of metal can be broken. Will affect metals up to 3" in diameter.

18. **Lockbreak** — Causes a lock to break. The lock can be broken in a locked or unlocked state (regardless of its state at the time the spell is cast).

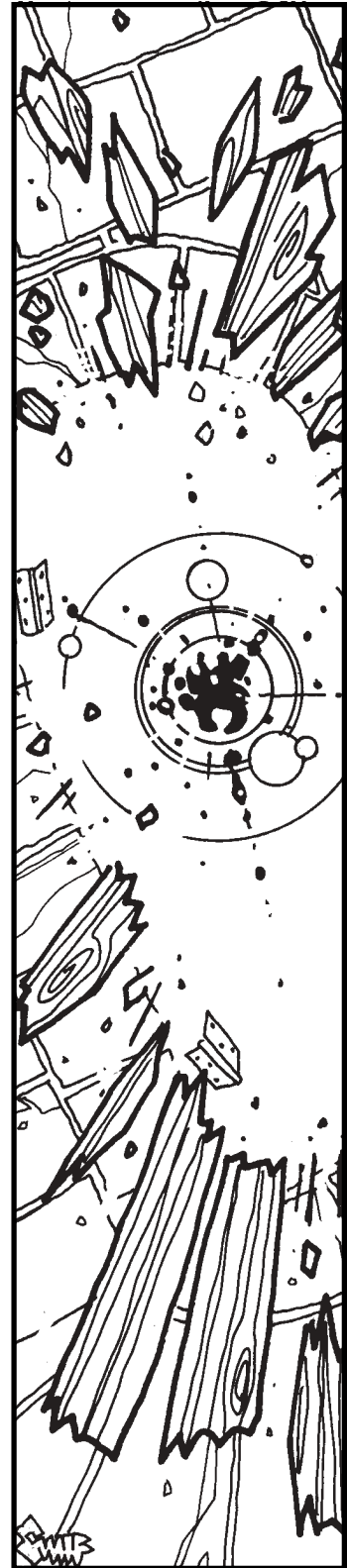
19. **Solid Door** — As *Stone Door*, except doorway can be in any inanimate, solid material **and** it can be 3'x6' with a depth of 1' per level (for stone) or 3" per level (for all other materials).

20. **Mold Stone** — By molding with his hands, caster may shape 1 cubic foot of stone as if it were putty or clay. At the end of the spell's duration, the stone will harden to normal consistency.

25. **Mold Metal** — As *Mold Stone*, except caster may mold metal.

30. **Mold Solid** — As *Mold Stone*, except caster may mold any inanimate, solid material.

50. **Solid Transmutation** — May transmute 1 oz. of solid material into another non-magical material (the caster must have a sample of the material available). This spell takes 8 hours of continuous, uninterrupted concentration.



SPECIAL NOTES

See Section 7.1.13 for notes on construction and destruction of solid materials, including sample melting points.

SPEED

1. **Run** — Caster may run (2x walking pace) without tiring (i.e., requires exhaustion points as if he were walking), but once he stops or performs any other action the spell is canceled.
2. **Speed Reading** — Caster reads 10 pages per minute.
3. **Speed I** — For the duration of the spell, caster has 200% activity each round. Afterwards, the caster must spend as many rounds in rest (maximum of 50% activity) as he spent under the effects of *Speed*.
5. **Speed II** — As *Speed I*, except duration is 2 rounds.
6. **Haste I** — As *Speed I*, except no resting rounds are required.
7. **Speed III** — As *Speed I*, except duration is three rounds.
8. **Sprint** — As *Run*, except caster may move at 3x walking pace.
9. **Haste II** — As *Haste I*, except duration is 2 rounds.
10. **Fast Swim** — As *Run*, except caster swims double normal pace.
11. **Speed V** — As *Speed I*, except duration is 5 rounds.
12. **Haste III** — As *Haste I*, except duration is 3 rounds.
15. **Haste V** — As *Haste I*, except duration is 5 rounds.
17. **Fast Sprint** — As *Run*, except caster may move at 4x walking pace.
20. **Speed X** — As *Speed I*, except duration is 10 rounds.
25. **Haste X** — As *Haste I*, except duration is 10 rounds.
30. **Speed True** — As *Speed I*, except duration is until caster sleeps, rests, or cancels the spell (with a maximum duration of 8 hours).
50. **Haste True** — As *Haste I*, except duration is until caster sleeps, rests, or cancels the spell (with a maximum duration of 8 hours).

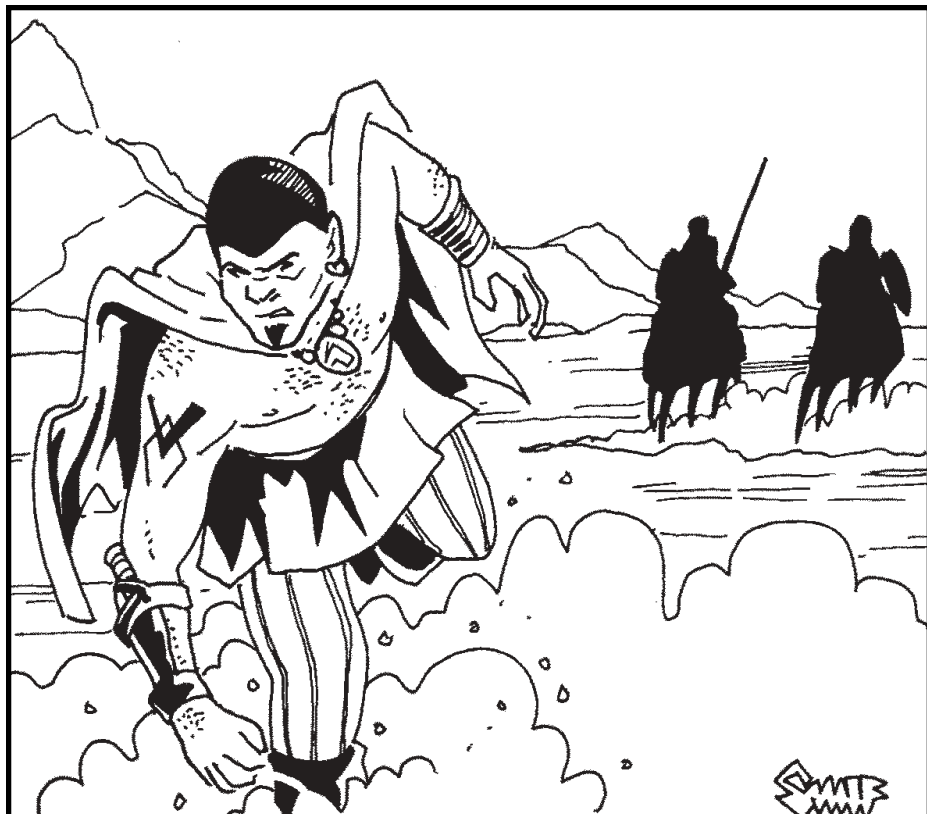
SPECIAL NOTES

See Section 7.1.24 for more on *Haste* and *Speed*.

CLOSED MENTALISM 4.2.9

SPEED

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Run *	caster	10 min/lvl	self	U
☐ 2)	Speed Reading	caster	10 min/lvl	self	U
☐ 3)	Speed I *	caster	varies	self	U
☐ 4)					
☐ 5)	Speed II *	caster	2 rnd	self	U
☐ 6)	Haste I *	caster	1 rnd	self	U
☐ 7)	Speed III *	caster	3 rnd	self	U
☐ 8)	Sprint *	caster	10 min.lvl	self	U
☐ 9)	Haste II *	caster	2 rnd	self	U
☐ 10)	Fast Swim *	caster	10 min/lvl	self	U
☐ 11)	Speed V *	caster	5 rnd	self	U
☐ 12)	Haste III *	caster	3 rnd	self	U
☐ 13)					
☐ 14)					
☐ 15)	Haste V *	caster	5 rnd	self	U
☐ 16)					
☐ 17)	Fast Sprint *	caster	10 min/lvl	self	U
☐ 18)					
☐ 19)					
☐ 20)	Speed X *	caster	10 rnd	self	U
☐ 25)	Haste X *	caster	10 rnd	self	U
☐ 30)	Speed True *	caster	special	self	U
☐ 50)	Haste True *	caster	special	self	U



CLOSED MENTALISM 4.2.10

TELEKINESIS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Telekinesis I	1 lb	1 min/lvl (C)	100'	F
2)	Staying II	5 lbs	1 min/lvl	100'	F
3)	Telekinesis II	5 lbs	1 min/lvl (C)	100'	F
4)	Staying III	25 lbs	1 min/lvl	100'	F
5)	Greater Staying II	varies	1 min/lvl	varies	F
6)	Greater Telekinesis II	varies	1 min/lvl (C)	varies	F
7)	Telekinesis III	25 lbs	1 min/lvl (C)	100'	F
8)	Staying IV	50 lbs	1 min/lvl	100'	F
9)	Telekinesis IV	50 lbs	1 min/lvl (C)	100'	F
10)	Hurling I	1 lb	—	10'	E
11)	Staying V	100 lbs	1 min/lvl	100'	F
12)	Telekinesis V	100 lbs	1 min/lvl (C)	100'	F
13)	Hurling II	5 lbs	—	10'	E
14)	Staying VI	200 lbs	1 min/lvl	100'	F
15)	Greater Staying III	varies	1 min/lvl	varies	F
16)	Greater Telekinesis III	varies	1 min/lvl (C)	varies	F
17)	Telekinesis VI	200 lbs	1 min/lvl (C)	100'	F
18)	Hurling III	25 lbs	—	10'	E
19)	Staying True	20 lbs/lvl	1 min/lvl	300'	F
20)	Telekinesis True	20 lbs/lvl	1 min/lvl (C)	300'	F
25)	Greater Hurling III	varies	—	varies	E
30)	Hurling IV	50 lbs	—	10'	E
50)	Telekinesis Mastery	varies	1 rnd/lvl	300'	U

10. Hurling I — Caster may “hurl” one object (that starts within 10' of him) of 1 pound or less with sufficient force to deliver an attack on the Sling Attack Table with a maximum range of 300' (see *Arms Law*). The caster's OB will equal his directed spell skill with this spell. If *Arms Law* is not available, use the Shock Bolt Attack Table (with a maximum range of 300') with Impact Critical results.

11. Staying V — As *Staying II*, except pressure limit is 100 pounds.

12. Telekinesis V — As *Telekinesis I*, except mass limit is 100 pounds.

13. Hurling II — As *Hurling I*, except mass limit is 5 pounds and it delivers double normal concussion hits.

14. Staying VI — As *Staying II*, except pressure limit is 200 pounds.

15. Greater Staying III — As *Greater Staying II*, except 3 objects may be affected with 25 pounds total pressure or *Staying I* can be used to 300'.

16. Greater Telekinesis III — As *Telekinesis I*, except 3 objects of 25 pounds total mass may be moved or *Telekinesis I* can be used to 300'.

17. Telekinesis VI — As *Telekinesis I*, except mass limit is 200 pounds.

18. Hurling III — As *Hurling II*, except limit is 25 pounds and delivers triple normal concussion hits.

19. Staying VI — As *Staying II*, except pressure limit is 20 pounds per level.

20. Telekinesis True — As *Telekinesis I*, except mass limit is 20 pounds per level.

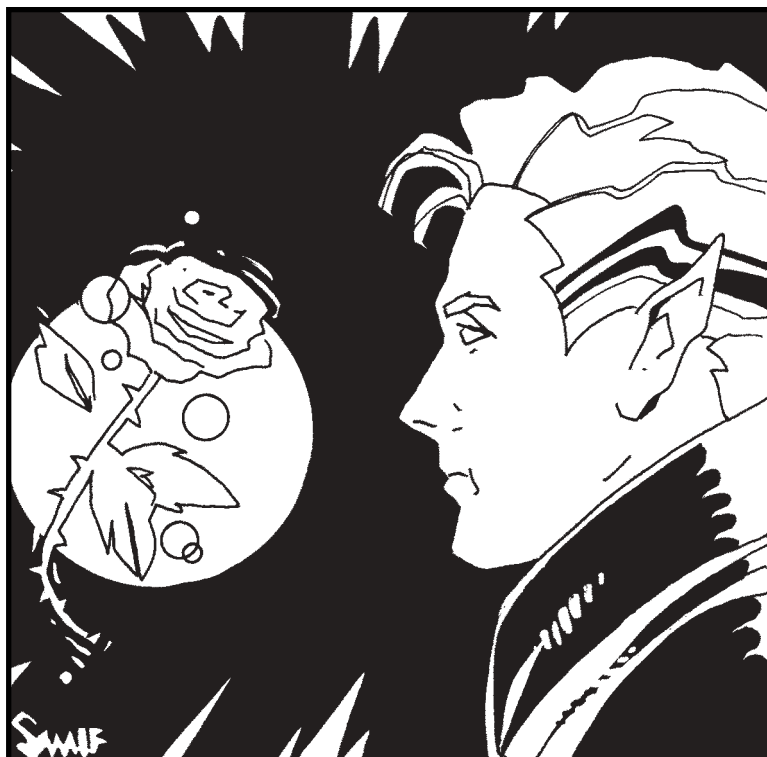
25. Greater Hurling III — As *Hurling I*, except the object to be hurled may start up to 300' away or the caster may hurl 3 objects that start up to 100' away (at the same target).

30. Hurling IV — As *Hurling II*, except limit is 50 pounds and it delivers four times normal concussion hits and the OB has an additional +50 bonus.

50. Telekinesis Mastery — Each round, the caster may use any lower level spell on this list with a range of 300'.

TELEKINESIS

- 1. Telekinesis I** — Caster can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell with an equal weight limit cast upon it.
- 2. Staying II** — Exerts 5 pounds of pressure on a person or object. Object cannot be moved by *Staying* alone and pressure can only be in one direction.
- 3. Telekinesis II** — As *Telekinesis I*, except mass limit is 5 pounds.
- 4. Staying III** — As *Staying II*, except pressure limit is 25 pounds.
- 5. Greater Staying II** — As *Staying II*, except 2 objects may be affected with 5 pounds total pressure or *Staying II* can be used to 200'.
- 6. Greater Telekinesis II** — As *Telekinesis I*, except 2 objects of 5 pounds total mass may be moved or *Telekinesis I* can be used at 200'.
- 7. Telekinesis III** — As *Telekinesis I*, except mass limit is 25 pounds.
- 8. Staying IV** — As *Staying II*, except pressure limit is 50 pounds.
- 9. Telekinesis IV** — As *Telekinesis I*, except mass limit is 50 pounds.



BLOOD MASTERY

1. **Flowstop III** — Caster can stop bleeding on a wound that is bleeding up to 3 hits per round (total). Target may not be moved or bleeding will resume at prior rate.
2. **Clotting I** — Caster may stop bleeding on a wound that is bleeding 1 hit per round. For 1 hour, target can move at no more than a walking pace or bleeding will resume at prior rate.
3. **Cut Repair I** — Allows caster to stop bleeding from 1 wound that is bleeding at rate of 1 hit per round.
4. **Clotting III** — As *Clotting I*, except that caster can stop bleeding in a wound that is bleeding up to 3 hits per round (total).
5. **Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 3 hits per round, not major arteries or veins).
6. **Cut Repair III** — As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits per round (total); three 1 hit per round wounds **or** one 3 hits per round wound **or** one 2 hits per round and one 1 hit per round wound can be healed.
7. **Vein Repair** — Caster can repair any one damaged vein. Target cannot move (under his own power) without reopening wound. Recovery time is 1-10 days.
8. **Arterial Repair** — Allows caster to repair any one damaged artery. Target cannot move (under his own power) without reopening wound. Recovery time is 1-10 days depending upon the size of the artery and the severity of the damage.
9. **Joining** — Allows caster to reattach 1 severed limb. Also requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is fully functional after 10-100 days.
10. **Flowstop True** — As *Flowstop III*, except that all blood loss (i.e., hits per round) from one wound is stopped.
11. **Suspend Life I** — Target is kept in a state of suspended animation and prevented from dying for the duration of this spell (i.e., the body is “preserved” and the “soul” will not leave the body). Also requires the use of the other *Suspend Life I* spell (on the Nerve and Organ Mastery spell list).
12. **Clotting True** — As *Clotting I*, except that all blood loss (i.e., hits per round) from one wound is stopped.
13. **Unclotting** — Allows caster to remove any one blood clot. Will counter *Clotting Curse* (on the Evil Cleric list, Curses). This spell has no affect on bleeding wounds that have clotted (i.e., “clots” in this sense apply only to internal blood clotting).
15. **Cut Repair True** — As *Cut Repair I*, except that it will stop bleeding and close any one wound.
17. **Suspend Life II** — As *Suspend Life I*, except for duration and the requirement of the other *Suspend Life II* spell (on the Nerve and Organ Mastery spell list).
19. **Unclotting True** — As *Unclotting*, except will affect all blood clots in the target.
20. **Joining True** — As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells **and** the limb is fully functional in 10 minutes.
25. **Regulations** — Allows caster to control all internal and external blood flow in the target. As long as the target remains immobile, bleeding can be halted until the wounds can be healed.
30. **New Blood** — Allows caster to restore all the blood in any 1 target’s body. Recovery time is 1-10 days.
50. **Blood Repair True** — Allows caster to cast one of the lower level spells on this list each round.

LAY HEALER BASE 4.3.1

BLOOD MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Flowstop III	1 target	—	touch	U
❑ 2)	Clotting I	1 target	—	touch	U
❑ 3)	Cut Repair I	1 target	P	touch	U
❑ 4)	Clotting III	1 target	—	touch	U
❑ 5)	Minor Vessel Repair	1 target	P	touch	U
❑ 6)	Cut Repair III	1 target	P	touch	U
❑ 7)	Vein Repair	1 target	P	touch	U
❑ 8)	Arterial Repair	1 target	P	touch	U
❑ 9)	Joining ‡ *	1 target	P	touch	U
❑ 10)	Flowstop True	1 target	—	touch	U
❑ 11)	Suspend Life I ‡ *	1 target	1 hr/lvl	touch	U
❑ 12)	Clotting True	1 target	P	touch	U
❑ 13)	Unclotting	1 target	P	touch	U
❑ 14)					
❑ 15)	Cut Repair True	1 target	P	touch	U
❑ 16)					
❑ 17)	Suspend Life II ‡ *	1 target	1 day/lvl	touch	U
❑ 18)					
❑ 19)	Unclotting True	1 target	P	touch	U
❑ 20)	Joining True ‡ *	1 target	P	touch	U
❑ 25)	Regulations	1 target	1 min/lvl	touch	U
❑ 30)	New Blood	1 target	P	touch	U
❑ 50)	Blood Repair True	1 target	1 rnd/lvl	touch	U



SPECIAL NOTES

- 1) See Section 7.2 for more on damage and healing.
- 2) When a bleeding wound does not specify whether the wound is on a vein or an artery, roll d100. A 01-60 results in a vein; a 61 or more results in an artery.



LAY HEALER BASE 4.3.2

BONE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Bone Lore	1 target	—	touch	I
❑ 2)	Minor Fracture Repair	1 target	P	touch	U
❑ 3)	Cartilage Repair	1 target	P	touch	U
❑ 4)	Major Fract. Rep.	1 target	P	touch	U
❑ 5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
~~~~~					
❑ 6)	Skull Repair	1 target	P	touch	U
❑ 7)	Joint Repair	1 target	P	touch	U
❑ 8)	Minor Fract. Rep. Tr.	1 target	P	touch	U
❑ 9)	Joining ‡ *	1 target	P	touch	U
❑ 10)	Cartilage Repair True	1 target	P	touch	U
~~~~~					
❑ 11)	Major Fract. Rep. Tr.	1 target	P	touch	U
❑ 12)	Skull Repair True	1 target	P	touch	U
❑ 13)	Bone Transplant	1 target	P	touch	U
❑ 14)	Shatter Repair	1 target	P	touch	U
❑ 15)	Joint Repair True	1 target	P	touch	U
~~~~~					
❑ 16)					
❑ 17)	Rapid Bone Transplant	1 target	P	touch	U
❑ 18)	Rapid Shatter Repair	1 target	P	touch	U
❑ 19)					
❑ 20)	Joining True ‡ *	1 target	P	touch	U
~~~~~					
❑ 25)	Cartilage Regeneration	1 target	P	touch	U
❑ 30)	Bone Regeneration	1 target	P	touch	U
❑ 50)	Skeletal Regeneration	1 target	P	touch	U

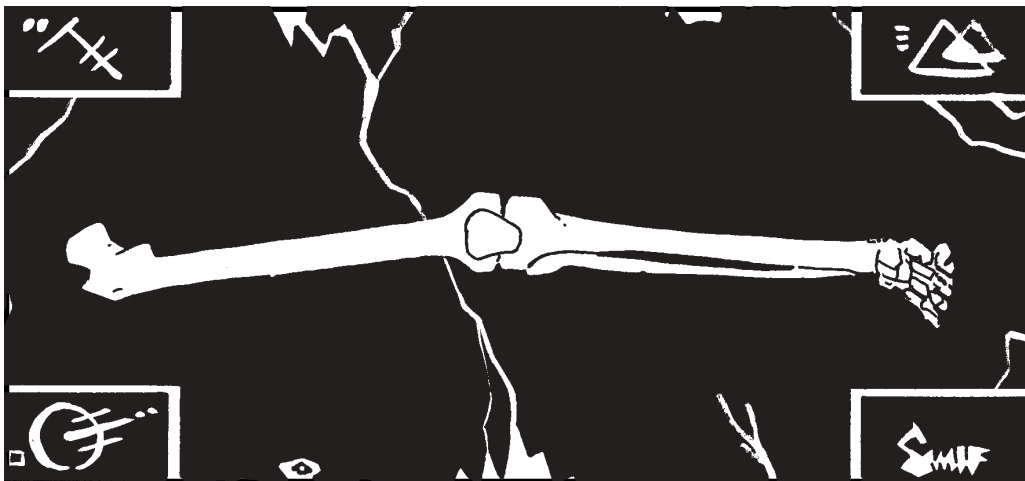
6. **Skull Repair** — Allows caster to mend one fracture in a skull (but not a shattered areas). Recovery time is 1-10 days.
7. **Joint Repair** — Allows caster to repair one broken (but not shattered) joint. Recovery time is 1-10 days.
8. **Minor Fracture Repair True** — As *Minor Fracture Repair*, except recovery is instantaneous.
9. **Joining** — Allows caster to reattach 1 severed limb. Also requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is fully functional after 10-100 days.
10. **Cartilage Repair True** — As *Cartilage Repair*, except recovery is instantaneous.
11. **Major Fracture Repair True** — As *Major Fracture Repair*, except recovery is instantaneous.
12. **Skull Repair True** — As *Skull Repair*, except recovery is instantaneous.
13. **Bone Transplant** — Allows caster to transplant a healthy bone. This requires a 1 hour operation. Recovery time is 1-10 days. There is a chance that the target's body will reject the new bone: 10% if bone is from the same race as the target, 50% if the bone is from some other similar race.
14. **Shatter Repair** — Allows caster to repair any 1 broken or shattered bone (even in the skull). This requires a 1 hour operation. Recovery time is 1-10 days.
15. **Joint Repair True** — As *Joint Repair*, except that recovery is instantaneous.
17. **Rapid Bone Transplant** — As *Bone Transplant*, except with a recovery time of 1-10 hours.
18. **Rapid Shatter Repair** — As *Shatter Repair*, except with a recovery time of 1-10 hours.
20. **Joining True** — As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells **and** the limb is fully functional in 10 minutes.
25. **Cartilage Regeneration** — Allows caster to regenerate 1 section of cartilage in target's body. Recovery time is 1-10 days.
30. **Bone Regeneration** — Allows caster to regenerate 1 lost bone. Recovery time is 1-10 days.
50. **Skeletal Regeneration** — Allows caster to regenerate any part (or all) of a skeleton (including cartilage) in 1-10 days, depending on the severity of the damage.

BONE MASTERY

1. **Bone Lore** — Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power to perform the cure.
2. **Minor Fracture Repair** — Allows caster to mend one simple fracture (not compound fracture, shatters, joint damage, etc.). Recovery time is 1 day. Will not work on skull fractures.
3. **Cartilage Repair** — Allows caster to repair all the cartilage around one joint. Recovery time is one day.
4. **Major Fracture Repair** — As *Minor Fracture Repair*, except caster can also repair compound fractures.
5. **Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed). Requires the use of *Limb Preservation* from the Muscle Mastery spell list as well.

SPECIAL NOTES

- 1) See Section 7.2 for more on damage and healing.
- 2) Some spells on this list require an operation to be effective. These spells have the same name as other healing spells (from the Channeling realm) and the GM may decide that the operation is not required.



CONCUSSION MASTERY

1. **Healing I** — Target is healed of d10 concussion hits.
2. **Stun Relief I** — Target is relieved of 1 round's worth of accumulated stun. See Section 7.1.1.
3. **Frost/Burn Relief I** — Target is healed of one area of up to mild frostbite or 1st degree burns.
4. **Regeneration I** — Will reduce damage target has by 1 hit every minute as long as the caster concentrates. If caster is unconscious this spell will operate without concentration. See Section 7.1.1 for more on unconscious spells.
5. **Awakening** — Target is instantly awake.
6. **Frost/Burn Relief II** — As *Frost/Burn Relief I*, except heals 2 areas of mild damage **or** 1 area of moderate damage (e.g., 2nd degree burn).
7. **Healing V** — As *Healing I*, except heals 5d10 hits.
8. **Stun Relief III** — As *Stun Relief I*, except 3 rounds of stun effects are relieved.
9. **Frost/Burn Relief III** — As *Frost/Burn Relief I*, except heals 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn) **or** combination of 1 mild and 1 moderate area.
10. **Regeneration II** — As *Regeneration I*, except damage reduction is 2 hits per minute.
11. **Healing X** — As *Healing I*, except heals 10d10 hits.
12. **Frost/Burn Relief IV** — As *Frost/Burn Relief I*, except heals 4 mild **or** 2 moderate **or** 1 mild and 1 severe **or** 2 mild and 1 moderate area(s) of damage.
13. **Stun Relief V** — As *Stun Relief I*, except target is relieved of 5 rounds of accumulated stun effects.
14. **Long Stun Relief** — As *Stun Relief I*, except 1 target within 100' of caster is relieved of 1 round accumulated stun effects.
15. **Regeneration III** — As *Regeneration I*, except damage reduction is 3 hits per minute.
17. **Healing XV** — As *Healing I*, except heals 15d10 hits.
19. **Stun Relief X** — As *Stun Relief I*, except target is relieved of 10 rounds of accumulated stun effects.
20. **Healing XX** — As *Healing I*, except heals 20d10 hits.
25. **True Healing** — As *Healing I*, except target healed of all concussion hits.
30. **Frost/Burn Relief True** — As *Frost/Burn Relief I*, except target relieved of all burns or frostbite.
50. **Stun Relief True** — As *Stun Relief I*, except target healed of all stun effects.

LAY HEALER BASE 4.3.3

CONCUSSION MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Healing I	1 target	P	touch	U
❑ 2)	Stun Relief I *	1 target	—	touch	Us
❑ 3)	Frost/Burn Relief I	1 target	—	touch	U
❑ 4)	Regeneration I *	1 target	C	touch	Us
❑ 5)	Awakening	1 target	—	touch	U
❑ 6)	Frost/Burn Relief II	1 target	—	touch	U
❑ 7)	Healing V	1 target	P	touch	U
❑ 8)	Stun Relief III *	1 target	—	touch	Us
❑ 9)	Frost/Burn Relief III	1 target	—	touch	U
❑ 10)	Regeneration II *	1 target	C	touch	U
❑ 11)	Healing X	1 target	P	touch	U
❑ 12)	Frost/Burn Relief IV	1 target	—	touch	U
❑ 13)	Stun Relief V *	1 target	—	touch	Us
❑ 14)	Long Stun Relief *	1 target	—	100'	U
❑ 15)	Regeneration III *	1 target	C	touch	Us
❑ 16)					
❑ 17)	Healing XVII	1 target	P	touch	U
❑ 18)					
❑ 19)	Stun Relief X*	1 target	—	touch	Us
❑ 20)	Healing XX	1 target	P	touch	U
❑ 25)	True Healing	1 target	P	touch	U
❑ 30)	Frost/Burn Relief True	1 target	—	touch	U
❑ 50)	Stun Relief True *	1 target	—	touch	U

SPECIAL NOTES

See Section 7.2 for more on damage and healing.



LAY HEALER BASE 4.3.4

MUSCLE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sprain Repair	1 target	P	touch	U
2)	Muscle/Tendon Lore	1 target	—	touch	I
3)	Muscle Repair I	1 target	P	touch	U
4)	Tendon Repair I	1 target	P	touch	U
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
6)	Muscle Repair III	1 target	P	touch	U
7)	Tendon Repair III	1 target	P	touch	U
8)	Muscle Repair True	1 target	P	touch	U
9)	Joining ‡ *	1 target	P	touch	U
10)	Tendon Repair True	1 target	P	touch	U
11)	Soft Structure Repair	1 target	P	touch	U
12)	Muscle Transplant	1 target	P	touch	U
13)					
14)	Muscle Regeneration	1 target	P	touch	U
15)	Tendon Regeneration	1 target	P	touch	U
16)					
17)	Rapid Muscle Transp.	1 target	P	touch	U
18)	Rapid Muscle Regen.	1 target	P	touch	U
19)	Rapid Tendon Regen.	1 target	P	touch	U
20)	Joining True ‡ *	1 target	P	touch	U
25)	Muscle Regen. True	1 target	P	touch	U
30)	Tendon Regen. True	1 target	P	touch	U
50)	Soft Structure Rep. Tr.	1 target	P	touch	U



12. Muscle Transplant — Allows caster to transplant a healthy muscle into the target. This requires a 1 hour operation. Recovery time is 1-10 days. There is a chance that the target's body will reject the new bone: 10% if bone is from the same race as the target, 50% if the bone is from some other similar race.

14. Muscle Regeneration — Allows caster to regenerate 1 muscle. Regrowth takes 1-10 days, depending on extent of loss.

15. Tendon Regeneration — Allows caster to regenerate 1 tendon. Regrowth takes 1-10 days, depending on extent of loss.

17. Rapid Muscle Transplant — As *Muscle Transplant*, except recovery time is 1-10 hours.

18. Rapid Muscle Regeneration — As *Muscle Regeneration*, except recovery time is 1-10 hours.

19. Rapid Tendon Regeneration — As *Tendon Regeneration*, except recovery time is 1-10 hours.

20. Joining True — As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.

25. Muscle Regeneration True — As *Muscle Regeneration*, except that regrowth takes 10 minutes.

30. Tendon Regeneration True — As *Tendon Regeneration*, except that regrowth takes 10 minutes.

50. Soft Structure Repair True — As *Soft Structure Repair*, except that all tendons and muscles in target's body are repaired (not replaced). This requires a 10 minute operation. Recovery time is 1-10 days.

MUSCLE MASTERY

- 1. Sprain Repair** — Allows caster to repair (not replace) one sprain. Requires a one hour operation.
- 2. Muscle/Tendon Lore** — Caster acquires complete understanding of any muscle and/or tendon damage, including the tools and methods required for healing. Caster does not receive the skill or power necessary to perform the cure.
- 3. Muscle Repair I** — Allows caster to repair 1 damaged muscle. Requires a 1 minute operation. Recovery time is 1 day per muscle repaired.
- 4. Tendon Repair I** — Allows caster to repair 1 damaged tendon. Requires a 1 minute operation. Recovery time is 1 day per tendon repaired.
- 5. Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed). Requires the use of *Limb Preservation* from the Bone Mastery spell list as well.
- 6. Muscle Repair III** — As *Muscle Repair I*, except that caster can repair 3 damaged muscles.
- 7. Tendon Repair III** — As *Tendon Repair I*, except that caster can repair 3 damaged tendons.
- 8. Muscle Repair True** — As *Muscle Repair*, except recovery time is instantaneous.
- 9. Joining** — Allows caster to reattach 1 severed limb. Also requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is fully functional after 10-100 days.
- 10. Tendon Repair True** — As *Tendon Repair*, except recovery time is instantaneous.
- 11. Soft Structure Repair** — Allows caster to repair all tendon and muscle damage in target's body. This requires a 1 hour operation. Recovery time is 1-10 days.

SPECIAL NOTES

- See Section 7.2 for more on damage and healing.
- Some spells on this list require an operation to be effective. These spells have the same name as other healing spells (from the Channeling realm) and the GM may decide that the operation is not required.



NERVE AND ORGAN MASTERY

1. **Nerve/Organ Lore** — Caster acquires complete understanding of any nerve and/or organ damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.
2. **Numbing** — Allows caster to stop or reduce feeling in a specific area of the body (2 cu" per level). Works to reduce pain with minor side effects (e.g., -10 to actions).
3. **Minor Nerve Repair** — Allows caster to repair minor nerve damage. Recovery time is 1-10 days. Minor nerve damage is defined as any nerve damage that results in a penalty up to -20.
4. **Minor Ear/Nose Repair** — Allows caster to repair any exterior ear damage short of complete ear loss **or** any nose damage short of complete nose loss. Requires 1-60 minutes, depending on damage
5. **Organ Preservation** — Allows caster to prevent the deterioration of any specific organ (e.g., eye, ear, liver), even if it is "outside" of its body.
6. **Minor Eye Repair** — Allows caster to repair any minor eye damage (e.g., corneal scratch or removal of foreign object).
7. **Major Nerve Repair** — As *Minor Nerve Repair*, except that caster can repair any nerve damage. Recovery time is 1-10 days.
8. **Major Ear Repair** — As *Minor Ear Repair*, except caster can repair any interior or exterior damage. Hearing is restored in 1-10 days. Note that complete replacement of ear is an exception.
9. **Joining** — Allows caster to reattach 1 severed limb. Requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is fully functional after 10-100 days.
10. **Major Eye Repair** — As *Minor Eye Repair*, except caster can repair any eye damage short of total eye loss (i.e., eye's destruction precludes repair). Recovery time is 1-10 days.
11. **Suspend Life I** — Target is kept in a state of suspended animation and prevented from dying for the duration of this spell (i.e., the body is "preserved" and the "soul" will not leave the body). Also requires the use of the other *Suspend Life I* (on the Blood Mastery list).
12. **Nerve Repair True** — As *Major Nerve Repair*, except that recovery is instantaneous.
13. **Organ Transplant** — Allows caster to transplant a healthy organ (not including brain or nervous system) into the target. Requires a 1 hour operation. Recovery time is 1-10 days. There is a chance that the target's body will reject the new bone: 10% if bone is from the same race as the target, 50% is the bone is from a similiar race. Will not transplant blood or muscles.
14. **Organ Repair** — Allows caster to repair any organ (not brain or nervous system) that has not been completely destroyed. Requires a 1-10 hour operation. Recovery: 1-10 days.
15. **Minor Brain Repair** — Allows caster to repair minor brain damage (including recovery from coma). Lost experience is not restored (% lost permanently dependent on severity of damage). Requires a 1 hour operation. Recovery time is 1-10 days.
16. **Paralysis Cures** — Allows caster to cure paralysis in 1 target (recovery time of 1-10 days). Paralysis must have resulted from a spell or disease (not a poison).
17. **Suspend Life II** — As *Suspend Life I*, except for duration and the requirement of the *Suspend Life II* spell (on the Blood Mastery spell list).
18. **Rapid Organ Transplant** — As *Organ Transplant*, except recovery time is only 1-10 hours.
20. **Joining True** — As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells **and** the limb is fully functional in 10 minutes.
25. **Nerve Regeneration** — Allows caster to regenerate lost nerve. Regrowth takes 1-10 days, depending on extent of loss.
30. **Organ Regeneration** — Allows caster to completely regenerate lost organ. This process takes 1-10 hours. Recovery time takes 1-10 days. The target remains in coma during recovery (this spell will not regenerate the brain).

LAY HEALER BASE 4.3.5

NERVE AND ORGAN MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Nerve/Organ Lore	1 target	—	touch	I
2)	Numbing	1 target	10 min/lvl	touch	U
3)	Minor Nerve Repair	1 target	P	touch	U
4)	Minor Ear/Nose Repair	1 target	P	touch	U
5)	Organ Preservation	1 target	1 day/lvl	touch	U
6)	Minor Eye Repair	1 target	P	touch	U
7)	Major Nerve Repair	1 target	P	touch	U
8)	Major Ear Repair	1 target	P	touch	U
9)	Joining ‡ *	1 target	P	touch	U
10)	Major Eye Repair	1 target	P	touch	U
11)	Suspend Life I ‡ *	1 target	1 hr/lvl	touch	U
12)	Nerve Repair True	1 target	P	touch	U
13)	Organ Transplant	1 target	P	touch	U
14)	Organ Repair	1 target	P	touch	U
15)	Minor Brain Repair	1 target	P	touch	U
16)	Paralysis Cures	1 target	P	touch	U
17)	Suspend Life II ‡ *	1 target	P	touch	U
18)	Rapid Organ Transp.	1 target	P	touch	U
19)					
20)	Joining True ‡ *	1 target	P	touch	U
25)	Nerve Regeneration	1 target	P	touch	U
30)	Organ Regeneration	1 target	P	touch	U
50)	Brain Regeneration	1 target	P	touch	U



50. **Brain Regeneration** — Allows caster to regenerate brain tissue in 1-10 hours. Recovery time is 1-10 days (target is in coma during recovery). Note that lost experience is not restored (the % lost permanently depends on severity of damage).

SPECIAL NOTES

- 1) See Section 7.2 for more on damage and healing.
- 2) Some spells on this list require an operation to be effective. These spells have the same name as other healing spells (from the Channeling realm) and the GM may decide that the operation is not required.



PROSTHETICS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Measure	caster	—	touch	I
2)	Mold Wood	caster	1 hr/lvl (C)	self	U
3)	Fit Wood	caster	P	self	U
4)	Animation I	1 target	8 hrs	touch	U
5)	Mold Glass	caster	1 hr/lvl (C)	self	U
6)	Fit Glass	caster	P	self	U
7)	Animation II	1 target	24 hrs	touch	U
8)	Mold Normal Metal	caster	1 hr/lvl (C)	self	U
9)	Fit Normal Metal	caster	P	self	U
10)	Artificial Flesh	caster	1 hr/lvl (C)	self	E
11)	Animation III	1 target	1 week	touch	U
12)					
13)	Fit Enchanted Materials	caster	P	self	U
14)					
15)	Animation IV	1 target	1 month	touch	U
16)					
17)	Animation V	1 target	3 months	touch	U
18)					
19)	Animation VI	1 target	6 months	touch	U
20)	Artificial Flesh True	caster	1 hr/lvl (C)	self	E
25)	Animation VII	1 target	1 year	touch	U
30)	Animation VIII	1 target	1 year/lvl	touch	U
50)	Animation True	1 target	P	touch	U



PROSTHETICS

- Measure** — Caster knows the proper dimensions need to make a false limb for the target.
- Mold Wood** — Caster may mold target wood (up to 4 cubic feet) as if it were clay when he concentrates. It normally takes 1 day (approximately 8 hours) to mold an artificial limb. At the end of the molding time, the target wood returns its normal hardness.
- Fit Wood** — Caster attaches a wooden (artificial) limb to a body. Process takes 1 hour. This spell must be cast before an *Animation* spell can be cast.
- Animation I** — Allows wearer to operate an artificial limb at will for 8 hours.
- Mold Glass** — As *Mold Wood*, except works on glass. The process takes 2 days (approximately 8 hours per day) hours to mold.
- Fit Glass** — As *Fit Wood*; except allows caster to fit a glass limb.
- Animation II** — As *Animation I*, except duration is 24 hours.
- Mold Normal Metal** — As *Mold Wood*, except involves basic metals and the process takes 4 days (approximately 8 hours per day).
- Fit Normal Metal** — As *Fit Wood*; allows caster to fit a normal metal limb.
- Artificial Flesh** — This spell enables caster to convert clay into enough artificial flesh to cover one artificial limb (limb must be present at the time of casting). The flesh is only semi-realistic (similar to plastic). The process takes 2 days (approximately 8 hours each day), but might require more for larger limbs (GM's discretion).
- Animation III** — As *Animation I*, except duration is 1 week.
- Fit Enchanted Materials** — As *Fit Wood*; except allows caster to fit limbs of enchanted materials (the limb must be created through some other means).
- Animation IV** — As *Animation I*, except duration is 1 month.
- Animation V** — As *Animation I*, except duration is 3 months.
- Animation VI** — As *Animation I*, except duration is 6 months.
- Artificial Flesh True** — As *Artificial Flesh*, except perfectly realistic synthetic flesh can be made and worked. This process takes 10-100 days, depending on amount of flesh needed.
- Animation VI** — As *Animation I*, except duration is 1 year.
- Animation VII** — As *Animation I*, except duration is 1 year per caster's level.
- Animation True** — As *Animation*, except duration is permanent.

SPECIAL NOTES

Once created, a false limb is no longer magical. However, the animation of the limb is magical (and can be dispelled). When resisting *Cancel* and *Dispel*, an animated false limb gets an additional +50 RR modification.

MIND ATTACK

1. **Jolts I** — Target is stunned.
2. **Hesitation** — Target hesitates in any nondefensive action. He suffers a -20 to initiative rolls and he must parry with at least half of his OB.
3. **Minor Pain** — Target takes 25% of his remaining concussion hits (i.e., those not already taken).
4. **Shock A** — Target takes an 'A' Electricity critical strike.
5. **Jolts III** — As *Jolts I*, except for duration.
7. **Paralyze I** — Target is paralyzed.
8. **Shock B** — As *Shock A*, except Electricity critical is a 'B'.
9. **Major Pain** — As *Minor Pain*, except 50% of remaining concussion hits are taken.
10. **Mind Shout I** — Everyone within the area of effect is a target, all failing to resist are stunned.
11. **Jolts V** — As *Jolts I*, except for duration.
12. **Paralyze III** — As *Paralyze I*, except duration is 3 rounds per 10 failure.
13. **Shock C** — As *Shock A*, except Electricity critical is a 'C'.
15. **Mind Shout II** — As *Mind Shout I*, except area of effect is 50'R.
16. **Shock D** — As *Shock A*, except Electricity critical is a 'D'.
17. **Paralyze V** — As *Paralyze I*, except duration is 5 rounds per 10 failure.
18. **Jolts X** — As *Jolts I*, except for duration.
19. **Mind Shout III** — As *Mind Shout I*, except area of effect is 100'R.
20. **Shock E** — As *Shock A*, except Electricity critical is an 'E'.
25. **Great Shout** — As *Mind Shout I*, except area of effect is 50'R and any target failing by more than 50 is unconscious for eight hours.
30. **Mind Shout True** — As *Mind Shout I*, except area of effect is 300'R.
50. **Shout True** — As *Mind Shout (50'R)*, except targets failing by 1-50 are unconscious, and targets failing by more than 50 are dead. RRs for Mentalism spell users are modified by -20.

MENTALIST BASE 4.4.1

MIND ATTACK

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Jolts I	1 target	1 rnd/10 fail	100'	Fm
☐ 2)	Hesitation	1 target	1 rnd/10 fail	100'	Fm
☐ 3)	Minor Pain	1 target	—	100'	Fm
☐ 4)	Shock A	1 target	—	100'	Fm
☐ 5)	Jolts III	1 target	3 rnd/10 fail	100'	Fm
☐ 6)					
☐ 7)	Paralyze I	1 target	1 rnd/10 fail	100'	Fm
☐ 8)	Shock B	1 target	—	100'	Fm
☐ 9)	Major Pain	1 target	—	100'	Fm
☐ 10)	Mind Shout I *	10'R	1 rnd/10 fail	self	Fm
☐ 11)	Jolts V	1 target	5 rnd/10 fail	100'	Fm
☐ 12)	Paralyze III	1 target	3 rnd/10 fail	100'	Fm
☐ 13)	Shock C	1 target	—	100'	Fm
☐ 14)					
☐ 15)	Mind Shout II *	50'R	1 rnd/10 fail	self	Fm
☐ 16)	Shock D	1 target	—	100'	Fm
☐ 17)	Paralyze V	1 target	5 rnd/10 fail	100'	Fm
☐ 18)	Jolts X	1 target	10 rnd/10 fail	100'	Fm
☐ 19)	Mind Shout III *	varies	1 rnd/10 fail	self	Fm
☐ 20)	Shock E	1 target	—	100'	Fm
☐ 25)	Great Shout *	50'R	1 rnd/10 fail	self	Fm
☐ 30)	Mind Shout True *	300'R	1 rnd/10 fail	self	Fm
☐ 50)	Shout True *	50'R	varies	self	Fm



MENTALIST BASE 4.4.2

MIND CONTROL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Question	1 target	—	10'	Fm
2)	Sleep	1 target	—	50'	Fm
3)	Charm Kind	1 target	10 min/lvl	50'	Fm
4)	Calm	1 target	1 min/lvl	100'	Fm
5)	Confusion	1 target	1 rnd/5 fail	100'	Fm
6)	Fear	1 target	1 min/10 fail	100'	Fm
7)	Suggestion	1 target	varies	10'	Fm
8)	Hold Kind	1 target	C	50'	Fm
9)	Emotions	1 target	1 min/lvl	100'	Fm
10)	Master of Kind	1 target	10 min/lvl	10'	Fm
11)	Coma	1 target	1 day/10 fail	100'	Fm
12)	True Charm	1 target	10 min/lvl	50'	Fm
13)					
q 14)	Hold True	1 target	C	50'	Fm
15)	Geas	1 target	varies	10'	Fm
16)	Hold Kind True	1 target	C	50'	Fm
17)					
18)	Mind Break	1 target	P	50'	Fm
19)					
20)	True Sleep	1 target	1 min/10 fail	100'	Fm
25)	True Geas	1 target	varies	10'	Fm
30)	Mind Control True	1 target	1 min/lvl (C)	300'	Fm
50)	Mind Master	1 target	P (C)	300'	Fm

9. **Emotions** — Causes any desired emotion. Possible emotions include hate, love, sadness, anger, etc.

10. **Master of Kind** — Target must obey the caster as specified in *Suggestion*.

11. **Coma** — [RR Mod: +20] Target falls into a coma.

12. **True Charm** — As *Charm Kind*, except works on any sentient creature.

14. **Hold True** — As *Hold Kind*, except any sentient being can be affected.

15. **Geas** — Target is given 1 task. Failure results in a penalty determined by GM (task must be within target's capabilities). If the target ignores the task, he will suffer the same effects of failure.

16. **Hold Kind True** — [RR Mod: -20] Target is totally paralyzed (0% action).

18. **Mind Break** — Target is a blithering idiot. He may be led around but he can take **no** action.

20. **True Sleep** — [RR Mod: -20] Target is unconscious and unwakeable.

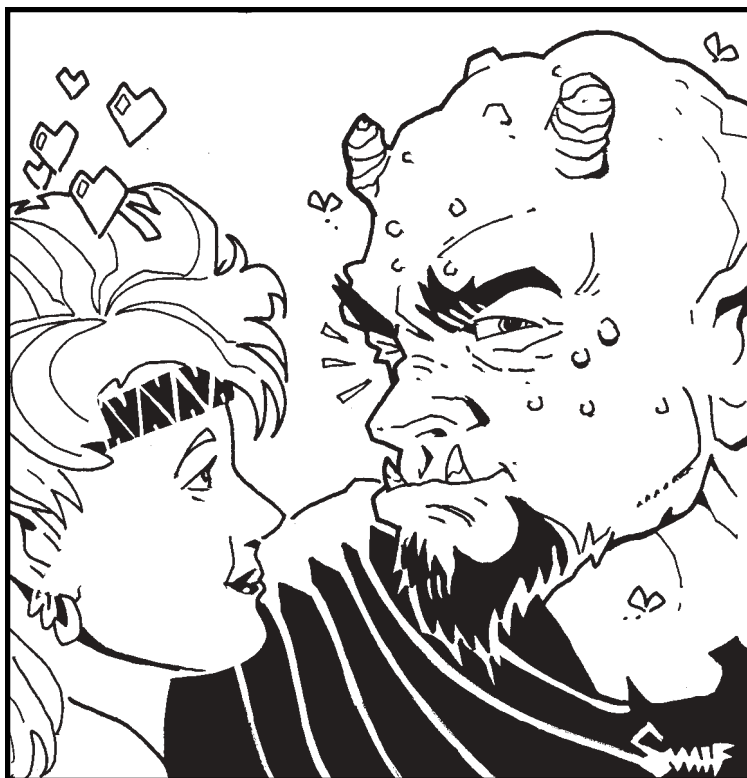
25. **True Geas** — As *Geas*, except failure is punished by the target suffering five 'E' criticals (choose which critical types randomly).

30. **Mind Control True** — When he concentrates, caster has total control of target's mind. After the initial casting, the range for control is 1 mile per level of the caster.

50. **Mind Master** — As *Mind Control True*, except duration is permanent (until dispelled). The caster need only concentrate to give commands. Only one target can be controlled in this fashion at a time.

MIND CONTROL

1. **Question** — Target must answer a single-concept question truthfully (though he must be able to understand the question).
2. **Sleep** — Target falls into natural sleep. The first round is a magical sleep (the target cannot be awakened through normal means).
3. **Charm Kind** — Humanoid target believes caster is a good friend.
4. **Calm** — Target will take no offensive action, will fight only in self-defense.
5. **Confusion** — Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
6. **Fear** — Target fears caster and attempts to flee. Fleeing usually equates to running at maximum pace away from the caster.
7. **Suggestion** — Target will follow a single suggested act that was not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
8. **Hold Kind** — Target is held to 25% of normal action.





MIND MERGE

1. **Empathy** — Caster learns target's basic feelings. The caster can concentrate on a new target each round.
2. **Read Emotions** — Caster learns target's emotions in detail. The caster can concentrate on a new target each round.
3. **Merge With Mentalist** — Allows two Mentalism spell users to communicate mentally and exchange power points.
4. **Focus Merge** — When cast before (within 1 minute) a *Mind Merge* or a *Ready Merge* spell, this spell allows the caster to focus on a specific person as the target (that he has *Mind Stored* the person).
5. **Thoughts** — Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts.. The caster can concentrate on a new target each round.
6. **Mind Merge I** — Allows caster and target to interchange thoughts; if both are *Mentalism* spell users they can interchange power points. They must be able to see each other **or** the caster must know the exact location of the target **or** the caster must use *Focus Merge* to locate the target (in all cases, the target must be within range).
7. **Prepare Merge** — The caster prepares himself to be the target of a *Mind Merge* or *Ready Merge* spell, thus, increases the range of the "incoming" spell. The increased range is equal to the original range times the number of Power Points used to cast the *Prepare Merge* spell (e.g., if a caster uses 18 Power Points, the range is 18x normal).
8. **Mind Merge II** — As *Mind Merge I*, except range is 100'.
10. **Inner Thoughts** — As in *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.
11. **Ready Merge** — As in *Mind Merge I*, except for range **and** caster and target must have *Merged* before **and** it is instantaneous.
13. **Mind Switch** — Target and caster switch minds and spell casting abilities. Target (in caster's body) is in a coma if he is not also a *Mentalist*. If the target is unwilling, he may make a new RR every hour.

MENTALIST BASE 4.4.3

MIND MERGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Empathy	1 target/rnd	1 rnd/lvl (C)	10'	Pm
2)	Read Emotions	1 target/rnd	1 rnd/lvl (C)	50'	Pm
3)	Merge With Mentalist	caster+1 tgt	C	touch	U
4)	Focus Merge	caster	C	self	U
5)	Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Fm
6)	Mind Merge I	caster+1 tgt	C	touch	U
7)	Prepare Merge	caster	C	self	U
8)	Mind Merge II	caster+1 tgt	C	100'	U
9)					
10)	Inner Thoughts	1 target/rnd	1 rnd/lvl	100'	Fm
11)	Ready Merge *	caster+1 tgt	C	100'/lvl	U
12)					
13)	Mind Switch	caster+1 tgt	1 day	touch	Fm
14)					
15)	Mind Scan	1 target/rnd	1 rnd/lvl (C)	100'	Fm
16)					
17)					
18)	Mind Merge True	caster+1 tgt	C	50'/lvl	U
19)					
20)	Mind Probe	1 target/rnd	1 rnd/lvl (C)	100'	Fm
25)	Mind Switch True	caster+1 tgt	varies	touch	Fm
30)	Thought Steal	1 target	1 rnd/lvl(C)	100'	Fm
50)	Ready Merge True *	caster+1 tgt	C	unlimited	U

15. **Mind Scan** — As in *Inner Thoughts*, except caster can also scan target's conscious memories, at a rate of 1 scene every round.

18. **Mind Merge True** — As *Mind Merge I*, except for range **and** caster must know the exact location of the target mentally or through some other means.

20. **Mind Probe** — As in *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).

25. **Mind Switch True** — As in *Mind Switch*, except lasts until the caster decides to return to his own body.

30. **Thought Steal** — Caster can remove one thought or memory from the target's mind each round.

50. **Ready Merge True** — As in *Ready Merge*, except range is unlimited.



MENTALIST BASE 4.4.4
MIND SPEECH

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Mentalist Tongue *	caster+1 tgt	C	100'	Fm
❑ 2)	Prepare Mind I	caster	C	self	U
❑ 3)	Mind Tongue I *	caster+1 tgt	C	100'	Fm
❑ 4)	Focus Mind	caster	C	self	U
❑ 5)	Prepare Mind II	caster	C	self	U
❑ 6)	Mind Tongue II *	caster+1 tgt	C	500'	Fm
❑ 7)					
❑ 8)	Prepare Mind III	caster	C	self	U
❑ 9)	Mind Speech I *	10'R	C	self	Fm
❑ 10)	Mind Tongue III *	caster+1 tgt	C	1000'	Fm
❑ 11)	Prepare Mind IV	caster	C	self	U
❑ 12)	Mind Speech II *	100'R	C	self	Fm
❑ 13)	Friend Speech *	10'R	C	self	Fm
❑ 14)	Prepare Mind V	caster	C	self	U
❑ 15)	Mind Speech III *	300'R	C	self	Fm
❑ 16)	Waiting Tongue *	10'R	varies	100'	Fm
❑ 17)	Prepare Mind True	caster	C	self	U
❑ 18)	Mind Tongue IV *	caster+1 tgt	C	1 mile	Fm
❑ 19)	Friend Speech II *	100'R	C	self	Fm
❑ 20)	Mind Speech True *	2000'R	C	self	Fm
❑ 25)	Mind Tongue True *	caster+1 tgt	C	1 mile/lvl	Fm
❑ 30)	Waiting Speech *	varies	varies	self	Fm
❑ 50)	Far Mind Speech *	10'R	C	1 mile/lvl	Fm



MIND SPEECH

- Mentalist Tongue** — Caster may mentally speak with another spell caster of the Mentalism realm.
- Prepare Mind I** — The caster enters a trance-like state to prepare his mind to be the recipient for a *Mind Tongue* spell. While he is under the effects of this spell, any “incoming” *Mind Tongue* spell has its range increased by 10 times.
- Mind Tongue I** — Caster may mentally speak with any one thinking being. They must be able to see each other **or** the caster must know the exact location of the target **or** the caster must use *Focus Merge* to locate the target (in all cases, the target must be within range).
- Focus Mind** — When this spell is cast, the next *Mind Tongue* spell (cast within one minute of this spell) will be able to focus in on a specific person as its target. The person must be *Mind Stored* (see the Presence spell list).
- Prepare Mind II** — As *Prepare Mind I*, except range is increased by 20 times.
- Mind Tongue II** — As *Mind Tongue I*, except range is 500'.
- Prepare Mind III** — As *Prepare Mind I*, except range is increased by 50 times.
- Mind Speech I** — Caster can broadcast thoughts to minds of all within range. This is a “one-way” communication.
- Mind Tongue III** — As *Mind Tongue I*, except range is 1,000'.
- Prepare Mind IV** — As *Prepare Mind I*, except range is increased by 100 times.
- Mind Speech II** — As *Mind Speech I*, except area of effect is 100'R.
- Friend Speech** — As *Mind Speech*, except caster can limit broadcast to desired beings.
- Prepare Mind V** — As *Prepare Mind I*, except range is increased by 500 times.
- Mind Speech III** — As *Mind Speech I*, except area of effect is 300'R.
- Waiting Tongue** — A 25-word mental message can be delayed. The triggering area must be no larger than 10'R and the trigger can be any of the following: a fixed time period up to 24 hours, specified movements, specified sounds, touch, reading, or by a specific *Mind Stored* person entering the area.
- Prepare Mind True** — As *Prepare Mind I*, except range is increased by 1,000 times.
- Mind Tongue IV** — As *Mind Tongue I*, except range is 1 mile.
- Friend Speech True** — As *Friend Speech*, except area of effect is 100'R.
- Mind Speech True** — As *Mind Speech I*, except area of effect is 2,000'R.
- Mind Tongue True** — As *Mind Tongue I*, except range is 1 mile per level.
- Waiting Speech** — As *Waiting Tongue*, except it is broadcast to all within a 300'R.
- Far Mind Speech** — As *Mind Speech I*, except area of effect can be up to 1 mile per level from caster.

SPECIAL NOTES

Except where communication is noted as being only “one-way,” the spells above create a “two-way” communication between the target (and the caster). The caster is not required to speak verbally. The target speaks verbally, but the caster is actually reading the thoughts of the target (though some targets may learn to use mental communication—any caster who knows this list is presumed to have this ability).

PRESENCE

1. **Presence** — Caster is aware of the presence of all sentient/ thinking beings within his range.
2. **Feel I** — Caster gets general idea of the race and level of one being. The target must first be located by *Presence* or *Presence True*.
3. **Mind Store** — As *Feel I*, except caster stores mental pattern of target. This can be used with other spells (both on this list and others). The caster can only have as many patterns stored as the sum of his Memory and Presense temporary stats (not the bonuses). The caster can choose to release a stored pattern at any given time (the GM should require that a character keep track of all the patterns he has stored).
4. **Transfer Mind Store** — The caster can transfer a copy of any one *Mind Stored* person to another caster from the Mentalism realm (i.e., both casters now have the person stored). The target of this spell must know the *Mind Store* spell.
5. **Feel III** — As *Feel I*, except analyzes 3 targets at once (all targets must be within range).
6. **Mind Typing** — As *Feel I*, except caster learns race, profession, and level of target.
7. **Finding I** — Caster gets direction and distance to any unshielded mind that he has a mental pattern of (from *Mind Store*).
8. **Direction I** — Caster gets direction to any unshielded mind which he has a mental pattern of (from *Mind Store*).
9. **Presence True** — Can get presences in one 50'R. The caster can concentrate on one 50'R area each round.
10. **Awareness** — As *Presence*, plus a general knowledge of the target's actions. In a tactical situation, the caster can declare his actions after learning **one** of the target's actions for the round (and when he wants to perform the action). This does not prevent the target from changing his action (with the appropriate penalty for changing his action).
11. **Direction II** — As above, except range is 1 mile per level.
12. **Long Feel** — As *Feel I*, except that range is 100' per level.
13. **Feel V** — As *Feel I*, except analyzes 5 targets at once (all targets must be within range).
14. **Mass Feel** — As *Feel I*, except caster may "feel" one target per round.
15. **Mind Typing True** — As *Mind Typing*, except range is 100' per level.
18. **Finding II** — As *Finding I*, except range is 1 mile per level.
19. **Feel X** — As *Feel I*, except analyzes 10 targets at once (all targets must be within range).
20. **Awareness True** — As *Awareness*, except that caster learns all actions of the target.
25. **Finding III** — As *Finding I*, except range is 5 miles per level.
30. **Direction True** — As *Direction I*, except no range limitations.
50. **Finding True** — As *Finding I*, except no range limitations.

MENTALIST BASE 4.4.5

PRESENCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Presence • *	10'R/lvl	C	self	U
2)	Feel I *	1 target	—	10'/lvl	Pm
3)	Mind Store *	1 target	—	10'/lvl	Pm
4)	Transfer Mind Store	1 target	—	touch	U
5)	Feel III *	3 targets	—	10'/lvl	Pm
6)	Mind Typing *	1 target	—	10'/lvl	Pm
7)	Finding I	caster	C	100'/lvl	Pm
8)	Direction I	caster	—	1000'/lvl	Pm
9)	Presence True *	50'R	C	100'/lvl	Pm
10)	Awareness *	caster	C	10'/lvl	Pm
11)	Direction II	caster	—	1 mile/lvl	Pm
12)	Long Feel *	1 target	—	100'/lvl	Pm
13)	Feel V *	5 targets	—	10'/lvl	Pm
14)	Mass Feel *	1 target/rnd	C	10'/lvl	Pm
15)	Mind Typing True *	1 target	—	100'/lvl	Pm
16)					
17)					
18)	Finding II	caster	C	1 mile/lvl	Pm
19)	Feel X	10 targets	—	10'/lvl	Pm
20)	Awareness True *	caster	C	10'/lvl	Pm
25)	Finding III	caster	C	5 miles/lvl	Pm
30)	Direction True	caster	—	unlimited	Pm
50)	Finding True	caster	C	unlimited	Pm



MENTALIST BASE 4.4.6

SENSE CONTROL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Numbing	1 target	C	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Minor Sense Control	1 target	C	100'	Fm
5)	Audio Attack	1 target	1 rnd/10 fail	100'	Fm
6)	Audio Control	1 target	C	100'	Fm
7)	Fumble	1 target	—	100'	Fm
8)	Vision Control	1 target	C	100'	Fm
9)	Vision Attack	1 target	1 rnd/10 fail	100'	Fm
10)	Nerve Stun	1 target	1 rnd/10 fail	100'	Fm
11)	Hallucination	1 target	C	100'	Fm
12)	Taunting Hallucination	1 target	C	100'	Fm
13)	Sense Control II	1 target	C	100'	Fm
14)					
15)	Sensory Overload	1 target	1 rnd/5 fail	100'	Fm
16)	Sense Control III	1 target	C	100'	Fm
17)					
18)	Sense Control IV	1 target	C	100'	Fm
19)	Sensory Deprivation	1 target	1 day/10 fail	100'	Fm
20)	Sense Control V	1 target	C	100'	Fm
25)	Long Control	1 target	C	300'	Fm
30)	Sense Control True	1 target	10 min/lvl	300'	Fm
50)	Private World	1 target	P (C)	100'	Fm

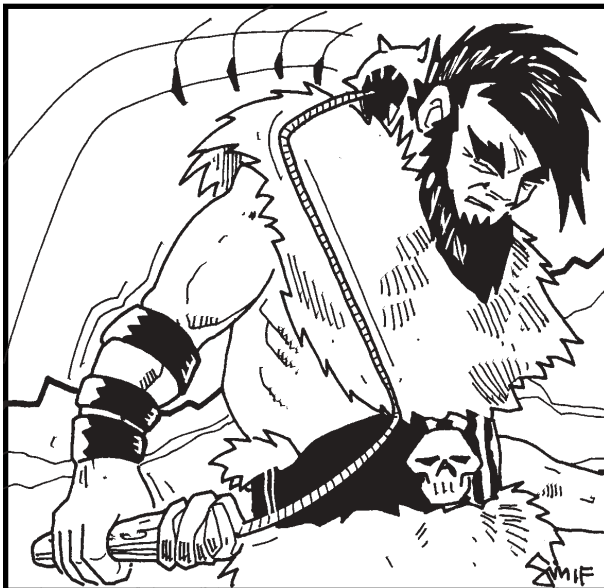
5. **Audio Attack** — Loud sound stuns target.
6. **Audio Control** — Causes target to hear any sound(s) desired.
7. **Fumble** — Target fumbles weapon or item in hands. The target should roll on the appropriate Fumble Table.
8. **Vision Control** — Causes target to see whatever the caster desires.
9. **Vision Attack** — Bright light blinds target.
10. **Nerve Stun** — Target is totally numbed. He suffers a -75 modification to all actions and he is stunned.
11. **Hallucination** — Target sees a nonexistent foe. He must fight him until the foe is “defeated” (i.e., takes damage that would drop him). Foe has same capabilities as target but does no damage (i.e., always misses).
12. **Taunting Hallucination** — As *Hallucination*, but will never attack. He will only taunt the character (parrying all attacks against him).
13. **Sense Control II** — As *Minor Sense Control*, except may affect any two senses (including sight and hearing).
15. **Sensory Overload** — This spell overloads the target’s senses. If the RR fails by 50 or less, the target is stunned for the duration. If the RR fails by more than 50, he is unconscious.
16. **Sense Control III** — Same as *Sense Control II*, except affects any three senses.
18. **Sense Control IV** — Same as *Sense Control II*, except affects any four senses.
19. **Sensory Deprivation** — Total sensory deprivation, i.e., no sensory input. Every day of deprivation gives a 5% chance (cumulative) of temporary insanity.
20. **Sense Control V** — Same as *Sense Control II*, except affects all senses.
25. **Long Control** — As *Sense Control V*, except initial range is 300'. After the initial casting, the caster can control the senses that the target receives at a range of 1 mile per level of the caster.
30. **Sense Control True** — As *Long Control*, except caster can “program” sensory input (i.e., sense X will be received upon reaching point Y) and concentration is only required to “program” memory input and the duration is 10 minutes per level of the caster.
50. **Private World** — Target lives in own fantasy world, totally controlled by caster when he concentrates. While in the fantasy, the target receives no sensory input from the real world.

SENSE CONTROL

1. **Distraction** — Target suffers a -30 modification to all actions.
2. **Numbing** — Random limb of target’s is numb and useless. If the limb is a leg, the target loses 40% of his movement. If the limb is an arm, the target suffers -40 to melee and missile fire with that arm.
3. **Blur Vision** — Target has a -100 OB modification for missile attacks and -50 for all other actions.
4. **Minor Sense Control** — Causes minor, false sensations in any one of: smell, taste, or touch (e.g., an itch, a stinky smell, or a salty taste).

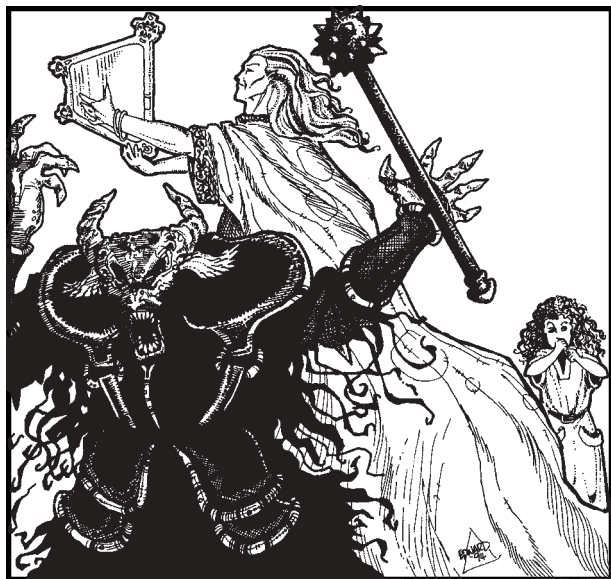
SPECIAL NOTES

All of the sensations created by spells on this list are strictly mental (i.e., not real). For example, the sound created with *Audio Attack* is heard only in the target’s head (and it will work on a deaf person).



CONTROLLING SONGS

1. **Calm Song** — Target is calmed and cannot take aggressive (offensive) action, while caster concentrates.
2. **Holding Song** — As *Calm Song*, except target only has 25% of his normal activity each round.
3. **Stun Song** — As *Calm Song*, except target is stunned.
5. **Sleep Song** — As *Calm Song*, except target falls into a light sleep. Target gets another RR if someone attempts to wake him while this spell is still active. When the duration is up, the target can be awakened normally.
6. **Charm Song** — As *Calm Song*, except target believes caster is a good friend.
7. **Fear's Song** — As *Calm Song*, except target fears caster and tries to flee from him. Fleeing usually equates to moving at maximum pace away from the caster.



8. **Calm Song True** — As *Calm Song*, except after the caster stops concentrating the effect will continue for as many rounds the caster has already concentrated. For example, if the caster sings to a target for 3 rounds, the target will be calmed for those 3 rounds plus the following 3 rounds.
9. **Stun Song True** — As *Calm Song True*, except target is stunned.
10. **Forgetting Song** — Target will forget what transpired in a certain period of time specified by the caster (the beginning of the time period must be within 1 day per level of the caster in the past). The length of the "forgetting" time period is equal to the amount of time the caster plays/sings (concentrates).
11. **Charm Song True** — As *Calm Song True*, except target believes caster is his good friend.
12. **Panic's Song** — As *Calm Song*, except target panics (routs) and flees, dropping or throwing away most of his equipment to speed his departure. This results in moving at maximum pace without thought toward direction moved (so long as it is away from the caster).
13. **Song of Mastery** — As *Calm Song*, except target must obey the caster. He will not do anything that is completely alien to him (e.g., no suicide orders, no blinding himself, etc.).
15. **Sleep Song True** — As *Calm Song True*, except target falls asleep (as in *Sleep Song*).
17. **Panic's Song True** — As *Calm Song True*, except target panics and flees (as in *Panic's Song*).

BARD BASE 4.5.1

CONTROLLING SONGS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Calm Song	1 target	C	50'	Fm
2)	Holding Song	1 target	C	50'	Fm
3)	Stun Song	1 target	C	50'	Fm
4)					
5)	Sleep Song	1 target	C	50'	Fm
6)	Charm Song	1 target	C	50'	Fm
7)	Fear's Song	1 target	C	50'	Fm
8)	Calm Song True	1 target	C(x2)	50'	Fm
9)	Stun Song True	1 target	C(x2)	50'	Fm
10)	Forgetting Song	1 target	P	50'	Fm
11)	Charm Song True	1 target	C(x2)	50'	Fm
12)	Panic's Song	1 target	C	50'	Fm
13)	Song of Mastery	1 target	C	50'	Fm
14)					
15)	Sleep Song True	1 target	C(x2)	50'	Fm
16)					
17)	Panic's Song True	1 target	C(x2)	50'	Fm
18)					
19)	Song of Seeking	1 target	varies	50'	Fm
20)	Song True	1 target	C(x3)	50'	Fm
25)	Song of Mastery True	1 target	C(x2)	50'	Fm
30)	Song of Coma	1 target	varies	50'	Fm
50)	Slaying Song	1 target	varies	50'	Fm

19. **Song of Seeking** — Target must perform a task specified by the caster. Failure to complete the task results in a penalty determined by the GM (ignoring the task suffers the same effects as failure). Completing the task must be within the target's capabilities. The effects of this spell last until the task is completed.

20. **Song True** — As any once of the *Song True* spells above (caster's choice), except when the caster stops concentrating, the duration of the spell is twice the time the caster has already concentrated.

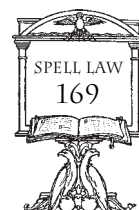
25. **Song of Mastery True** — As *Calm Song True*, except target must obey caster.

30. **Song of Coma** — Target falls into a deep coma, from which he will awaken only if the caster cancels this spell or the spell is dispelled.

50. **Slaying Song** — As *Song of Coma*, except target dies instantly if his RR failure is more than 50.

SPECIAL NOTES

All of the spells on this list require that the Bard provide some form of entertainment for the target (this is the "concentration" duration). This could take the form of singing, tale telling, juggling, etc.



ENTERTAINING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Spotlight	caster	10 min/lvl(C)	self	E
2)	Dim Lights	10'R/lvl	10 min/lvl	self	E
3)	Hush	10'R/lvl	10 min/lvl(C)	self	E
4)	Fanfare	10'R	1 rnd/lvl	self	E
5)	Showman I	caster	10 min/lvl	self	U
6)	Legerdemain	1 target	1 min/lvl	touch	F
7)	Enthrall I	1 target	1 min/lvl	10'	Fm
8)	Hidden Pocket	1 object	1 min/lvl	touch	U
9)	Lightshow	5'R	1 md/lvl	touch	E
10)	Showman II	caster	10 min/lvl	self	U
11)	Music	5'R	1 min/lvl	touch	E
12)	Enthrall V	5 targets	1 min/lvl	10'	Fm
13)	Volunteer f/t Audience	1 target	1 min/lvl	10'	Fm
14)	Lovely Assistant	1 target	10 min/lvl	touch	U
15)	Showman III	caster	10 min/lvl	self	U
16)	Orchestra	5'R	10 min/lvl	touch	U
17)	Enthrall X	10 targets	1 min/lvl	10'	Fm
18)	Disappear	1 target	1 min/lvl	10'	U
19)					
20)	Showman IV	caster	10 min/lvl	self	U
25)	Mass Enthrall	1 target/lvl	1 min/lvl	100'	Fm
30)	Disappear True	varies	1 min/lvl	10'	U
50)	Showman True	caster	10 min/lvl	self	U

ENTERTAINING WAYS

- Spotlight** — The caster is lit by a bright circle of light. At the time of casting, the caster designates his "front" and the light will shine from that direction. The caster can change his "front" by concentrating (the light will blink off and another will blink on).
- Dim Lights** — All non-magical light sources in the area of effect are dimmed to the luminosity of soft candle light.
- Hush** — For the duration of this spell, all sounds in the area of effect are no louder than a whisper. The caster is immune to the effects of this spell. In addition, the caster can designate up to one extra target per level to be immune to the effects of the spell. By concentrating, for one round, the caster may designate the extra targets.
- Fanfare** — A fanfare of music plays. The caster may designate one instrument (that will make the sounds of the fanfare) for every five levels of experience (or portion thereof). The volume of the fanfare cannot exceed that which would be normally made by the designated instrument(s).
- Showman I** — The caster receives a +5 bonus to all performing skills (in the Artistic: Active category) for the duration of this spell.
- Legerdemain** — The caster can make any one target (up to 1 pound per level of the caster) he touches vanish. The caster must designate a location for the target to "reappear" in (the location must be within the caster's line of sight). The object is teleported to the designated location at the time of casting.

7. **Enthrall I** — The target of this spell is enthralled with the caster (for as long as the caster is performing or for the duration of this spell, whichever is shorter). While enthralled, the target is limited to only 20% of his normal activity.

8. **Hidden Pocket** — The caster can place any one inanimate object (up to 1 cubic foot per level of the caster) into any available container. The container opening must be large enough to fit at least one dimension of the object. When the container is examined, it will appear empty to all normal perception (including feeling). The caster may pluck the item from the container at any time (up to the duration of the spell). If the object is not taken from the container before the duration is up, the object appears in the container as if it were there all along.

9. **Lightshow** — The caster can create a colored light that will shine in the area of effect. The caster can change the color of the light by concentrating. The light can take any form the caster desires, but the light will not illuminate more than the area of effect. For example, several small spheres of various colors can float around the caster's feet, or five red beams can flash back and forth across the caster's body.

10. **Showman II** — As *Showman I*, except bonus is +10.

11. **Music** — The caster may designate any music to be played as if he were playing that music (and he must have played the music at least once). The music will play continuously for the duration of the spell. If the musical score finishes before the duration is over, the music will repeat as many times as needed. The caster can designate singing instead of an instrument.

12. **Enthrall V** — As *Enthrall I*, except affects 5 targets.

13. **Volunteer from the Audience** — The target of this spell will perform any actions that the caster dictates to him (for the duration of this spell). If the target of this spell has previously been a "volunteer" for the caster, he suffers an RR modification of -1 for each previous time he was a successful target. If the action(s) is something that is completely alien to the target, he may make another RR with a +50 modification.

14. **Lovely Assistant** — The target of this spell (which may be the caster) has his appearance enhanced. Treat as a temporary +25 to Appearance (to a maximum of 101). If the target's Appearance rises over 100, the appearance will cause all who view the target to be distracted (treat as a -10 to all perceptions while the target is in sight). This spell enhances facial appearance, body appearance, and clothing appearance.

15. **Showman III** — As *Showman I*, except bonus is +15.

16. **Orchestra** — As *Music*, except caster may designate one instrument per five levels of experience (or portion thereof). All instruments (including vocals) will play as if the caster were playing them simultaneously.

17. **Enthrall X** — As *Enthrall I*, except affects 10 targets.

18. **Disappear** — As *Legerdemain*, except affects any target up to the caster's own mass.

20. **Showman IV** — As *Showman I*, except bonus is +20.

25. **Mass Enthrall** — As *Enthrall I*, except affects a number of targets equal to the caster's level.

30. **Disappear True** — As *Disappear*, except may affect any one living creature or an inanimate object up to 100 pounds per level of the caster.

50. **Showman True** — As *Showman I*, except bonus is +25.



ITEM LORE

1. Jewel/Metal Assessment —

Caster can assess the value of jewels and metals to within 10% of their actual value. This spell allows the caster to calculate different values for the different cultures he is familiar with. This spell only assesses the value of the materials (not the craftsmanship).

2. Item Assessment —

As *Jewel and Metal Assessment*, except will determine the value of the object including the craftsmanship of the object. Magic capabilities are not included.

3. Detect Power —

Detects power in an item, but not the realm or how much. A different item can be examined each round by concentrating.

4. Item Analysis I —

Caster has a 10% chance for each ability of determining what enchanted abilities the item has. Once an *Item Analysis* spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience. See Section 7.1.4.

5. Assessment True —

As *Item Assessment*, except anything can be assessed (livestock, houses, boats, etc.).

6. Significance —

Determines if the item examined has any cultural or historical significance, but not specifically what significance.

7. Item Analysis II —

As *Item Analysis I*, except there is a 20% chance for each ability.

8. Origins —

Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).

9. Item Vision —

Gives a vision of the most significant event in the item's past. The event cannot have occurred more than 1 hour per level of the caster in the past.

10. Item Analysis III —

As *Item Analysis I*, except there is a 30% chance for each ability.

11. Detect Curse —

Determines if an item has a curse on it.

13. Significance True —

As *Significance*, except it determines the exact cultural and historical significance.

15. Item Analysis IV —

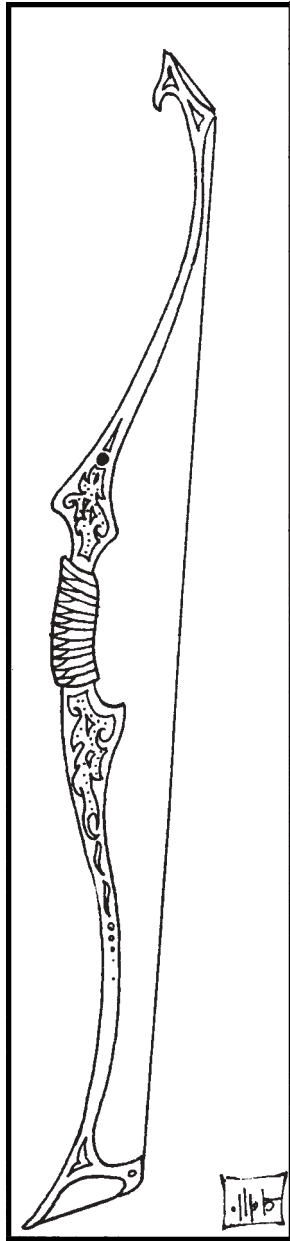
As *Item Analysis I*, except there is a 40% chance for each ability.

16. Death's Lore —

Gives a vision of how someone died and an image of their killer. When this spell is cast, the caster must be touching an object that had significance in the death (i.e., the murder weapon, the body, etc.).

17. Item Vision True —

As *Item Vision*, except without a time limit.



BARD BASE 4.5.3

ITEM LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Jewel/Metal Assessment	1 object	—	touch	I
2)	Item Assessment	1 object	—	touch	I
3)	Detect Power	1 object	1 rnd/lvl (C)	touch	I
4)	Item Analysis I	1 object	—	touch	I
5)	Assessment True	1 object	—	touch	I
6)	Significance	1 object	—	touch	I
7)	Item Analysis II	1 object	—	touch	I
8)	Origins	1 object	—	touch	I
9)	Item Vision	1 object	—	touch	I
10)	Item Analysis III	1 object	—	touch	I
11)	Detect Curse	1 object	—	touch	I
12)					
13)	Significance True	1 object	—	touch	I
14)					
15)	Item Analysis IV	1 object	—	touch	I
16)	Death's Lore	1 object	—	touch	I
17)	Item Vision True	1 object	—	touch	I
18)	Item Analysis V	1 object	—	touch	I
19)					
20)	Item Analysis VI	1 object	—	touch	I
25)	Origins True	1 object	—	touch	I
30)	Item Analysis VII	1 object	—	touch	I
50)	Item Analysis True	1 object	—	touch	I

18. **Item Analysis V** — As *Item Analysis I*, except there is a 50% chance for each ability.

20. **Item Analysis VI** — As *Item Analysis I*, except there is a 60% chance for each ability.

25. **Origins True** — As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.

30. **Item Analysis VII** — As *Item Analysis I*, except there is a 70% chance for each ability.

50. **Item Analysis True** — As *Item Analysis I*, except all abilities are known automatically.



BARD BASE 4.5.4

LORES

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Recall	caster	C	self	U
☐ 2)	Learn Language II	caster	C	self	U
☐ 3)	Language Lore	caster	—	self	I
☐ 4)	Mind's Lore I	1 target	1 rnd/lvl(C)	50'	Fm
☐ 5)	Study II	caster	C	self	U
☐ 6)					
☐ 7)	Learn Language III	caster	C	self	U
☐ 8)	Mind's Lore III	1 target	1 rnd/lvl(C)	50'	Fm
☐ 9)					
☐ 10)	Study III	caster	C	self	U
☐ 11)	Passage Origin	caster	C	self	I
☐ 12)	Learn Language IV	caster	C	self	U
☐ 13)	Mind's Lore V	1 target	1 rnd/lvl(C)	50'	Fm
☐ 14)					
☐ 15)	Study V	caster	C	self	U
☐ 16)					
☐ 17)	Study X	caster	C	self	U
☐ 18)	Mind's Lore VII	1 target	1 rnd/lvl(C)	50'	Fm
☐ 19)					
☐ 20)	Study True	caster	C	self	U
☐ 25)	Learn Language V	caster	C	self	U
☐ 30)	Mind's Lore True	1 target	1 rnd/lvl(C)	50'	Fm
☐ 50)	Learn Language True	caster	C	self	U

7. **Learn Language III** — As *Learn Language II*, except rate is tripled (and three ranks are gained for every one).
8. **Mind's Lore III** — As *Mind's Lore I*, except chance is 30% for each bit of knowledge.
10. **Study III** — As *Study II*, except caster can read at three times normal rate (i.e., 3 pages per minute).
11. **Passage Origin** — Caster can read a piece of text and tell if it is a translation; and if so, what the original language was and possibly the author if he was noteworthy or the caster has seen his work.
12. **Learn Language IV** — As *Learn Language II*, except rate is four times normal (with four ranks developed for every one).
13. **Mind's Lore V** — As *Mind's Lore I*, except chance is 50% for each bit of knowledge.
15. **Study V** — As *Study II*, except caster reads at five times normal rate (i.e., 5 pages per minute).
17. **Study X** — As *Study II*, except caster reads at ten times normal rate (i.e., 10 pages per minute).
18. **Mind's Lore VII** — As *Mind's Lore I*, except chance is 70% for each bit of knowledge.
20. **Study True** — As *Study I*, except caster can read as fast as he can glance at a page.
25. **Learn Language V** — As *Learn Language II*, except rate is five times normal (and five ranks for every one).
30. **Mind's Lore True** — As *Mind's Lore I*, except all knowledge is obtained.
50. **Learn Language True** — If the caster has access to a being that knows a certain language, he can learn the language as well as the given being knows it. He must touch the being and concentrate for 8 consecutive hours.



LORE

- Recall** — Allows the caster to access his memory as if he had total recall. Any skill resolution involving Memory gets a bonus. If the skill uses Memory as one of the stats (many Influence skills), the bonus is +10. If the skill uses Memory as two of the stats (most Lore skills), the bonus is +25, if the skill uses Memory as all three stats (i.e., a straight "memory" check), the bonus is +50.
- Learn Language II** — Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DPs spent), results in two ranks being learned. It is assumed that this spell is cast and in effect while the language is being learned.
- Language Lore** — Caster learns what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.
- Mind's Lore I** — Caster can scan the target's mind and receive some of the target's knowledge (conscious and unconscious) concerning one very specific topic. For each bit of knowledge on the topic, there is a 10% chance that the caster will learn it (roll for each bit once per round).
- Study II** — Caster can also read at double the normal rate (resulting in 2 pages per minute while this spell is active).



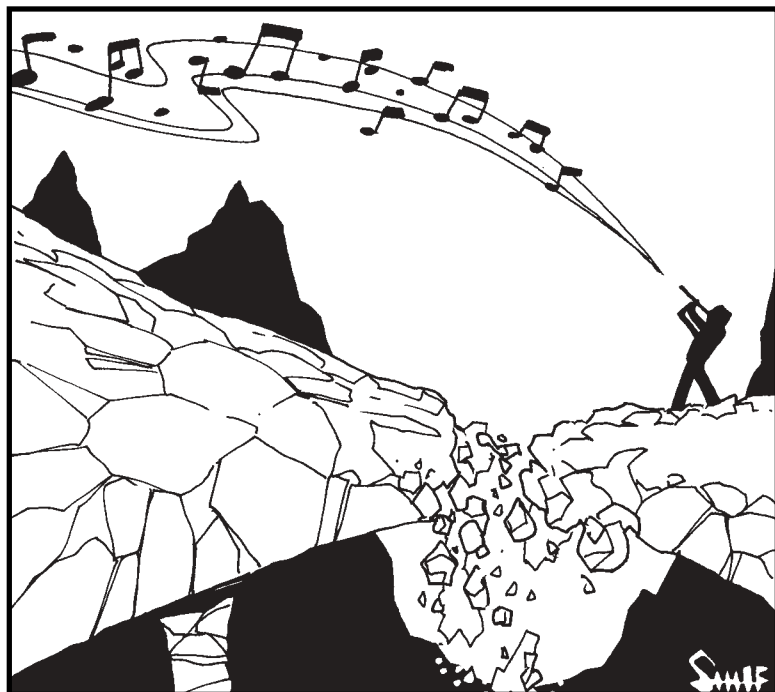
SOUND CONTROL

1. **Quiet I** — Any sounds originating within the area of effect cannot be heard outside the area of effect. This results in a +25 bonus to Stalking. See Section 7.1.7.
2. **Sonic Law I** — Caster may manipulate sound within the area of effect. He can create any single sound he wants, and, if he desires, that sound can be heard outside the area of effect.
4. **Silence I** — As *Quiet I*, except area of effect is 10'R.
5. **Sonic Law II** — As *Sonic Law I*, except area of effect is 10'R.
6. **Sudden Sound** — Causes a very loud, sudden sound next to the target's ears. The target is stunned for the duration.
7. **Deafen** — Target cannot hear sounds occurring more than 6' from his ears.
8. **Cracks** — Certain sound waves cause any cracks or flaws in solid, inanimate material (up to 1,000 cubic feet) to expand to their limit. See Section 7.1.13 for more on material integrity and cracks.
10. **Silence III** — As *Silence I*, except area of effect is 50'R.
11. **Sonic Law III** — As *Sonic Law I*, except area of effect is 100'R.
13. **Shatter Blast** — Causes a non-metal, inanimate object to shatter (up to 1 cubic foot in size). All within a 5'R take an 'A' Impact critical (someone holding the object takes a 'C').
14. **Waiting Sound** — A set series of sounds can be concentrated upon and then delayed up to 24 hours **or** until triggered by a specified sound.
15. **Sonic Law IV** — As *Sonic Law I*, except area of effect is 10'R per level of the caster.
16. **Long Sudden Sound** — As *Sudden Sound I*, except for range.
18. **Mind's Song** — All targets within the area of effect are stunned due to ultrasonics (this includes animals).
20. **Crumble** — As *Cracks*, except material with cracks will crumble to dust. See Section 7.1.13 for more on material integrity and cracks.
25. **Silence True** — As *Silence I*, except area of effect is 100'R.
30. **Mind's Song True** — As *Mind's Song*, except for area of effect.
50. **Sonic Law True** — As *Sonic Law I*, except sounds can be programmed, delayed (up to 24 hours), there can be more than one sound at a time, and sounds are instantly changeable.

BARD BASE 4.5.5

SOUND CONTROL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Quiet I	1'R	1 min/lvl	self	E
2)	Sonic Law I	1'R	C	self	E
3)					
4)	Silence I	10'R	1 min/lvl	self	E
5)	Sonic Law II	10'R	C	self	E
6)	Sudden Sound	1 target	1 rnd/5 fail	100'	F
7)	Deafen	1 target	1 rnd/5 fail	100'	F
8)	Cracks	1000 cu'	—	100'	F
9)					
10)	Silence III	50'R	1 min/lvl	self	E
11)	Sonic Law III	100'R	C	self	E
12)					
13)	Shatter Blast	1 object	—	10'	F
14)	Waiting Sound	varies	1 min/lvl	touch	E
15)	Sonic Law IV	10'R/lvl	C	self	E
16)	Long Sudden Sound	1 target	1 rnd/5 fail	300'	F
17)					
18)	Mind's Song *	20'R	1 rnd/5fail	self	F
19)					
20)	Crumble	1000 cu'	—	100'	F
25)	Silence True	100'R	1 min/lvl	self	E
30)	Mind's Song True *	50'R	1 rnd/5 fail	self	F
50)	Sonic Law True	10'/lvl	1 min/lvl	self	E



BARD BASE 4.5.6

SOUND PROJECTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Long Whisper I	1 point	C	100'	E
2)	Sounding II	caster	C	self	E
3)	Song Sounding II *	1 spell	varies	self	U
4)	Song II *	1 spell	varies	self	U
5)	Long Whisper III	1 point	C	300'	E
6)	Sounding V	caster	C	self	E
7)	Great Song I *	1 spell	varies	self	U
8)	Song Sounding III *	1 spell	varies	self	U
9)	Long Whisper V	1 point	C	500'	E
10)	Song III *	1 spell	varies	self	U
11)	Silent Song *	1 spell	varies	self	U
12)	Song Sounding IV *	1 spell	varies	self	U
13)	Long Whisper X	1 point	C	1,000'	E
14)	Song V *	1 spell	varies	self	U
15)	Great Song V *	1 spell	varies	self	U
16)	Song Sounding V *	1 spell	varies	self	U
17)	Long Whisper True	1 point	C	100'/lvl	E
18)	Song X *	1 spell	C	self	U
19)					
20)	Song Sounding VII *	1 spell	varies	self	U
25)	Great Song True *	mult. tgts	varies	100'R	U
30)	Song Sounding X *	1 spell	varies	self	U
50)	Song Mastery *	caster	1 rnd/lvl	self	U

SOUND PROJECTION

- Long Whisper I** — Caster can whisper and the whisper can be heard at any point he chooses within the range.
- Sounding II** — Caster's voice is amplified two times. This is useful for talking to large crowds.
- Song Sounding II** — Doubles the range of a spell on the Controlling Songs spell list. The spell from that list must be cast within one minute after completing this spell.
- Song II** — Allows the caster to affect 2 targets with a spell off the Controlling Songs spell list. The spell from that list must be cast within 1 minute after completing this spell.
- Long Whisper III** — As *Long Whisper I*, except range is 300'.
- Sounding V** — As *Sounding II*, except amplification is five times.
- Great Song I** — As *Song II*, except everyone within a 10'R of the caster is a target.
- Song Sounding III** — As *Song Sounding II*, except range is three times normal.
- Long Whisper V** — As *Long Whisper I*, except range is 500'.
- Song III** — As *Song II*, except 3 targets may be affected.
- Silent Song** — When this spell is cast with a spell off the Controlling Songs spell list, no one but the target(s) will hear the song. The spell from the Controlling Songs list must be cast within 1 minute after completing this spell.
- Song Sounding IV** — As *Song Sounding II*, except range is four times normal.
- Long Whisper X** — As *Long Whisper I*, except range is 1,000'.
- Song V** — As *Song II*, except 5 targets may be affected.
- Great Song V** — As *Great Song I*, except area of effect is 50'R.
- Song Sounding V** — As *Song Sounding II*, except range is five times normal.
- Long Whisper True** — As *Long Whisper I*, except range is 100' per level of the caster.
- Song X** — As *Song II*, except 10 targets may be affected.
- Song Sounding VII** — As *Song Sounding II*, except range is seven times normal.
- Great Song True** — As *Great Song I*, except area of effect is 5'R per level.
- Song Sounding X** — As *Song Sounding II*, except range is ten times normal.
- Song Mastery** — Any of the spells below can be cast at a rate of one per round for the duration of the spell. Any controlling songs must be cast separately (taking up time out of the duration) and additional power points must be expended for them.

SPECIAL NOTES

Many of the spells on this list are designed for use with spells on the Controlling Songs spell list.



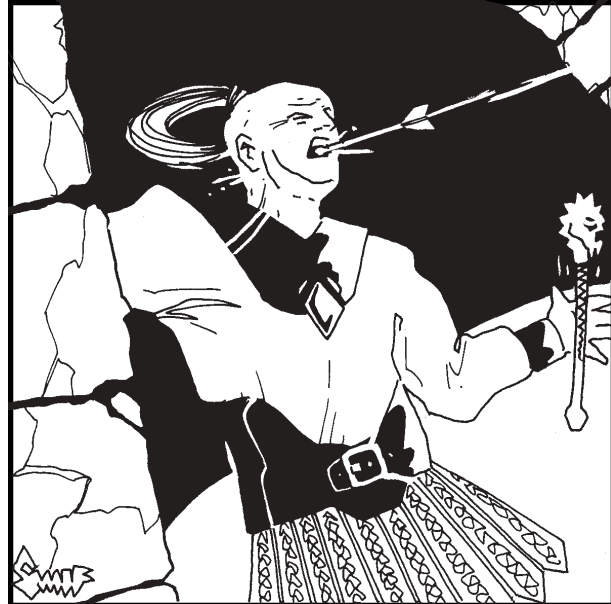
ASSASSINATION MASTERY

1. **Conceal Object I** — Target object (no larger than a dagger) is camouflaged to appear as part of the caster's clothing or skin. This is an illusion to all senses (including feel), and can be detected as an illusion. The object will remain concealed until taken from the location, or the duration expires.
2. **Study Patsy** — [RR Mod: -50] When this spell is cast on a person, it remains active for 24 hours. After 24 hours has passed (but before another 24 hours has passed), the caster must cast this spell again on the same person. During the time the spell is active, it is recording information concerning the activities of the person. When the spell is cast the second time, the information about those activities is revealed to the caster. This information is used for spells later on this list and spells on other lists (see the Misdirections and Disguise Mastery spell lists). The caster can only have one "patsy" studied at a time.
3. **Well-Aimed Attack I** — The next attack made by the caster (within one minute of casting this spell), receives a bonus of +25.
4. **Open Ambush I** — If the next attack made by the caster (within one minute of casting this spell) gets a "flank" or "rear" bonus, he may use his Ambush skill with a bonus of +1 (even if the target is aware of the caster).
5. **Targeting I** — After this spell is cast (within one minute of casting this spell), the caster may fire a missile weapon at a non-moving target (or at a target that is moving predictably). The roll to resolve any resulting critical may be modified up or down by 1 (as if using Ambush skill).
6. **Create Evidence I** — Caster may cast this spell to create one piece of physical evidence (non-mobile) that implicates the currently studied patsy (see *Study Patsy*). This could include a fingerprint, a footprint, etc (but must be something that cannot normally be moved from the scene of the crime). The evidence should be treated as circumstantial (i.e., a good alibi might get the patsy off the hook).
7. **Concealed Object II** — As *Concealed Object I*, except will affect an object up to a sword in size.
8. **Well-Aimed Attack II** — As *Well-Aimed Attack I*, except bonus is +50.
9. **Open Ambush II** — As *Open Ambush I*, except the modification is +2.
10. **Targeting II** — As *Targeting I*, except the modification is +2.
11. **Lightning Reactions** — Caster gets a bonus of +10 to his initiative roll(s) this round.
12. **Create Evidence II** — As *Create Evidence I*, except two pieces of evidence are created; one piece of evidence is incriminating (i.e., patsy will need more than a good alibi).
13. **Well-Aimed Attack III** — As *Well-Aimed Attack I*, except bonus is +75.
14. **Open Ambush III** — As *Open Ambush I*, except the modification is +3.
15. **Targeting III** — As *Targeting I*, except the modification is +3.
16. **Concealed Object True** — As *Concealed Object I*, except object may be of any size (so long as the largest dimension of the object is smaller than the caster).
17. **Study Victim** — As *Study Patsy*, except the information it gathers is required for use with the *Slaying Attack* spells later on this list.
18. **Create Evidence III** — As *Create Evidence I*, except three pieces of evidence are created; two of which are incriminating.
19. **Well-aimed Attack True** — As *Well-Aimed Attack I*, except bonus is +100.
20. **Slaying Attack** — The next attack made (within one minute of casting this spell) against the currently *Studied* victim (see the 17th level spell on this list) will be resolved as a slaying attack. The attack must occur before the duration of this spell is up.

MAGENT BASE 4.6.1

ASSASSINATION MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Concealed Object I	1 object	10 min/lvl	touch	E
2	Study Patsy	caster	—	self	P
3	Well-Aimed Attack I	caster	varies	self	U
4	Open Ambush I	caster	varies	self	U
5	Targeting I	caster	varies	self	U
6	Create Evidence I	varies	—	10'	E
7	Concealed Object II	1 object	10 min/lvl	touch	E
8	Well-Aimed Attack II	caster	varies	self	U
9	Open Ambush II	caster	varies	self	U
10	Targeting II	caster	varies	self	U
11	Lightning Reactions *	caster	—	self	U
12	Create Evidence II	varies	—	10'	E
13	Well-Aimed Attack III	caster	varies	self	U
14	Open Ambush III	caster	varies	self	U
15	Targeting III	caster	varies	self	U
16	Concealed Object True	1 object	10 min/lvl	touch	E
17	Study Victim	1 target	varies	50'	P
18	Create Evidence III	varies	—	10'	E
19	Well-Aimed Attack True	caster	varies	self	U
20	Slaying Attack	caster	1 min/lvl	self	U
25	Open Ambush True	caster	varies	self	U
30	Targeting True	caster	varies	self	U
50	Slaying Attack True	caster	1 min/lvl	self	U



25. **Open Ambush True** — As *Open Ambush I*, except the modification is +5.
30. **Targeting True** — As *Targeting I*, except the modification is +5.
50. **Slaying Attack True** — As *Slaying Attack*, except all attacks made against the victim will be resolved as slaying attacks (for the duration of the spell).

SPECIAL NOTES

See Section 7.1.27 for more information on illusions.



MAGENT BASE 4.6.2

DISGUISE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Study Disguise	caster	—	500'	I
2)	Light Glamour	1 object	1 day/lvl	touch	E
3)	Facade I	caster	1 hour/lvl	self	E
4)	Shadow Assassin	caster	varies	self	E
5)	Misfeel Kind •	caster	C	self	E
6)	Facade II	caster	1 hour/lvl	self	E
7)	Disguise I	caster	10 min/lvl	self	U
8)	Unknown Assassin	caster	varies	self	E
9)	Facade III	caster	1 hour/lvl	self	E
10)	Disguise II	caster	10 min/lvl	self	U
11)	Misfeel Calling •	caster	C	self	E
12)	Mind Tongue	caster+1 target	C	20'	Fm
13)	Disguise III	caster	10 min/lvl	self	U
14)	Facade V	caster	1 hour/lvl	self	E
15)	Misfeel Power •	caster	C	self	E
16)	Disguise IV	caster	10 min/lvl	self	U
17)	Unpresence	caster	C	self	E
18)	False Assassin	caster	varies	self	E
19)	Disguise V	caster	10 min/lvl	self	U
20)	Misfeel •	caster	C	self	E
25)	Nondetect	caster	C	self	E
30)	Misfeel True •	caster	10 min/lvl	self	E
50)	Disguise Mastery	caster	varies	self	U

DISGUISE MASTERY

- Study Disguise** — Caster studies a person for use with disguise spells later on this list. The caster can only have as many disguises studied as he has levels.
- Light Glamour** — Changes the visual appearance of one object. The target of the spell must be no larger than 10 pounds per level of the caster.
- Facade I** — Caster has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the caster moves.
- Shadow Assassin** — All deeds performed (while this spell is active) are “shadowed” to divination spells. For the purposes of a divination spell, the information gained about the caster will be shrouded in shadows. For example, a *Death’s Memory* cast on the scene of a murder might reveal a shadowy figure performing the deeds (but no details about the identity of the figure).
- Misfeel Kind** — For the purposes of mental or magical detections, the caster appears to be of any race he chooses (racial type must be selected at the time of casting).
- Facade II** — As *Facade I*, except one extra sense is added.
- Disguise I** — Caster physically changes to take on the form and visual appearance of any one studied person. This is strictly a physical change. The cster must already have cast a *Study Disguise* on this person.
- Unknown Assassin** — As *Shadow Assassin*, except absolutely no information about the caster will be revealed. For example, a *Death’s Memory* cast on the scen of a murder might show the victim collapsing with a knife in his chest (but no sign of the assassin).
- Facade III** — As *Facade I*, except two extra senses are added.
- Disguise II** — As *Disguise I*, except caster also takes on the vocal characteristics (i.e., he sounds like the person).
- Misfeel Calling** — As *Misfeel Kind*, except caster appears to be of any profession he chooses.
- Mind Tongue** — aster may mentally speak with one target; to the target it will seem as if they are communicating normally (i.e., verbally).
- Disguise III** — As *Disguise II*, except caster also takes on the obvious mannerisms of the person. For example, if the person was left-handed, the caster is left-handed; if the person has a limp, the caster will have a limp.
- Facade V** — As *Facade I*, except all senses are included.
- Misfeel Power** — As *Misfeel Kind*, except caster appears to be of any level he chooses (ranging from first level to twice his actual level).
- Disguise VI** — As *Disguise III*, except caster also takes on subtle mannerisms of the person. This makes him virtually undetectable to all but the closest of associates.
- Unpresence** — As *Misfeel Kind*, except caster appears to have no presence (for presence detecting spells).
- False Assassin** — As *Shadow Assassin*, except all deeds performed while this spell is active will appear as if the currently studied patsy is performing them (see *Study Patsy* on Assassination Mastery).
- Disguise V** — As *Disguise IV*, except even very subtle mannerisms are gained.
- Misfeel** — As all of the *Misfeel* spells on this list at the same time.
- Nondetect** — Caster and objects on his person cannot be detected by any *Detect...* spells.
- Misfeel True** — As *Misfeel*, except caster need not concentrate.
- Disguise Mastery** — Caster may use any lower level spell on this list, one per round.



ESCAPES

1. **Locklore** — Gives the caster a +20 bonus for picking the lock analyzed. If the caster describes the information gained from this spell, that person will get a +10 bonus to picking the lock analyzed.
2. **Unlock I** — This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are opened, and the sophistication of the lock may modify the roll (see Section 7.1.29).
3. **Ungag** — Any minor covering on the head of the caster made of organic material is loosened. This includes any gags or blindfolds.
4. **Leave Item** — Caster “teleports” a single, inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.
5. **Unlock II** — As *Unlock I*, except has a 50% chance of opening the lock (and an 8% chance of setting off traps).
6. **Untie** — Any ropes (or similar bindings) that are binding the caster are untied. Note that this spell will suffer the standard penalty for the caster not having a free hand (if the caster's hands have been tied).
7. **Minor Long Door** — Caster is teleported to a point up to 50' away. The caster can pass through objects by specifying the exact distance and direction to be travelled. If the arrival point coincides with solid or liquid material, the caster does not move. Instead, he is stunned for 1-10 rounds (the PPs are still spent for this spell).
8. **Unlock III** — As *Unlock I*, except has a 70% chance of opening the lock (and a 6% chance of setting off traps).
9. **Unbind** — Each lock/shackle binding the caster has a 75% chance of opening (modified by the sophistication of the lock).
10. **Leaving I** — The caster teleports to a location up to 100' away. There can be no intervening barriers between the caster and the point. A barrier is defined as anything the caster could not physically go through (e.g., a closed door is a barrier, a pit is not).
11. **Passing** — Caster can pass through any inanimate material at the rate of 5' per minute.
12. **Long Door Item I** — As *Leave Item*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster loses the PPs for the spell).
13. **Unlock IV** — As *Unlock I*, except has a 90% chance of opening the lock (and a 4% chance of setting off traps).
14. **Long Door I** — As *Minor Long Door*, except caster can move 100'.
15. **Unbind True** — As *Unbind*, except will also work on fixed shackles (i.e., those that have been rivetted shut).
16. **Leaving II** — As *Leaving I*, except caster can move 200'.
18. **Flattening** — Caster is flattened on his side until he has only two dimensions. Thus, he can slide through cracks (and cannot be seen from the side).



MAGENT BASE 4.6.3

ESCAPES

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Locklore	1 lock	—	touch	I
2	Unlock I	1 lock	—	touch	U
3	Ungag	varies	—	touch	U
4	Leave Item I	1 object	—	50'	U
5	Unlock II	1 lock	—	touch	U
6	Untie	varies	—	touch	U
7	Minor Long Door	caster	—	self	U
8	Unlock III	1 lock	—	touch	U
9	Unbind	varies	—	touch	U
10	Leaving I	caster	—	self	U
11	Passing	caster	1 min/lvl	self	U
12	Item Long Door	1 object	—	50'	U
13	Unlock IV	1 lock	—	touch	U
14	Long Door I	caster	—	self	U
15	Unbind True	varies	—	touch	U
16	Leaving II	caster	—	self	U
17					
18	Flattening	caster	10 min/lvl	self	U
19	Long Door II	caster	—	self	U
20	Passing True	caster	1 min/lvl	self	U
25	Portal	3'x6'x3'	1 rnd/lvl	touch	U
30	Unlock True	5'R/lvl	—	self	U
50	Teleport I	caster	—	self	U

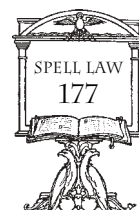
19. **Long Door II** — As *Minor Long Door*, except caster can move 200'.

20. **Passing True** — As *Passing*, except rate is 10' per minute.

25. **Portal** — Opens a 3' x 6' x 3' portal in any solid surface. At the end of the duration, the surface is returned to its previous state. If anyone is in the area of effect when the spell effect ends, he is forced back to his point of entry.

30. **Unlock True** — As *Unlock III*, except affects all locks in the area of effect.

50. **Teleport I** — As *Minor Long Door*, except movement range is 10 miles per level. This can be very risky depending on the caster's familiarity with the destination's locale. The following chances for failure exist: *Never seen the place* (but has had described) = 50%; *been briefly* (one hour or less) = 25%; *Studied* (been in for 24 hours) = 10%; *Studied carefully* (7 days) = 1%; *Lived in* (for at least one year) = 0.01%. The amount of error is then determined by making a d100 (open-ended) to determine the number of feet (determine the direction of error randomly).



MAGENT BASE 4.6.4

GATHERING SECRETS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Copy I	varies	1 min/lvl(C)	varies	U
2)	Listen	caster	1 rnd/lvl	(C) 10'/lvl	U
3)	Duplicate I	varies	1 min. (C)	touch	E
4)	Sensory Marker	caster	P	touch	U
5)	Copy II	varies	1 min/lvl(C)	varies	U
6)	Far Sense I	caster	1 min/lvl(C)	10'/lvl	U
7)	Locate Evidence I	caster	—	500'/lvl	I
8)	Watch	caster	1 rnd/lvl	(C) 10'/lvl	U
9)	Duplicate II	varies	1 min. (C)	touch	E
10)	Copy III	varies	1 min/lvl(C)	varies	U
11)	Far Sense II	caster	1 min/lvl(C)	10'/lvl	U
12)	Woodsight	caster	C	self	U
13)	Locate Evidence II	caster	—	500'/lvl	I
14)	Duplicate III	varies	1 min. (C)	touch	E
15)	Copy IV	varies	1 min/lvl(C)	varies	U
16)	Greater Far Sense I	caster	1 min/lvl(C)	10'/lvl	U
17)	Stonesight	caster	C	self	U
18)	Locate Evidence III	caster	—	500'/lvl	I
19)	Greater Far Sense True	caster	1 min/lvl(C)	10'/lvl	U
20)	Ironsight	caster	C	self	U
25)	Long Far Sense I	caster	1 min/lvl(C)	100'/lvl	U
30)	Copy V	varies	1 min/lvl(C)	varies	U
50)	Copy True	varies	1 min/lvl	varies	U

7. **Locate Evidence I** — After casting this spell, the caster will know what (if any) evidence exists within the range with would implicate the currently studied patsy if found at the scene of the crime (see *Study Patsy* on the Assassination Mastery list). The evidence (if any exists) will be circumstantial, but will imply that the patsy was at the scene when a crime occurred. This spell provides only the direction, distance, and description of the piece of evidence. It does not provide any details as to why the patsy will be implicated by this evidence.

8. **Watch** — As *Listen*, except caster sees from the fixed point (it can rotate).



GATHERING SECRETS

1. **Copy I** — This spell copies a document that the caster is examining. The caster merely concentrates and touches the document with one hand and a blank sheet with his other hand. The copy is not exact (i.e., not a forgery). Note that the caster does not have to be able to read the document. Alternatively, this spell can transcribe (in black and white) one scene that he is viewing onto a page. The process occurs at the rate of 1 minute per page or scene.
2. **Listen** — The caster can pick a point up to 10' away and he will hear as if he were at that point (there can be intervening barriers such as walls).
3. **Duplicate I** — This spell makes a hardened clay copy of a small, 3-dimensional object (up to 6" x 6" x 6"). This spell requires that the caster have enough clay to make the copy (at a one to one scale). The clay must start off soft (the spell will harden it). This process requires one minute of concentration.
4. **Sensory Marker** — One location is "marked" so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell (if the marker is within the range of the *Far Sense* spell). A marker can be placed on any inanimate object. The caster can only have as many markers as he has levels.
5. **Copy II** — As *Copy I*, except copies 1 page/scene every 4 rounds.
6. **Far Sense I** — Caster may designate any one of his senses to be used at a "marked" location within range (see *Sensory Marker*). The caster can use any perception skill he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point, may be rotated to face any direction. While he is sensing at the marked location, the caster must remain immobile and concentrate.

9. **Duplicate II** — As *Duplicate I*, except will work on objects up to 3' x 3' x 3' in size.

10. **Copy III** — As *Copy I*, except copies 1 page/scene per 2 rounds.

11. **Far Sense II** — As *Far Sense I*, except caster may designate up to two senses at the marked location.

12. **Woodsight** — Caster can see through wood (up to 1" /lvl).

13. **Locate Evidence II** — As *Locate Evidence I*, except two pieces of evidence are located and the evidence will be incriminating (i.e., not just circumstantial).

14. **Duplicate III** — As *Duplicate I*, except will work on objects up to 6' x 6' x 6' in size.

15. **Copy IV** — As *Copy I*, except copies 1 page/scene per round.

16. **Greater Far Sense I** — As *Far Sense I*, except caster can move while the spell is active (though he must maintain concentration).

17. **Stonesight** — As *Woodsight*, except caster sees through stone.

18. **Locate Evidence III** — As *Locate Evidence I*, except three pieces of evidence are located and the evidence will "prove" that the patsy is guilty.

19. **Greater Far Sense II** — As *Far Sense II*, except caster can move while the spell is active (though he must maintain concentration).

20. **Ironsight** — As *Woodsight*, except caster can see through iron (or steel).

25. **Long Far Sense I** — As *Far Sense I*, except for range.

30. **Copy V** — As *Copy I*, except copies 2 page/scene per round.

50. **Copy True** — As *Copy I*, except will copy any bound volume onto an equal number of pages (not necessarily bound). Also, the caster need not examine the material (he simply casts the spell and then he can leave the spell running). The spell will copy pages at the rate of 5 pages per round (and will even copy color images).



MISDIRECTION

1. **False Credentials** — [RR Mod: -20] Target will think that the caster has the proper credentials for the current situation (this could include passwords or documents).
2. **Unseen I** — One object (e.g., 1 garment, 1 naked body, or 1 weapon) is made invisible. The object will remain invisible until 24 hours pass, **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.), **or** the object makes a violent move (i.e., an attack).
3. **Eyewitness III** — [RR Mod: -20] Up to three targets will incorrectly identify the caster as someone else (all three will describe the caster in the same fashion).
4. **Cloaking III** — [RR Mod: -50] The caster is invisible to the targets of this spell. Others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers based upon the action the caster takes). If the caster attacks the target, he may make another RR with a +50 modifier. If the caster begins to concentrate, he can extend the duration of this spell indefinitely (as long as he can concentrate).
5. **Misleading I** — The target's perception is skewed for the duration of the spell. All perception rolls are modified by -10 (this applies to orientation rolls as well).
6. **Unseen II** — As *Unseen I*, except affects two objects.
7. **Cloaking V** — As *Cloaking III*, except affects 5 targets.
8. **Eyewitness V** — As *Eyewitness III*, except affects 5 targets.
9. **Cloaking Sphere I** — [RR Mod: -50] As *Cloaking III*, except every target in the area of effect must make a RR (one BAR per round for all targets). Once a target makes a successful RR, he need not make another against this spell.
10. **Misleading III** — As *Misleading I*, except penalties are -30.
11. **Cloaking X** — As *Cloaking III*, except affects 10 targets.
12. **Displacement I** — Caster appears to be offset from where he really is. All attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.
13. **Eyewitness X** — As *Eyewitness III*, except affects 10 targets.
14. **Cloaking Sphere II** — As *Cloaking Sphere I*, except for area of effect.
15. **Misleading V** — As *Misleading I*, except penalties are -50.
16. **Cloaking XX** — As *Cloaking III*, except affects 20 targets.
18. **Mass Eyewitness** — As *Eyewitness III*, except affects 1 target per level of the caster.
19. **Cloaking Sphere III** — As *Cloaking Sphere I*, except for area of effect.
20. **Misleading True** — As *Misleading I*, except penalties are -100.
25. **Displacement II** — As *Displacement I*, except base chance of missing is 20%.
30. **True Cloaking** — As *Cloaking I*, except the caster can affect as many targets as he has levels and the range is only limited to the caster's field of vision.
50. **Eyewitness True** — [RR Mod: -50] As *Eyewitness III*, except affects everyone who sees the caster.

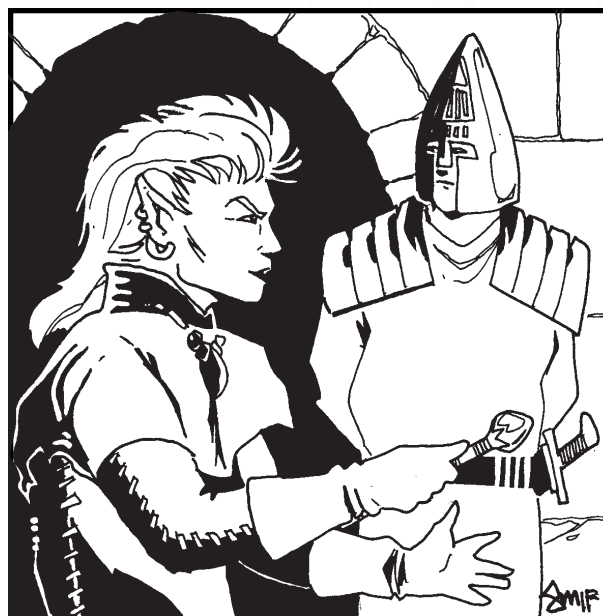
SPECIAL NOTES

- 1) Many of these spells affect a target(s) perception of a situation. The duration for the spell is how long they will incorrectly perceive the situation. At the end of the duration, if the situation has ended, the target will remember the situation incorrectly (as that was how he perceived it).
- 2) See Section 7.1.10 for more information on invisibility (including the effects of invisibility and how to detect it).
- 3) If the caster has a currently studied patsy (see the *Study Patsy*

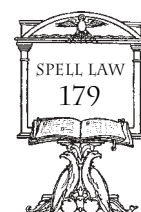
MAGENT BASE 4.6.5

MISDIRECTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	False Credentials	1 target	1 min/lvl	50'	Fm
2	Unseen I	1 object	24 hours	touch	U
3	Eyewitness III	3 targets	1 min/lvl	100'	Fm
4	Cloaking III	3 targets	1 min/lvl(C)	10'/lvl	Fm
5	Misleading I	1 target	1 min/10 fail	100'	Fm
6	Unseen II	2 objects	24 hours	touch	U
7	Cloaking V	5 targets	1 min/lvl(C)	10'/lvl	Fm
8	Eyewitness V	5 targets	1 min/lvl	100'	Fm
9	Cloaking Sphere I	10'R	C	self	Fm
10	Misleading III	1 target	1 min/10 fail	100'	Fm
11	Cloaking X	10 targets	1 min/lvl(C)	10'/lvl	Fm
12	Displacement I	caster	1 min/lvl	self	U
13	Eyewitness X	10 targets	1 min/lvl	100'	Fm
14	Cloaking Sphere II	20'R	C	self	Fm
15	Misleading V	1 target	1 min/10 fail	100'	Fm
16	Cloaking XX	20 targets	1 min/lvl(C)	10'/lvl	Fm
17					
18	Mass Eyewitness	1 target/lvl	1 min/lvl	100'	Fm
19	Cloaking Sphere III	30'R	C	self	Fm
20	Misleading True	1 target	1 min/10 fail	100'	Fm
25	Displacement II	caster	1 min/lvl	self	U
30	True Cloaking	1 target/lvl	1 min/lvl(C)	varies	Fm
50	Eyewitness True	varies	1 min/lvl	special	Fm



spell on the Assassination Mastery list), all *Eyewitness* spells may cause the targets to perceive the caster as the patsy (the caster can choose whether to be seen as the patsy or not).



POISON MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Poison Lore	caster	—	self	I
2)	Poison Resistance I	caster	10 min/lvl	self	U
3)	Apply Poison I	1 poison	varies	touch	U
4)	Work Poison V	1 poison	varies	touch	U
5)	Poison Analysis	1 poison	—	self	I
6)	Delay Poison *	caster	1 hour/lvl	self	Us
7)	Transfer Poison I	1 poison	P	touch	F
8)	Apply Poison II	1 poison	varies	touch	I
9)	Neutralize Poison	caster	C	self	U
10)	Work Poison X	1 poison	varies	touch	U
11)	Venom	1 poison	P	touch	U
12)	Apply Poison III	1 poison	varies	touch	U
13)	Neutralize Poison True	caster	C	self	U
14)	Transfer Poison II	1 poison	P	touch	F
15)	Venom's Touch	1 target	10 min/lvl	touch	F
16)	Work Poison True	1 poison	varies	touch	U
17)	Apply Poison IV	1 poison	varies	touch	U
18)	Contact Poison	1 poison	P	touch	U
19)	Transfer Poison III	1 poison	P	10'	F
20)	Venom's Breath	caster	10 min/lvl	self	F
25)	Venom's Glare	1 target	10 min/lvl	100'	F
30)	Venom's Cloud	varies	10 min/lvl	10'	E
50)	Venom's Sight	1 target	10 min/lvl	10'/lvl	F



POISON MASTERY

- Poison Lore** — The caster knows what type of poison(s) are needed to achieve a particular effect. The GM may deem it appropriate to give the caster a bonus of +25 to his Poison Lore skill.
- Poison Resistance I** — For the duration of the spell, the caster gets an additional RR versus poison(s).
- Apply Poison I** — This spell causes one dose of a poison to adhere to an inanimate solid surface. The poison will wear off normally.
- Work Poison V** — This spell magically prepares a poison (up to 5th level in potency). This spell normally requires d100 minutes of concentration before completion. Note that the caster must have the poison in its raw form before casting this spell (i.e., the spell does not “create” the poison; it merely prepares it).
- Poison Analysis** — Caster may analyze a poison to determine the exact effects and what antidotes are necessary.
- Delay Poison** — For the duration of this spell, all effects from a single poison are cancelled. Note that the poison will still be in the caster and take effect normally after the duration (though he may cast the spell again to continue to delay the effects).
- Transfer Poison I** — Caster can transfer a single dose of a poison from any target that he is touching into himself. For example, if a companion has been struck by a poison arrow, the caster can touch the companion and transfer the poison into himself (where he can delay the effects, or neutralize it).

8. **Apply Poison II** — As *Apply Poison I*, except affects two doses (though they can be applied to different surfaces).

9. **Neutralize Poison** — If the caster concentrates, this spell has a 50% chance of neutralizing a poison inside himself (modified by the potency of the poison). In any case, it delays the effects of the poison for the duration of the spell.

10. **Work Poison X** — As *Work Poison V*, except affects poisons up to 10th level of potency.

11. **Venom** — The caster can convert any poison that he is touching into a venom. The poison will now be effective when introduced into the victim's blood stream (regardless of its normal method of affecting the target).

12. **Apply Poison III** — As *Apply Poison II*, except affects up to three doses.

13. **Neutralize Poison True** — As *Neutralize Poison*, except chance of neutralizing is 100% (modified by the potency of the poison).

14. **Transfer Poison II** — Caster can transfer a single dose of a poison from any target he is touching to any other target that he is touching.

15. **Venom's Touch** — This spell allows the caster to coat the target's hands with a poison. The target is unaffected by the poison.

16. **Work Poison True** — As *Work Poison V*, except affects any poison.

17. **Apply Poison IV** — As *Apply Poison II*, except affects up to four doses.

18. **Contact Poison** — As *Venom*, except converts the poison into a contact poison (a poison that affects its victim upon contact with the victim's skin—regardless of its normal method of affecting the target).

19. **Transfer Poison III** — The caster can transfer a single dose of a poison in any target he is touching into any other target within range of the spell.

20. **Venom's Breath** — The caster can ingest a single dose of a poison. For the duration of this spell, he will be unaffected by the poison. Anytime before the duration expires, the caster can attempt to transfer the poison to a single target. The target must be no further away than 5' and the caster's mouth must be capable of delivering the poison (either through a kiss, a whisper, spitting, etc.). The target gets an RR to avoid the effects of this spell (in addition to the RR for the poison).

25. **Venom's Glare** — As *Venom's Breath*, except the caster can transfer the poison to any single target within the range. The caster must be able to cast an obvious, evil glare at the target. The target gets an RR to resist the effects of this spell (in addition to the RR for the poison).

30. **Venom's Cloud** — The caster can disperse a poison into a misty cloud. The size of the mist is 1'R per dose of the poison used. The poison will linger in the area normally until the duration of the spell expires (i.e., the mist will be subject to wind, etc.). When the duration expires, the poison disperses.

50. **Venom's Sight** — As *Venom's Glare*, except for the range.

SPECIAL NOTES

Any spell on this list that requires the caster to touch a poison automatically gives the caster immunity to the effects of the poison for the duration of the spell.



CONFUSING WAYS

1. **Distraction** — Target suffers a -30 modification for all actions.
2. **Confusion** — Target is incapable of making decisions or initiating action. He may continue to fight current foes or in self-defense.
3. **Blur Vision** — Target suffers a -100 OB modification for missile attacks, and a -50 modification for all other actions.
4. **Fear** — Target fears caster and attempts to flee. Fleeing normally equates to moving at maximum pace away from the caster.
5. **Stumble** — Target becomes unbalanced. If he is moving, he trips and falls (0% action for 1-5 rnds). If he is performing a maneuver, the maneuver fails.
6. **Fumble** — Target fumbles any weapon or item in his hands. Roll on the appropriate *Arms Law* Fumble Table.
7. **Hallucination** — Target sees a nonexistent foe and must fight him until the foe is “defeated” (i.e., takes damage that would drop the him). The foe has the same capabilities as target but does him no damage (i.e., always misses).
8. **Spin** — Target is spun about a few times, and stops facing 180° away from his original facing. He spends the round attempting to recover.
9. **Weapon Alteration** — Target’s weapon is altered to appear to him that it is some other similar weapon. When fighting with this weapon, he can only use the category bonus for his OB (i.e., the weapon is similar, but not the same).
10. **Mirages** — Target sees all moving things clearly, but the caster can control the fixed scene that the target “sees.”
11. **Blinding** — Target is blinded.
12. **Shifting** — Target sees moving things displaced between 6" and 18" from where they really are. Any attack he makes against a moving foe has a 50% chance of having no effect.
13. **Mass Distraction** — A number of targets equal to the caster’s level can be distracted as in *Distraction* (all targets must all be in the caster’s field of vision).
14. **Word of Fear** — As *Fear*, except the spell is instantaneous and the duration is 1 minute per 5 failure.
15. **Amnesia** — Target has amnesia, but loses none of his skills or abilities. He will forget his background and other memories (GM’s discretion).
16. **Shout of Confusion** — As *Confusion*, except the spell is instantaneous and all beings within a 50'R are targets.
17. **Long Bewilderment** — As any single spell from this list of 10th level or lower, except the range is increased to 300'.
18. **Shout of Fear** — As *Fear*, except the spell is instantaneous and the duration is one round per 5 failure and all beings within a 50'R are targets.
20. **Lord Bewilderment** — As any single spell from this list of 10th level or lower, except affects up to 20 targets.
25. **Amnesia True** — As *Amnesia*, except duration is permanent (unless dispelled).

MYSTIC BASE 4.7.1

CONFUSING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Confusion	1 target	1 rnd/5 fail	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Fear	1 target	1 min/10 fail	100'	Fm
5)	Stumble	1 target	—	100'	Fm
6)	Fumble	1 target	—	100'	Fm
7)	Hallucination	1 target	C	100'	Fm
8)	Spin	1 target	—	50'	Fm
9)	Weapon Alteration	1 target	1 rnd/lvl	100'	Fm
10)	Mirages	1 target	C	100'	Fm
11)	Blinding	1 target	1 rnd/10 fail	100'	Fm
12)	Shifting	1 target	1 rnd/10 fail	100'	Fm
13)	Mass Distraction	1 target/lvl	C	300'	Fm
14)	Word of Fear *	1 target	1 min/5 fail	100'	Fm
15)	Amnesia	1 target	1 day/5 fail	100'	Fm
16)	Shout of Confusion *	50'R	1 rnd/5 fail	100'	Fm
17)	Long Bewilderment	1 target	varies	300'	Fm
18)	Shout of Fear *	50'R	1 min/5 fail	100'	Fm
19)					
20)	Lord Bewilderment	20 targets	varies	100'	Fm
25)	Amnesia True	1 target	P	100'	Fm
30)	Parallel Reality	1 target	1 day/5 fail	100'	Fm
50)	Bewilderment True	1 target/lvl	varies	300'	Fm

30. **Parallel Reality** — Target sees and hears a world in which everything real has an image, but the image is changed or distorted (e.g., a Dwarf might seem to be an Orc, a house might seem to be a cave, etc.). The caster has no control over this reality.

50. **Bewilderment True** — As any single spell from this list of 20th level or lower, except the range is increased to 300' and will affect up to 20 targets at once.



MYSTIC BASE 4.7.2

GAS ALTERATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Airwall	10'x10'x3'	C	10'	E
3)	Fog II	20'R	1 min/lvl	100'	E
4)	Vacuum A	5'R	—	100'	F
5)	Air Stop I	10'R	C	touch	F
6)	Fog X	100'R	1 min/lvl	10'	F
7)	Airwall True	10'x10'x3'	1 min/lvl	10'	E
8)	Fire Bolt I	1 target	—	100'	DE
9)	Vacuum B	5'R	—	100'	F
10)	Air Stop V	50'R	C	touch	F
11)	Fog XXX	300'R	1 min/lvl	10'	E
12)	Gas-Air	10'R	P	touch	F
13)	Vacuum C	5'R	—	100'	F
14)	Oxygenation	50'R	C	100'	E
15)	Whirling Winds	10'R	C	touch	E
16)	Firebolt III	1 target	—	300'	DE
17)	Vacuum D	5'R	—	100'	F
18)					
19)	Reverse Winds	100'R/lvl	C	100'/lvl	E
20)	Fog True	100'R/lvl	1 hr/lvl	10'	E
25)	Vacuum E	5'R	—	100'	F
30)	Cloud Shaping	clouds	C	self	F
50)	Transmutation	1000 cu' gas	P	20'	F

15. **Whirling Winds** — Creates a whirlwind about caster. The whirlwind moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.

16. **Firebolt III** — As *Firebolt*, except range is 300'.

17. **Vacuum D** — As *Vacuum A*, except results in a 'D' Impact critical.

19. **Reverse Winds** — Allows the caster to change the direction of the wind within the radius.

20. **Fog True** — As *Fog*, except duration is 1 hour per level and area of effect is 100' per level.

25. **Vacuum E** — As *Vacuum*, except causes an 'E' Impact critical.

30. **Cloud Shaping** — Caster has complete control of clouds within range (includes fog). He can control storm clouds and cause them to rain, but he cannot create them.

50. **Transmutation** — May transmute 1000 cubic of gas (no part can be more than 20' away) into another non-magical gas that the caster has a sample of. This spell takes 8 hours of uninterrupted concentration.

SPECIAL NOTES

- 1) All vacuums created by the spells on this list also create a loud noise. The larger the radius the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- 2) An elemental creature made of gas will be cut to 20% activity if attacks with an *Air Stop* spell (and the creature fits into the area of effect. A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying Critical on the creature. A *Whirling Winds* has no effect on an elemental creature made of gas.

GAS ALTERATION

1. **Condensation** — Condenses once cubic foot of water from the surrounding air into the caster's hands. The caster can then funnel the water into any available receptical.
2. **Airwall** — Creates 10'x10'x3' wall of dense air. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Fog II** — Creates dense fog in a 20'R.
4. **Vacuum A** — Creates a 5'R near vacuum, all in radius take a 'A' Impact critical, as air leaves and rushes back in.
5. **Air Stop I** — Stops all generalized air movement (e.g., wind) up to 30 mph and cuts stronger winds by 30 mph.
6. **Fog X** — As *Fog I*, except the area of effect is 100'.
7. **Airwall True** — As *Airwall*, except has a fixed duration of 1 minute per level.
8. **Fire Bolt I** — A bolt of fire is shot from the palm of the caster. Attack is resolved on the Fire Bolt Table (a fire source must be within 10').
9. **Vacuum B** — As *Vacuum A*, except results in a 'B' Impact critical.
10. **Air Stop V** — As *Airstop I*, except the area of effect is 50'.
11. **Fog XXX** — As *Fog I*, except the area of effect is 300'.
12. **Gas-Air** — All gas within 10'R of the caster is converted to normal, breathable air.
13. **Vacuum C** — As *Vacuum A*, except results in a 'C' Impact critical.
14. **Oxygenation** — Creates a 50'R of high oxygen content air. All within receive a +20 bonus to their OBs and all fire attacks deal double damage.



HIDING

1. **Blur** — Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
2. **Unseen I** — A single object is made invisible (1 garment, 1 naked body, etc.) until 24 hrs pass, the object is struck by a violent blow (being hit by a weapon, falling, etc.), or the object makes a violent move (i.e., an attack).
3. **Shadow** — The caster and objects on his person appear to be a shadow. Thus, they are almost invisible in dark areas. In many situations this could be handled with a Stalking/Hiding bonus between +25 and +75.
4. **Silence** — Any sounds originating within a 1'R of the caster's body are completely muffled. This results in a +25 bonus to Stalking.
5. **Invisibility I** — As *Unseen I*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen* termination conditions occur. See Section 7.1.10.
6. **Invisibility II** — As *Invisibility I*, except the caster can vary the radius up to 1'.
7. **Screens** — Creates a 1000 square foot screen on which the caster can place any static scene. The scene seems 3-dimensional and normal.
8. **Displacement I** — Caster appears to be offset from where he really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.
9. **No Sense** — As *Invisibility I*, except caster is also undetectable by smell and sound.
10. **Shadow Mystic** — Creates a duplicate of the caster. If the caster concentrates, it will move as he wills; otherwise, it does exactly as he does. With a round of concentration, the caster can merge the shadow mystic with himself and then split apart again.
11. **Invisibility Sphere I** — As *Invisibility I*, except radius is 10'.
12. **Displacement II** — As *Displacement I*, except base chance of missing is 20%.
13. **Flattening** — Caster is flattened until he has only two dimensions. Thus, he can slide through cracks (and can't be seen from the side).
14. **Merging** — Caster can merge into any inanimate, solid material. While merged, the caster cannot move or perceive. When the caster emerges, he can emerge from any side or face of the material. The caster cannot move "through" any material greater in width than his own body size plus 2 feet.
15. **Unpresence** — Caster has no "presence" (for the purposes of presence detection spells).
16. **Displacement III** — As *Displacement I*, except base chance of missing is 30%.
17. **Passing** — Caster can pass through 1' per level of any inorganic material at the rate of 2' per minute.
19. **Great Merge** — As *Merging*, except caster may turn within the material and perceive the world outside the material if within 6" of the surface.
20. **Displacement IV** — As *Displacement I*, except base chance of missing is 40%.
25. **Nondetect** — Caster and objects on his person cannot be detected by any "Detect..."

MYSTIC BASE 4.7.3

HIDING

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Blur *	caster	1 min/lvl	self	U
2	Unseen I	1 object	24 hr	touch	E
3	Shadow	caster	10 min/lvl	self	U
4	Silence	1'R	1 min/lvl	self	E
5	Invisibility I	1 target	24 hr	touch	E
6	Invisibility II	1 target	24 hr	touch	E
7	Screens	1000 sq'	C	100'	E
8	Displacement I	caster	1 min/lvl	self	E
9	No Sense	1 target	24 hr	touch	E
10	Shadow Mystic	varies	1 min/lvl	100'	E
11	Invisibility Sphere I	1 target	24 hr	touch	E
12	Displacement II	caster	1 min/lvl	self	E
13	Flattening	caster	10 min/lvl	self	U
14	Merging	caster	10 min/lvl	self	U
15	Unpresence	caster	C	self	E
16	Displacement III	caster	1 min/lvl	self	E
17	Passing	caster	1 min/lvl	self	U
18					
19	Great Merge	caster	10 min/lvl	self	U
20	Displacement IV	caster	1 min/lvl	self	E
25	Nondetect	caster	1 min/lvl	self	U
30	Displacement V	caster	1 min/lvl	self	E
50	Hiding True	caster	C	self	U

spells.

30. **Displacement V** — As *Displacement I*, except base chance of missing is 50%.

50. **Hiding True** — Caster can "Merge" into a material, use "Unpresence," use "Nondetect" and observe surrounding activity; all with this one spell.

SPECIAL NOTES

See Section 7.1.10 for more on *Invisibility*.



LIQUID ALTERATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Boil/Freeze Water	1 cu'/lvl	C	2'	F
2)	Clear/Desalinate Water	1 cu'/lvl	C	2'	F
3)	Evaporate Water	1000 cu'/lvl	P(C)	2'	F
4)	Waterwall	10'x10'x1'	C	10'	E
5)	Water Bolt I	1 target	—	100'	DE
6)	Water Corridor I	100'x3'x10'	C	10'	F
7)	Call Rain	100'R	C	self	E
8)	Calm Water	100'R	C	10'	F
9)	Wave	(1'x10')/lvl	—	100'	F
10)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E
11)	Water Corridor III	300'x4'x50'	C	10'	F
12)	Liquid-Water	varies	P	touch	F
13)	Whirlpool	20'R(200'R)	C	300'	F
14)	Water Tunnel	5'Dx100'	C	10'	F
15)	Calm Water True	100'R/lvl	C	10'	F
16)	Command Current	special	C	self	E
17)	Water Bubble	10'R	C	self	E
18)	Water Bolt III	1 target	—	300'	DE
19)					
20)	Water Corr. True	100'/lvlx6'x100'	C	10'	F
25)	Water Tunnel True	6'Dx100'/lvl	C	10'	F
30)	Stream Diversion	1 stream	C	100'/lvl	F
50)	Transmutation	1 cu'	P	touch	F



7. **Call Rain** — Causes it to rain in 100'R about the caster. The heaviness of the rain is determined by the humidity (GM's discretion).
8. **Calm Water** — All water within a 100'R is calmed. Waves are cut by 20' in the center and less towards the perimeter. This will negate the effects of currents in the area of effect.
9. **Wave** — Creates a wave moving away from the caster; wave is 1' high per level in the center and 10' per level wide.
10. **Waterwall True** — As *Waterwall*, except has a fixed duration of 1 minute per level of the caster.
11. **Water Corridor III** — As *Water Corridor I*, except limit is 300'x4'x50' deep.
12. **Liquid-Water** — Changes any liquid into normal water.
13. **Whirlpool** — Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away. Powered objects may make a Very Hard maneuver roll to resist the pull of the Whirlpool.
14. **Water Tunnel** — Creates a tunnel through liquid that is 5' in diameter and 100' long.
15. **Calm Water True** — As *Calm Water*, except area of effect is 100' per level **and** waves are cut by 50'..
16. **Command Current** — The area of effect for this spell is the water immediately surrounding the boat that the caster is on. For as long as the caster concentrates, the speed of the boat will be increased by 50' per round (approximately 3 miles per hour).
17. **Water Bubble** — Creates a bubble of air (10' R) around the caster and others. The bubble will carry them in up to 100' of water (air is resuscitated). The caster must concentrate to move the bubble (without concentration it will simply rise to the surface). At the end of the duration, the bubble will begin to rise to the surface. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.
18. **Water Bolt III** — As *Water Bolt*, except for range.
20. **Water Corridor True** — As *Water Corridor*, except limit is 100' per level long, 6' wide and 100' deep (and does not require concentration).
25. **Water Tunnel True** — As *Water Tunnel*, except limit is 6' diameter and 100' per level long (and does not require concentration).
30. **Stream Diversion** — Caster can divert a water source or part of a water source into a stream which can be up to 15'x6' and as long as the range of this spell.
50. **Transmutation** — May transmute 1 cubic foot of liquid into another non-magical liquid that the caster has a sample of. This spell takes 8 hours of continuous, uninterrupted concentration.

LIQUID ALTERATION

1. **Boil/Freeze Water** — For each level of the caster, 1 cubic foot of liquid can be heated to boiling **or** cooled to freezing (at the rate of 50° per round of concentration).
2. **Clear/Desalinate Water** — As *Boil/Freeze Water*, except removes all sediment and dissolved substances.
3. **Evaporate Water** — As *Boil/Freeze Water*, except 1000 cu'/lvl of liquid is evaporated at a rate of 100 cu'/rnd.
4. **Waterwall** — Creates a 10'x10'x1' wall of churning water (a water source must be within 10'). All attacks through the wall suffer a -80 penalty. All movement through the wall is reduced by 80%.
5. **Water Bolt I** — A bolt of water is shot from the palm of the caster (a water source must be within 10'). Attack is resolved on the Water Bolt Attack Table.
6. **Water Corridor I** — Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).



SPECIAL NOTES

- 1) Unless otherwise stated, after the duration of any spell above, the material returns to its natural state. For example, water boiled with the *Boil Water* spell will begin to cool after the duration of the spell.
- 2) Unless specifically stated, all of the spells on this list apply to any liquid (not just water).
- 3) Some sample boiling temperatures for various liquids (see Section 7.1.13).

MYSTICAL CHANGE

1. **Study Form** — Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shifting* or *Change* type spell. The caster can only have as many forms studied as he has levels.
2. **Face Shifting True** — Allows caster to alter the form of his face. If he has used *Study Form* on a being he can take on that being's exact form.
3. **Change to Kind** — Caster can alter his entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person. See Section 7.1.11.
4. **Misfeel Kind** — Caster appears to be of any race he chooses to magical or mental detections.
5. **Enlarge** — Caster can increase his mass (and usually height) by 10% per level of the caster. However, there is no proportional increase in strength (other than for movement purposes).
6. **Shrink** — As *Enlarge*, except caster shrinks by 10% per level (to a maximum of 90%) and there is no proportional decrease in strength.
7. **Misfeel Calling** — As *Misfeel Kind*, except profession may be misrepresented.
8. **Changing Lungs** — Caster can breathe water, air, or gas at will (though only one at a time).
9. **Change** — As *Change To Kind*, except caster can assume any organic form within $\frac{1}{2}$ and 2x his mass. The caster does not obtain any special abilities. See Section 7.1.11.
10. **Mystical Tongue** — [RR Mod: -50] Caster can speak mentally with any sentient being; and to the being it will seem as if the caster was speaking in the being's own language.
11. **Misfeel Power** — As *Misfeel Kind*, except level can be misrepresented (ranging from first level to twice his actual level).
12. **Impersonation Change** — As *Change*, except a specific being can be duplicated if the being has been *Studied*.
13. **Unpresence** — As *Misfeel Kind*, except target appears to have no presence.



MYSTIC BASE 4.7.5

MYSTICAL CHANGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Study Form	caster	—	300'	I
2	Face Shifting True	caster	1 hr/lvl	self	U
3	Change to Kind	caster	10 min/lvl	self	U
4	Misfeel Kind •	caster	C	self	E
5	Enlarge	caster	10 min/lvl	self	U
6	Shrink	caster	10 min/lvl	self	U
7	Misfeel Calling •	caster	C	self	E
8	Changing Lungs	caster	10 min/lvl	self	U
9	Change	caster	10 min/lvl	self	U
10	Mystical Tongue	1 target	C	20'	Fm
11	Misfeel Power •	caster	C	self	E
12	Impersonation Change	caster	10 min/lvl	self	U
13	Unpresence	caster	C	self	E
14	Misfeel •	caster	C	self	E
15	Changing	caster	10 min/lvl	self	U
16	Great Change to Kind	caster	1 day/lvl	self	U
17					
18	Great Change	caster	1 day/lvl	self	U
19	Misfeel True •	caster	10 min/lvl	self	E
20	Great Imper. Change	caster	1 day/lvl	self	U
25	Imper. Change True	caster	unlimited	self	U
30	Holy Presence	caster	C	self	E
50	Submerge Self	caster	set period	self	E

14. **Misfeel** — Allows caster to use all of the "Misfeel" spells at once.
15. **Changing** — As *Change*, except caster can alter forms at will, by concentrating for one round/change.
16. **Great Change to Kind** — As *Change to Kind*, except for duration.
18. **Great Change** — As *Change*, except for duration.
19. **Misfeel True** — As *Misfeel*, except caster does not have to concentrate.
20. **Great Impersonation Change** — As *Impersonation Change*, except for duration.
25. **Impersonation Change True** — As *Impersonation Change*, except will last until the caster cancels the spell (or it is dispelled).
30. **Holy Presence** — As *Misfeel*, except caster can misrepresent his presence and power, so that he seems to be a minor deity.
50. **Submerge Self** — Caster develops an entire false persona and places his own persona deep in his subconscious. To all detection attempts (except, perhaps, *Mind Probe*), the caster seems to be the false persona. The caster has no control over his actions, until the set duration is over. The false persona can be a specific person if "Study Form" has been cast once/day (for 30 days) on that person.

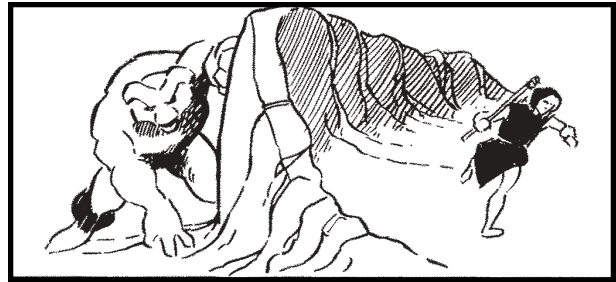
SPECIAL NOTES

See Section 7.1.11 for more on changing forms.



SOLID ALTERATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Warm Solid	1 cu'/lvl	24 hr	touch	F
2)	Heat Solid I	1 cu'/lvl	1 min/lvl	touch	F
3)	Cool Solid	1 cu'/lvl	24 hr	touch	F
4)	Cracks Call	10'x10'x10'	—	100'	F
5)	Door	1 door	—	touch	F
6)	Woodfires	1'R	—	touch	F
7)					
8)	Heat Solid II	1 cu'/lvl	1 min/lvl	50'	F
9)	Chill Solid	1 cu'/lvl	1 min/lvl	50'	F
10)	Wall of Ice	10'x10'x2'	varies	10'	E
11)	Solid Door I	3'x6'x1'	P	touch	F
12)	Stone/Earth/Mud	100 cu'	P	touch	F
13)	Shatter	1 object	—	10'	F
14)	Solid Door II	4'x8'x5'	P	touch	F
15)	Mold Solid	1 cu'	P	touch	F
16)	Break Solid	1 cu'	P	100'	F
17)	Unstone	100 cu'	P	100'	F
18)					
19)	Unmetal	1 cu'	P	100'	F
20)	Solid Tunnel	4'Dx5'/lvl	1 min/lvl	touch	F
25)	Solid Door True	6'x12'x10'	P	touch	F
30)	Solid Tunnel True	3'x6'x1'/lvl	P	touch	F
50)	Transmutation	1 oz.	P	touch	F



9. **Chill Solid** — As *Chill Solid*, except the range is 50' and the temperature decreases 50°F each round that the caster concentrates (down to a minimum of -200°F).

10. **Wall of Ice** — Creates a 10'x10'x(2' at base, 1' at top) transparent wall of ice. It can be melted or chopped through or toppled (if not against a solid surface). Requires a source of water within 10'.

11. **Solid Door I** — Creates a doorway through any solid, inanimate material. The Doorway can be up to 3'x6'x1'.

12. **Stone/Earth/Mud** — Will turn 100 cubic feet of stone to packed earth, or 100 cubic feet of earth to mud, or 100 cubic feet mud to earth, or 100 cubic feet of earth to stone.

13. **Shatter** — Causes a non-metal, inanimate object to shatter (up to 1 cubic foot in size). All within 5'R take an 'A' Impact critical (anyone holding the object takes a 'C'). Metal objects get a +30 RR modification.

14. **Solid Door II** — As *Solid Door I*, except size is 4'x8'x5'.

15. **Mold Solid** — By molding with his hands, caster may shape 1 cubic foot of solid, inanimate material as if it were putty or clay. At the end of the spell's duration, the stone will harden to normal consistency.

16. **Break Solid** — 1 cubic foot of any solid, inanimate material becomes very brittle. This causes the object to break if struck (the GM may rule that certain objects get an RR to resist breakage).

17. **Unstone** — Disintegrates (i.e., nothing is left of) the target 100 cubic feet of stone.

19. **Unmetal** — As *Unstone*, except affects 1 cubic foot of metal.

20. **Solid Tunnel** — Creates a tunnel through solid, inanimate material that is 4' in diameter and 5' per level long.

25. **Solid Door True** — As *Solid Door*, except size is 6'x12'x10'.

30. **Solid Tunnel True** — As *Solid Tunnel*, except that it is permanent and size is 3'x6'x(1' per level).

50. **Transmutation** — May transmute 1 oz. of any solid material into another non-magical solid material that the caster has a sample of. This spell takes 8 hours of continues, uninterrupted concentration.

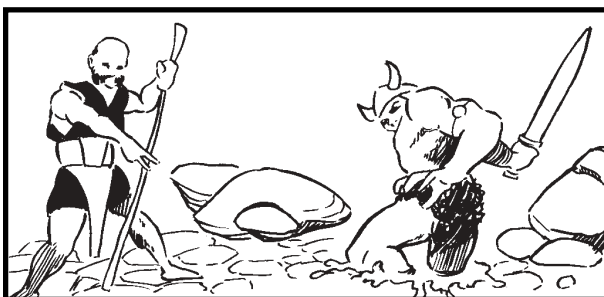
SOLID ALTERATION

1. **Warm Solid** — For each level of the caster, warms 1 cubic foot of any solid, inanimate material up to 100°F at a rate of 1 cubic foot per round of concentration (without further concentration the material will remain at its current temperature for the remainder of the duration).
2. **Heat Solid I** — As *Warm Solid* except temperature limit is 500°F. In addition, caster must concentrate for 1 round to raise the temperature 50°F (up to the maximum). Caster need only touch the target when the spell is cast.
3. **Cool Solid** — As *Warm Solid*, except it can cool down to 0°F.
4. **Cracks Call** — Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
5. **Door** — Can cause a door to expand or contract due to subtle temperature changes. Door can be jammed or loosened (+50 to -50 on attempts to break down the door).
6. **Woodfires** — Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
8. **Heat Solid II** — As *Heat Solid I*, except the range is 50'



SPECIAL NOTES

See Section 7.1.13 for notes on construction and destruction of solid materials.



MIND DEATH

1. **Mental Block I** — The target's memory of a 20 minute period is blanked. After a period of up to 1 hour (specified by the caster at the time of casting), the target will remember all that transpired during the period.
2. **Forget I** — Target forgets 10 contiguous minutes totally, caster's choice.
3. **Mind Blank I** — Target's mind is temporarily blank and he can do nothing. The target will remember nothing that occurs during the period. His body stops (all voluntary actions cease).
5. **Forget X** — As *Forget I*, except 100 minutes can be erased.
6. **Mental Block II** — As *Mental Block I*, except up to 1 hour of memories can be delayed for up to 24 hours.
7. **Mind Blank III** — As *Mind Blank I*, except duration is 3 rounds.
9. **Lord Forget** — As *Forget I*, except 200 minutes can be erased.
10. **Mind Death I** — Target's mind is blanked as in *Mind Blank I*, at random, for 10 contiguous minutes each and every day.
11. **Lost Experience I** — Target loses 5% of his collected experience (usually experience points).
12. **Mental Block True** — As *Mental Block I*, except memories of up to 1 hour/level can be delayed for up to 1 day per level.
13. **Mind Blank V** — As *Mind Blank I*, except duration is 5 rounds.
14. **Forget True** — As *Forget I*, except 1 hour per level of the caster can be erased.
15. **Mind Death II** — As *Mind Death I*, except the target blanks out twice per day.
17. **Mind Death III** — As *Mind Death I*, except the target blanks out three times per day.
18. **Mind Blank X** — As *Mind Blank I*, except duration is 10 rounds.
19. **Lost Experience II** — As *Lost Experience I*, except percentage lost is 10%.
20. **Mind Death V** — As *Mind Death I*, except target blanks out five times per day.
25. **Lost Experience III** — As *Lost Experience I*, except loss is 15%.
30. **Mind Death X** — As *Mind Death I*, except target blanks out ten times per day.
50. **Mind Blank True** — As *Mind Blank I*, except the target has a 5% chance of blanking out each round.

SPECIAL NOTES

When a target loses experience points, this has nothing to do with experience levels. The lost experience points simply means that the character will have to gain that many more before rising to the next level.

EVIL MENTALISM BASE 4.8.1

MIND DEATH

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Mental Block I	1 target	varies	100'	Fm
2	Forget I	1 target	P	100'	Fm
3	Mind Blank I	1 target	1 round	100'	Fm
4					
5	Forget X	1 target	P	100'	Fm
6	Mental Block II	1 target	varies	100'	Fm
7	Mind Blank III	1 target	3 rounds	100'	Fm
8					
9	Lord Forget	1 target	P	100'	Fm
10	Mind Death I	1 target	P	100'	Fm
11	Lost Experience I	1 target	P	50'	Fm
12	Mental Block True	1 target	varies	100'	Fm
13	Mind Blank V	1 target	5 rounds	100'	Fm
14	Forget True	1 target	P	100'	Fm
15	Mind Death II	1 target	P	100'	Fm
16					
17	Mind Death III	1 target	P	100'	Fm
18	Mind Blank X	1 target	10 rounds	100'	Fm
19	Lost Experience II	1 target	P	50'	Fm
20	Mind Death V	1 target	P	100'	Fm
25	Lost Experience III	1 target	P	50'	Fm
30	Mind Death X	1 target	P	100'	Fm
50	Mind Blank True	1 target	P	100'	Fm



MIND DISEASE

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Insomnia	1 target	P	100'	Fm
❑ 2)	Neurosis	1 target	P	100'	Fm
❑ 3)	Guilt	1 target	P	100'	Fm
❑ 4)	Paranoia	1 target	P	100'	Fm
❑ 5)	Panic	1 target	P	100'	Fm
❑ 6)	Phobia	1 target	P	100'	Fm
❑ 7)	Hallucinate	1 target	P	100'	Fm
❑ 8)	Schizophrenia	1 target	P	100'	Fm
❑ 9)	Psychosis	1 target	P	100'	Fm
❑ 10)	Catatonia	1 target	P	100'	Fm
❑ 11)	Insomnia True	1 target	P	100'	Fm
❑ 12)	Neurosis True	1 target	P	100'	Fm
❑ 13)	Guilt True	1 target	P	100'	Fm
❑ 14)					
❑ 15)	Greater Paranoia	1 target	P	100'	Fm
❑ 16)					
❑ 17)	Paranoia True	1 target	P	100'	Fm
❑ 18)	Hallucinate True	1 target	P	100'	Fm
❑ 19)	Psychosis True	1 target	P	100'	Fm
❑ 20)	Schizophrenia True	1 target	P	100'	Fm
❑ 25)	MPD	1 target	P	100'	Fm
❑ 30)	Catatonia True	1 target	P	100'	Fm
❑ 50)	Mind Disease True	1 target	P	100'	Fm

MIND DISEASE

- 1. Insomnia** — Target has trouble sleeping. He is has a -25 to all actions after suffering this for 2 days (until cured).
- 2. Neurosis** — Target has a dislike for a specific type of thing the caster chooses. The target has a 50% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1 results in the target blindly attacking the subject (attempting to destroy it at all costs). A result of 2-11 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 12 or more results in the target avoiding the subject at all costs.
- 3. Guilt** — Target becomes guilty over some incident in his past. He will not perform such an action again, and must take steps to overcome the guilt (rectifying the past wrong).
- 4. Paranoia** — Target believes everyone except his close associates are out to get him.
- 5. Panic** — As *Insomnia*, except target will panic and flee in any personally dangerous situation.
- 6. Phobia** — Target has a fear of a specific type of thing the caster chooses. The target has a 25% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1-25 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 26 or more results in the target avoiding the subject at all costs.
- 7. Hallucinate** — The target has a tendency to hallucinate and see things as they aren't. For each major event in a day, the target has a 10% chance of hallucinating and seeing major threats as nothing major and minor things as major threats (similar to the syndrome that Don Quixote suffered from).

8. **Schizophrenia** — Target develops a second personality of another "alignment." There is a 10% chance per day that the second personalty will become active (at a random time during the day). The GM should randomly select d10 role traits that must be extremely different from the target's.

9. **Psychosis** — Target has a psychosis about a specific type of thing the caster chooses. The target has a 10% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1-5 results in the target blindly attacking the subject (attempting to destroy it at all costs). A result of 6-55 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 56 or more results in the target avoiding the subject at all costs.

10. **Catatonia** — Target drifts in and out of a catatonic state. Every hour there is a 25% chance he will become catatonic for one hour.

11. **Insomnia True** — As *Insomnia*, except target can only sleep if he uses drugs or spells (e.g., a sleep spell). He adds +100 to his RRs against all sleep spells. If he gets no sleep, he will slowly go mad (GM's discretion on the specifics).

12. **Neurosis True** — Target has an extreme dislike for a specific type of thing the caster chooses. The target has a 25% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1-10 results in the target blindly attacking the subject (attempting to destroy it at all costs). A result of 11-60 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 61 or more results in the target avoiding the subject at all costs.

13. **Guilt True** — As *Guilt*, except every day that he fails a normal RR, the target must take actions to atone for his guilt incident (or sink into a deep depression).

15. **Greater Paranoia** — As *Paranoia*, except target believes that everyone is out to get him (even his close associates).

17. **Paranoia True** — As *Greater Paranoia*, except target will not associate with anyone for longer than one hour per day.

18. **Hallucinate True** — As *Hallucinate*, except chance is 20%.

19. **Psychosis True** — Target has an extreme psychosis for a specific type of thing the caster chooses. The target has a 0% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1-20 results in the target blindly attacking the subject (attempting to destroy it at all costs). A result of 21 or more results in the target fleeing from the subject (moving at maximum pace to get away from it).

20. **Schizophrenia True** — As *Schizophrenia*, except the second personality is active 50% of the time.

25. **MPD** — As *Schizophrenia*, except the target develops d10+1 extra personalities (i.e., Multiple Personality Disorder). There is a 10% chance per day that a non-active personality will become active.

30. **Catatonia True** — As *Catatonia*, except every hour there is a 95% chance target will be catatonic.

50. **Mind Disease True** — Target may be given any mental disease that the caster chooses.

SPECIAL NOTES

- 1) See *GM Law* for a full discussion of Mental Disorders.
- 2) See *Rolemaster Standard System* for a discussion of role traits.
- 3) When selecting a subject for the target's *Neurosis*, *Phobia*, *Psychosis*, etc., the caster cannot choose something the target is in constant contact with (e.g., air, dirt, etc.).



MIND DOMINATION

1. **Mind Distraction** — Target is distracted by an imaginary object. For the duration of this spell, the target is limited to 70% activity each round.
2. **Mind Lock** — Caster and target are locked in mental contact until: the caster cancels the spell **or** the spell is dispelled **or** either the caster or the target has a RR failure of 30 or greater (both the caster and the target must make RRs each other every round). The one failing by 30 becomes unconscious. While this spell is active, neither the caster nor the target can take any action.
3. **Mind Invasion** — As *Mind Lock*, except target is frozen in mental combat with the caster. The target is unable to take any actions, but caster may perform 50% of his normal activity.
5. **Demonic Possession I** — Target is controlled by a Type I Demon (level 1-2, see Section 7.1.31). The target may make an additional RR once per day (attack level equals Demon level) to regain control. The Demon is random, maniacal, and homicidal.
6. **Transferral** — Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of his normal activity while in the body of the target. The target (in the caster's body) is inactive. The caster can cancel the spell at any time (takes one round). The target can cancel the spell if he makes a successful RR (he gets on every 10 minutes). If either body is killed, both "souls" are destroyed.
8. **Domination** — Target must obey the caster. If the caster gives an order to do something completely alien to the target, he may make another RR with a +25 modification.
10. **Demonic Possession II** — As *Demonic Possession I*, except Demon is Type II.
11. **Mind Slave** — As *Domination*, except target is a zombie until he succeeds in his once per day RR. On any round that the caster concentrates, the target must obey him.
13. **Banishment** — As *Mind Slave*, except target's "mind/essence/soul" is in agony **and** any round that the caster doesn't concentrate, the target will obey anyone's verbal commands. Conflicting commands mean the target does nothing.
15. **Demonic Possession III** — As *Demonic Possession I*, except Demon is Type III.
16. **Waiting Domination** — As *Domination*, except the target must perform a single, straight forward task. The task may take the target out of range of the caster and he must still attempt to complete the task.
18. **Waiting Domination True** — As *Waiting Domination*, except only gets a RR once per week.
19. **Demonic Possession IV** — As *Demonic Possession I*, except Demon is Type IV.
20. **Mind Slave True** — As *Mind Slave*, except caster need not concentrate to command the target.
25. **Demonic Possession V** — As *Demonic Possession I*, except Demon is Type V.
30. **Transferral True** — As *Transferral*, except target only gets his additional RRs once per month **and** every time he fails his chance to successfully resist decreases by 1 (and caster's percentage activity in the target's body raises by 1%).
50. **Banishment True** — As *Banishment*, except target only gets his RRs once per month **and** every time he fails his chance to successfully resist decreases by 1.

SPECIAL NOTES

See Section 7.1.31 for more information on Demons and Demon types.

EVIL MENTALISM BASE 4.8.3

MIND DOMINATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Mind Distraction	1 target	1 rnd/10 fail	100'	Fm
2)	Mind Lock	caster	varies	100'	Fm
3)	Mind Invasion	caster	C	100'	Fm
4)					
5)	Demonic Possession I	1 target	varies	100'	Fm
6)	Transferral	caster	varies	touch	Fm
7)					
8)	Domination	1 target	C	100'	Fm
9)					
10)	Demonic Possession II	1 target	varies	100'	Fm
11)	Mind Slave	1 target	varies(C)	100'	Fm
12)					
13)	Banishment	1 target	varies	100'	Fm
14)					
15)	Demonic Possession III	1 target	varies	100'	Fm
16)	Waiting Domination	1 target	varies	100'	Fm
17)					
18)	Waiting Domin. True	1 target	varies	100'	Fm
19)	Demonic Possession IV	1 target	varies	100'	Fm
20)	Mind Slave True	1 target	varies	100'	Fm
25)	Demonic Possession V	1 target	varies	100'	Fm
30)	Transferral True	caster	varies	touch	Fm
50)	Banishment True	1 target	varies	100'	Fm



EVIL MENTALISM BASE 4.8.4

MIND EROSION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Dull Mind I	1 target	1 mon/5 fail	100'	Fm
2)	Dazed	1 target	1 day/5 fail	100'	Fm
3)	Power Leak I	1 target	—	100'	Fm
4)	Dull Mind II	1 target	1 mon/5 fail	100'	Fm
5)	Mind Erosion I	1 target	1 mon/5 fail	100'	Fm
6)	Power Leak II	1 target	—	100'	Fm
7)	Dull Mind III	1 target	1 mon/5 fail	100'	Fm
8)	Power Leak III	1 target	—	100'	Fm
9)	Dull Mind IV	1 target	1 mon/5 fail	100'	Fm
10)	Mind Erosion II	1 target	1 mon/5 fail	100'	Fm
11)	Power Leak IV	1 target	—	100'	Fm
12)	Dull Mind V	1 target	1 mon/5 fail	100'	Fm
13)	Power Leak V	1 target	—	100'	Fm
14)	Dull Mind VI	1 target	1 mon/5 fail	100'	Fm
15)	Mind Erosion III	1 target	1 mon/5 fail	100'	Fm
16)	Power Leak VI	1 target	—	100'	Fm
17)					
18)	Mind Erosion IV	1 target	1 mon/5 fail	100'	Fm
19)	Power Leak VII	1 target	—	100'	Fm
20)	Dull Mind VIII	1 target	1 mon/5 fail	100'	Fm
25)	Dull Mind X	1 target	1 mon/5 fail	100'	Fm
30)	Mind Erosion V	1 target	1 mon/5 fail	100'	Fm
50)	Mind Erosion True	1 target	1 mon/5 fail	100'	Fm

10. **Mind Erosion II** — As *Mind Erosion*, except decrease is 2d10.

11. **Power Leak IV** — As *Power Leak I*, except decrease is 40%.

12. **Dull Mind V** — As *Dull Mind I*, except decrease is 5d10.

13. **Power Leak V** — As *Power Leak I*, except decrease is 50%.

14. **Dull Mind VI** — As *Dull Mind I*, except decrease is 6d10.

15. **Mind Erosion III** — As *Mind Erosion*, except decrease is 3d10.

16. **Power Leak VI** — As *Power Leak I*, except decrease is 60%.

18. **Mind Erosion IV** — As *Mind Erosion*, except decrease is 4d10.

19. **Power Leak VII** — As *Power Leak I*, except decrease is 70%.

20. **Dull Mind VIII** — As *Dull Mind I*, except decrease is 8d10.

25. **Dull Mind X** — As *Dull Mind I*, except decrease is 10d10.

30. **Mind Erosion V** — As *Mind Erosion I*, except decrease is 5d10.

50. **Mind Erosion True** — As *Mind Erosion I*, except one mental stat is reduced to 1.

SPECIAL NOTES

1) Spells on this list cannot lower a stat to less than 1 (treat a negative result as 1).

2) In a 3d6 system, every 5 points of stat (above) translates to 1 point.

MIND EROSION

1. **Dull Mind I** — Target has one of his mental stats (determine randomly) temporarily lowered by d10. The temporary stat is lowered, not the potential. The mental stats are: Presence, Empathy, Intuition, Memory, Reasoning, and Self Discipline. When the duration expires, the stat will go back up by the same amount that it went down (with a maximum of whatever the potential for the stat is).

2. **Dazed** — Target is mentally bewildered. Each round, he has only a 50% chance of making a decision. He will always defend himself from direct attack.

3. **Power Leak I** — The target immediately loses 10% of his remaining power points (PPs). They may be recovered normally (i.e., usually after a sleep period).

4. **Dull Mind II** — As *Dull Mind I*, except decrease is 2d10.

5. **Mind Erosion I** — As *Dull Mind I*, except decrease affects a potential stat and the corresponding temporary stat.

6. **Power Leak II** — As *Power Leak I*, except decrease is 20%.

7. **Dull Mind III** — As *Dull Mind I*, except decrease is 3d10.

8. **Power Leak III** — As *Power Leak I*, except decrease is 30%.

9. **Dull Mind IV** — As *Dull Mind I*, except decrease is 4d10.



MIND ILLUSIONS

1. **Jumbled Text** — All text that the target reads will appear jumbled (and is indecipherable).
2. **Hypochondria** — The target believes that he is very ill (or sicker than he actually is). The GM should base the severity of the “imaginary” illness upon the amount the target fails his RR by (e.g., if he fails his RR by more than 50, he might think he is terminally ill).
3. **False Sense I** — The target will perceive something incorrectly through one of his senses. For example, he might see something out of the corner of his eye, or hear something that isn't there. The sensory effect cannot last longer than one round.
4. **Misleading I** — The target's perception is skewed. All perception rolls are modified by -10 (this includes orientation rolls).
5. **Lesser Phantom** — The target is attacked by a creature of shadow. The creature is actually an mental illusion and only the target sees the creature. The creature will immediately attack the target (in melee). The creature has an AT of 1; but has the same DB, OB, and Hits as the target (use the target's highest melee OB as the creature's OB). If the caster casts spells upon himself (e.g., *Haste*), the creature acts as if affected by the same spell. The creature is immune to spell attacks. If the creature is slain (by killing or incapacitating it), the spell is canceled.
6. **Waking Dream I** — The target will view things as if he were in a dream. His reactions are slowed (he suffers a -10 to all actions). In addition, he will sometimes perceive things differently than they actually are. The GM should roll for each event that occurs with a 10% chance that the event is mistaken. For example, the target might see an approaching horse as a large wild animal; or he might see the charging Orc as a messenger bringing news. Note that the caster has no control over what the target perceives or how he perceives it.
7. **Mistaken Identity I** — The target will believe that the next person he sees is someone else. At the time of casting, the caster choose what type of person the target sees. For example, he might see a servant entering the palace gate instead of the skulking figure. If the next person attacks the target, the effects of this spell are canceled.
8. **Misleading III** — As *Misleading I*, except penalty is -30.
9. **False Sense II** — As *False Sense I*, except affects up to 2 senses and the effect can last for up to 2 rounds.
10. **Minor Phantom** — As *Lesser Phantom*, except the creature has an AT of 3.
11. **Waking Dream II** — As *Waking Dream I*, except actions suffer a -20 penalty, and the chance of perceiving things incorrectly is 20%.
12. **Misleading V** — As *Misleading I*, except penalty is -50.
13. **False Sense III** — As *False Sense I*, except affects up to 3 senses and the effect can last for up to 3 rounds.
14. **Mistaken Identity II** — As *Mistaken Identity I*, except the target mistakes the next person he sees for a specific person. For example, he might see the Chamberlain entering the throne room, instead of a burglar.
15. **Greater Phantom** — As *Lesser Phantom*, except the creature has an AT of 11.
16. **False Sense IV** — As *False Sense I*, except affects up to 4 senses and the effect can last for up to 4 rounds.
17. **Misleading VII** — As *Misleading I*, except penalty is -70.
18. **Waking Dream III** — As *Waking Dream I*, except actions suffer a -30 penalty, and the chance of perceiving things incorrectly is 30%.

EVIL MENTALISM BASE 4.8.5

MIND ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Jumbled Text	1 target	1 hour/10 fail	100'	Fm
❑ 2)	Hypochondria	1 target	1 day/lvl	100'	Fm
❑ 3)	False Sense I	1 target	1 round	100'	Fm
❑ 4)	Misleading I	1 target	1 min/5 fail	100'	Fm
❑ 5)	Lesser Phantom	1 target	1 min/10 fail	100'	Fm
❑ 6)	Waking Dream I	1 target	10 min/10 fail	100'	Fm
❑ 7)	Mistaken Identity I	1 target	1 min/lvl	100'	Fm
❑ 8)	Misleading III	1 target	1 min/5 fail	100'	Fm
❑ 9)	False Sense II	1 target	2 rounds	100'	Fm
❑ 10)	Minor Phantom	1 target	1 min/10 fail	100'	Fm
❑ 11)	Waking Dream II	1 target	1 min/lvl	100'	Fm
❑ 12)	Misleading V	1 target	1 min/5 fail	100'	Fm
❑ 13)	False Sense III	1 target	3 rounds	100'	Fm
❑ 14)	Mistaken Identity II	1 target	1 min/lvl	100'	Fm
❑ 15)	Greater Phantom	1 target	1 min/10 fail	100'	Fm
❑ 16)	False Sense IV	1 target	4 rounds	100'	Fm
❑ 17)	Misleading VII	1 target	1 min/5 fail	100'	Fm
❑ 18)	Waking Dream III	1 target	1 min/lvl	100'	Fm
❑ 19)	False Sense V	1 target	5 rounds	100'	Fm
❑ 20)	Phantom True	1 target	1 min/10 fail	100'	Fm
❑ 25)	Misleading True	1 target	1 min/5 fail	100'	Fm
❑ 30)	Mistaken Identity True	1 target	P	100'	Fm
❑ 50)	Waking Dream True	1 target	P	100'	Fm

19. **False Sense V** — As *False Sense I*, except affects up to 5 senses and the effect can last for up to 5 rounds.

20. **Phantom True** — As *Lesser Phantom*, except the creature has an AT of 12.

25. **Misleading True** — As *Misleading I*, except penalty is -100.

30. **Mistaken Identity True** — As *Mistaken Identity I*, except the target will permanently confuse the next person he sees with someone else. Each time he sees that person, there is a 50% chance that he will mistaken them for someone else.

50. **Waking Dream True** — As *Waking Dream III*, except for the duration and the target suffers a -40 to all actions, and the chance of perceiving things differently is 40%.

SPECIAL NOTES

Many of these spells affect a target(s) perception of a situation. The duration for the spell is how long they will incorrectly perceive the situation. At the end of the duration, if the situation has ended, the target will remember the situation incorrectly (as that was how he perceived it).



EVIL MENTALISM BASE 4.8.6

MIND SUBVERSION

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Suspicion	1 target	1 day/5 fail	100'	Fm
2	Trait Subversion I	1 target	1 day/5 fail	100'	Fm
3	Lying	1 target	1 day/5 fail	100'	Fm
4	Trait Subversion II	1 target	1 day/5 fail	100'	Fm
5	Cheating	1 target	1 day/5 fail	100'	Fm
6	Vandal	1 target	1 day/5 fail	100'	Fm
7	Stealing	1 target	1 day/5 fail	100'	Fm
8	Trait Subversion III	1 target	1 day/5 fail	100'	Fm
9	Pyromania	1 target	1 day/5 fail	100'	Fm
10	Aggravated Theft	1 target	1 day/5 fail	100'	Fm
11	Trait Subversion V	1 target	1 day/5 fail	100'	Fm
12	Random Trait Subv. I	1 target	1 day/5 fail	100'	Fm
13	Assault	1 target	1 day/5 fail	100'	Fm
14	Arson	1 target	1 day/5 fail	100'	Fm
15	Trait Subversion VII	1 target	1 day/5 fail	100'	Fm
16	Random Trait Subv. I	1 target	1 day/5 fail	100'	Fm
17	Maim	1 target	1 day/5 fail	100'	Fm
18	Trait Subversion X	1 target	1 day/5 fail	100'	Fm
19	Random Trait Subv. III	1 target	1 day/5 fail	100'	Fm
20	Homicide	1 target	1 day/5 fail	100'	Fm
25	Assassination	1 target	varies	100'	Fm
30	Trait Subversion True	1 target	P	100'	Fm
50	Suicide	1 target	1 day/5 fail	100'	Fm

MIND SUBVERSION

- Suspicion** — Target suspects the actions of his associates (GM may give descriptions that arouse the player's own suspicions).
- Trait Subversion I** — One of the target's personal traits is perverted (one trait is taken to an extreme). See *Rolemaster Standard System* for a complete discussion of role traits. Note that the character may have a middle of the road trait (i.e., neither thrifty or frivolous) that is taken to an extreme.
- Lying** — On any statement there is a 20% chance the target lies.
- Trait Subversion II** — As *Trait Subversion I*, except 2 traits may be perverted.
- Cheating** — Target will attempt to cheat on all matters (e.g., splitting loot, card games, etc.)
- Vandal** — The target has urges to commit minor property damage. When such an opportunity arises, there is an 60% chance the target must attempt to commit such damage.
- Stealing** — Target becomes a kleptomaniac and has a 10% chance of attempting to steal anything that catches his fancy (if it does not involve violence).
- Trait Subversion III** — As *Trait Subversion I*, except 3 traits may be perverted.
- Pyromania** — The target has a fascination with burning things. Every day there is a 20% chance that he must try to burn something. He will burn things that do not result in injury to people or animals (though there is a 1% chance that he will injure himself in the attempt to burn things).
- Aggravated Theft** — As *Stealing*, except target will use violence to steal.
- Trait Subversion V** — As *Trait Subversion I*, except 5 traits may be perverted.
- Random Trait Subversion I** — As *Trait Subversion I*, except a different trait will affected each day (with the previous day's trait reverting back to its normal state).
- Assault** — There is a 5% chance target will assault any given person when he initially encounters him (the target must actually meet the person—this precludes people travelling in the street).
- Arson** — As *Pyromania*, except target doesn't care if people (or animals) are injured. There is a 5% chance that he will injure himself in the attempt.
- Trait Subversion VII** — As *Trait Subversion I*, except 7 traits may be perverted.
- Random Trait Subversion II** — As *Random Trait Subversion I*, except 2 traits are affected at one time.
- Maim** — As *Assault*, except there is a 10% chance that the target will attempt to maim any given person.
- Trait Subversion X** — As *Trait Subversion I*, except 10 traits may be perverted.
- Random Trait Subversion III** — As *Random Trait Subversion I*, except 3 traits are affected at one time.
- Homicide** — As *Assault*, except target attempts to kill.
- Assassination** — As *Assault*, except target will take note of a person and plan to assassinate him later. This spell will last until the target has made an assassination attempt on the target.
- Trait Subversion True** — As *Trait Subversion I*, except it is permanent.
- Suicide** — As *Suspicion*, except whenever the target is injured, suffers humiliation, or fails in something, he will attempt suicide in some imaginative way.





OPEN MENTALISM LISTS



ANTICIPATIONS	CLOAKING	DETECTIONS	SPELL RESISTANCE
☐ 1) Anticipate Missile * ☐ 2) Anticipate Blow * ☐ 3) Guess * ☐ 4) Anticipate Spell * ☐ 5) Intuitions I ☐ 6) Anticipate Hostility ☐ 7) ☐ 8) Dream I ☐ 9) Room Feel I ☐ 10) Anticipations * ☐ 11) Intuitions II ☐ 12) Room Feel II ☐ 13) Anticipate Hostility Tr. ☐ 14) Dreams II ☐ 15) Spell Anticipation * ☐ 16) Room Feel III ☐ 17) Dreams III ☐ 18) ☐ 19) Room Feel True ☐ 20) Intuitions True ☐ 25) Anticipations True * ☐ 30) Dreams V ☐ 50) Spell Anticipation True *	☐ 1) Blur * ☐ 2) Shadow ☐ 3) Unseen ☐ 4) Cloaking I ☐ 5) Facades I ☐ 6) Cloaking III ☐ 7) Cloaking Sphere I ☐ 8) Cloaking V ☐ 9) Cloaking Sphere II ☐ 10) Shadow Mentalist I ☐ 11) Facades II ☐ 12) Cloaking X ☐ 13) Cloaking Sphere III ☐ 14) Displacement I ☐ 15) Camouflage ☐ 16) Cloaking XX ☐ 17) ☐ 18) Displacement II ☐ 19) Cloaking Sphere V ☐ 20) Shadow Mentalist II ☐ 25) Displacement III ☐ 30) Camouflage True ☐ 50) True Cloaking	☐ 1) Detect Mentalism ☐ 2) Detect Essence ☐ 3) Detect Channeling ☐ 4) Detect Emotion ☐ 5) Detect Invisible ☐ 6) Detect Evil ☐ 7) Detect Traps ☐ 8, Perceive Power I ☐ 9) ☐ 10, Power Typing ☐ 11) Perceive Power II ☐ 12) ☐ 13) See Invisible ☐ 14) ☐ 15) Detect Spell ☐ 16) Perceive Power III ☐ 17) ☐ 18) Spell Typing ☐ 19) ☐ 20) Perceive Power True ☐ 25) Location ☐ 30) Detect True ☐ 50) Awareness	☐ 1) Protection I ☐ 2) Cancel Mentalism ☐ 3) ☐ 4) Cancel Essence ☐ 5) Protection II ☐ 6) Cancel Channeling ☐ 7) ☐ 8) Mind Shield ☐ 9) ☐ 10) Essence Shield ☐ 11) Protection III ☐ 12) ☐ 13) Channeling Shield ☐ 14) ☐ 15) Spell Shield II ☐ 16) ☐ 17) Protection V ☐ 18) ☐ 19) Spell Shield True ☐ 20) Mentalism Resistance ☐ 25) Essence Resistance ☐ 30) Channeling Resistance ☐ 50) Resistance True
ATTACK AVOIDANCE	DAMAGE RESISTANCE	ILLUSIONS	
☐ 1) Turn Missile * ☐ 2) Turn Blade * ☐ 3) Shield * ☐ 4) ☐ 5) Deflect I * ☐ 6) Bladeturn I * ☐ 7) ☐ 8) Aim Untrue I * ☐ 9) ☐ 10) Still Air * ☐ 11) Deflect II * ☐ 12) ☐ 13) Spell Deflect I * ☐ 14) ☐ 15) Bladeturn II * ☐ 16) ☐ 17) ☐ 18) Deflect III * ☐ 19) ☐ 20) Spell Deflect II * ☐ 25) Bladeturn III * ☐ 30) Spell Deflect III * ☐ 50) Deflect True *	☐ 1) Heat Resistance * ☐ 2) Cold Resistance * ☐ 3) ☐ 4) ☐ 5) Unpain I * ☐ 6) Stun Relief I * ☐ 7) Resist Poison * ☐ 8) ☐ 9) ☐ 10) Unpain II * ☐ 11) Stun Relief III * ☐ 12) Neutralize Poison * ☐ 13) ☐ 14) Awake * ☐ 15) Unpain III * ☐ 16) ☐ 17) Heat Resistance True * ☐ 18) Cold Resistance True * ☐ 19) ☐ 20) Unpain IV* ☐ 25) Neutralize Poison True * ☐ 30) Awake True * ☐ 50) Unpain True *	☐ 1) Bending ☐ 2) ☐ 3) Light/Sound Mirage ☐ 4) ☐ 5) Illusion II ☐ 6) Phantasm I ☐ 7) Light Glamour ☐ 8) Illusion III ☐ 9) ☐ 10) Waiting Illusion I ☐ 11) Illusion IV ☐ 12) Phantasm II ☐ 13) ☐ 14) Waiting Illusion II ☐ 15) Illusion V ☐ 16) ☐ 17) Phantasm III ☐ 18) ☐ 19) Waiting Illusion III ☐ 20) Illusion VII ☐ 25) Waiting Illusion V ☐ 30) Illusion X ☐ 50) Phantasm V	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
BRILLIANCE	DELVING	SELF HEALING	
☐ 1) Projected Light ☐ 2) Glow ☐ 3) Light I ☐ 4) Self Aura ☐ 5) Light Eruption ☐ 6) Shock Bolt ☐ 7) Darkness I ☐ 8) True Aura ☐ 9) ☐ 10) Light V ☐ 11) Darkness V ☐ 12) ☐ 13) Hue ☐ 14) ☐ 15) Beacon ☐ 16) Greater Darkness ☐ 17) ☐ 18) Utterlight ☐ 19) Utterdark ☐ 20) Sunfires ☐ 25) Sunfire True ☐ 30) Hand of Fire ☐ 50) Hand of Fire True	☐ 1) Item Feel ☐ 2) Detect Power ☐ 3) Origins ☐ 4) ☐ 5) Detect Curse ☐ 6) Power Lore ☐ 7) Rock Lore ☐ 8) Item Vision ☐ 9) ☐ 10) Delving ☐ 11) Past Vision I ☐ 12) ☐ 13) Item Lore ☐ 14) ☐ 15) Death's Memory ☐ 16) ☐ 17) Past Hold ☐ 18) ☐ 19) Item Analysis ☐ 20) Past Vision II ☐ 25) Past Vision III ☐ 30) Past Vision IV ☐ 50) Past Vision True	☐ 1) ☐ 2) Clot I * ☐ 3) ☐ 4) Clot III * ☐ 5) Pain Relief I * ☐ 6) Fracture Repair ☐ 7) Cut Repair I * ☐ 8) Muscle/Tendon Repair * ☐ 9) ☐ 10) Minor Nerve Repair ☐ 11) Eye/Ear Repair ☐ 12) Vein/Artery Repair * ☐ 13) Pain Relief II * ☐ 14) ☐ 15) Self Keeping * ☐ 16) ☐ 17) Self Joining * ☐ 18) ☐ 19) ☐ 20) Pain Relief True * ☐ 25) Limb Regeneration ☐ 30) Organ Regeneration ☐ 50) Regeneration True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____



CLOSED MENTALISM LISTS



GAS MANIPULATION	MIND'S DOOR	SHIFTING	TELEKINESIS
☐ 1) Condensation ☐ 2) Warm Air ☐ 3) Fog I ☐ 4) Airwall ☐ 5) Air Stop I ☐ 6) Vacuum I ☐ 7) Fog V ☐ 8) Unfog V ☐ 9) Curved Airwall ☐ 10) Airwall True ☐ 11) Fog X ☐ 12) Air Stop V ☐ 13) Unfog X ☐ 14) Vacuum II ☐ 15) Gas-Air ☐ 16) ☐ 17) Whirling Winds ☐ 18) Vacuum IV ☐ 19) ☐ 20) Oxygenation ☐ 25) Fog True ☐ 30) Unfog True ☐ 50) Cloud Mastery	☐ 1) ☐ 2) Leave Item I ☐ 3) ☐ 4) Long Door Item I ☐ 5) Leaving I ☐ 6) Leave Item III ☐ 7) Long Door Item V ☐ 8) Leaving III ☐ 9) Leave Item V ☐ 10) Minor Long Door ☐ 11) Leaving V ☐ 12) Long Door I ☐ 13) Long Door Item X ☐ 14) ☐ 15) Lord Leaving ☐ 16) Long Door III ☐ 17) ☐ 18) Long Door V ☐ 19) ☐ 20) Mind's Door I ☐ 25) Leaving True ☐ 30) Mind's Door II ☐ 50) Mind's Door True	☐ 1) Balance * ☐ 2) Contraction ☐ 3) Face Shifting ☐ 4) ☐ 5) Waterlungs ☐ 6) ☐ 7) Change To Kind ☐ 8) Gaslungs ☐ 9) ☐ 10) Greater Face Shifting ☐ 11) Changing Lungs ☐ 12) ☐ 13) Change ☐ 14) ☐ 15) Solid Form ☐ 16) ☐ 17) ☐ 18) Shapechanging ☐ 19) ☐ 20) Waterform ☐ 25) Mistform ☐ 30) Form Master ☐ 50) Change Master	☐ 1) Telekinesis I ☐ 2) Staying II ☐ 3) Telekinesis II ☐ 4) Staying III ☐ 5) Greater Staying II ☐ 6) Greater Telekinesis II ☐ 7) Telekinesis III ☐ 8) Staying IV ☐ 9) Telekinesis IV ☐ 10) Hurling I ☐ 11) Staying V ☐ 12) Telekinesis V ☐ 13) Hurling II ☐ 14) Staying VI ☐ 15) Greater Staying III ☐ 16) Greater Telekinesis III ☐ 17) Telekinesis VI ☐ 18) Hurling III ☐ 19) Staying True ☐ 20) Telekinesis True ☐ 25) Greater Hurling III ☐ 30) Hurling IV ☐ 50) Telekinesis Mastery
LIQUID MANIPULATION	MOVEMENT	SOLID MANIPULATION	
☐ 1) Boil Water ☐ 2) Freeze Water ☐ 3) Clear Water ☐ 4) ☐ 5) Desalination ☐ 6) Waterwall ☐ 7) Evaporation ☐ 8) Water Corridor I ☐ 9) Water Bolt ☐ 10) Curved Waterwall ☐ 11) Calm Water ☐ 12) ☐ 13) Waterwall True ☐ 14) ☐ 15) Water Corridor III ☐ 16) ☐ 17) Whirlpool ☐ 18) Wave ☐ 19) Water Bubble ☐ 20) Calm Water True ☐ 25) Water Corridor Tr. ☐ 30) Water Bubble True ☐ 50) Water Mastery	☐ 1) Leaping * ☐ 2) Landing * ☐ 3) Levitation I ☐ 4) Wind Drift ☐ 5) Underwater Movement ☐ 6) Fly I ☐ 7) Levitation V ☐ 8) Long Dive * ☐ 9) ☐ 10) Merging ☐ 11) Fly II ☐ 12) Landing True * ☐ 13) Levitation XX ☐ 14) Passing ☐ 15) Fly III ☐ 16) ☐ 17) Great Merge ☐ 18) ☐ 19) ☐ 20) Merge True ☐ 25) Fly IV ☐ 30) Passing True ☐ 50) Master of Movement	☐ 1) Warm Stone ☐ 2) Warm Metal ☐ 3) Warm Solid ☐ 4) Heat Stone ☐ 5) Heat Metal ☐ 6) Heat Solid ☐ 7) Cool Solid ☐ 8) ☐ 9) Chill Solid ☐ 10) Cracks Call ☐ 11) Melt Solid ☐ 12) ☐ 13) Crumble ☐ 14) Bowbreak ☐ 15) Stone Door ☐ 16) Metal Door ☐ 17) Bladebreak ☐ 18) Lockbreak ☐ 19) Solid Door ☐ 20) Mold Stone ☐ 25) Mold Metal ☐ 30) Mold Solid ☐ 50) Solid Transmutation	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
MIND MASTERY	SENSE MASTERY	SPEED	
☐ 1) Storing ☐ 2) Presence * • ☐ 3) Inner Wall I ☐ 4) ☐ 5) Recall ☐ 6) Misfeel Kind • ☐ 7) Observation ☐ 8) Inner Wall II ☐ 9) Misfeel Calling • ☐ 10) Correlation ☐ 11) Misfeel Power • ☐ 12) Resolve ☐ 13) Inner Wall III ☐ 14) ☐ 15) Unpresence • ☐ 16) Inner Wall V ☐ 17) Total Recall ☐ 18) Misfeel • ☐ 19) Inner Wall True ☐ 20) Observation True ☐ 25) Correlation True ☐ 30) Resolve True ☐ 50) Mirrormind	☐ 1) Sly Ears ☐ 2) Nightvision ☐ 3) Sidevision ☐ 4) Detect Illusion ☐ 5) Watervision ☐ 6) Scent ☐ 7) Fogvision ☐ 8) Touch ☐ 9) Darkvision ☐ 10) Mentalist Ear ☐ 11) Mentalist Eye ☐ 12) Disillusion ☐ 13) Detect Illusion True ☐ 14) Vision ☐ 15) Nightvision True ☐ 16) ☐ 17) Disillusion True ☐ 18) Watervision True ☐ 19) Fogvision True ☐ 20) Vision True ☐ 25) Mentalist Ear True ☐ 30) Mentalist Eye True ☐ 50) Sensory Merge	☐ 1) Run * ☐ 2) Speed Reading ☐ 3) Speed I * ☐ 4) ☐ 5) Speed II * ☐ 6) Haste I * ☐ 7) Speed III * ☐ 8) Sprint * ☐ 9) Haste II * ☐ 10) Fast Swim * ☐ 11) Speed V * ☐ 12) Haste III * ☐ 13) ☐ 14) ☐ 15) Haste V * ☐ 16) ☐ 17) Fast Sprint * ☐ 18) ☐ 19) ☐ 20) Speed X * ☐ 25) Haste X * ☐ 30) Speed True * ☐ 50) Haste True *	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

LAY HEALER BASE LISTS		MENTALIST BASE LISTS	
BLOOD MASTERY	MUSCLE MASTERY	MIND ATTACK	MIND SPEECH
☐ 1) Flowstop III ☐ 2) Clotting I ☐ 3) Cut Repair I ☐ 4) Clotting III ☐ 5) Minor Vessel Repair ☐ 6) Cut Repair III ☐ 7) Vein Repair ☐ 8) Arterial Repair ☐ 9) Joining ‡ * ☐ 10) Flowstop True ☐ 11) Suspend Life I ‡ * ☐ 12) Clotting True ☐ 13) Unc clotting ☐ 14) Cut Repair True ☐ 16) Suspend Life II ‡ * ☐ 18) Unc clotting True ☐ 19) Joining True ‡ * ☐ 25) Regulations ☐ 30) New Blood ☐ 50) Blood Repair True	☐ 1) Sprain Repair ☐ 2) Muscle/Tendon Lore ☐ 3) Muscle Repair I ☐ 4) Tendon Repair I ☐ 5) Limb Preservation ‡ * ☐ 6) Muscle Repair III ☐ 7) Tendon Repair III ☐ 8) Muscle Repair True ☐ 9) Joining ‡ * ☐ 10) Tendon Repair True ☐ 11) Soft Structure Repair ☐ 12) Muscle Transplant ☐ 13) Muscle Regeneration ☐ 14) Tendon Regeneration ☐ 16) Rapid Muscle Transp. ☐ 18) Rapid Muscle Regen. ☐ 19) Rapid Tendon Regen. ☐ 20) Joining True ‡ * ☐ 25) Muscle Regen. True ☐ 30) Tendon Regen. True ☐ 50) Soft Structure Rep. Tr.	☐ 1) Jolts I ☐ 2) Hesitation ☐ 3) Minor Pain ☐ 4) Shock A ☐ 5) Jolts III ☐ 6) Paralyze I ☐ 8) Shock B ☐ 9) Major Pain ☐ 10) Mind Shout I * ☐ 11) Jolts V ☐ 12) Paralyze III ☐ 13) Shock C ☐ 14) Mind Shout II * ☐ 16) Shock D ☐ 17) Paralyze V ☐ 18) Jolts X ☐ 19) Mind Shout III * ☐ 20) Shock E ☐ 25) Great Shout * ☐ 30) Mind Shout True * ☐ 50) Shout True *	☐ 1) Mentalist Tongue * ☐ 2) Prepare Mind I ☐ 3) Mind Tongue I * ☐ 4) Focus Mind ☐ 5) Prepare Mind II ☐ 6) Mind Tongue II * ☐ 7) Prepare Mind III ☐ 8) Mind Speech I * ☐ 10) Mind Tongue III * ☐ 11) Prepare Mind IV ☐ 12) Mind Speech II * ☐ 13) Friend Speech * ☐ 14) Prepare Mind V ☐ 15) Mind Speech III * ☐ 16) Waiting Tongue * ☐ 17) Prepare Mind True ☐ 18) Mind Tongue IV * ☐ 19) Friend Speech True * ☐ 20) Mind Speech True * ☐ 25) Mind Tongue True * ☐ 30) Waiting Speech * ☐ 50) Far Mind Speech *
BONE MASTERY	NERVE AND ORGAN MASTERY	MIND CONTROL	PRESENCE
☐ 1) Bone Lore ☐ 2) Minor Fracture Repair ☐ 3) Cartilage Repair ☐ 4) Major Fract. Rep. ☐ 5) Limb Preservation ‡ * ☐ 6) Skull Repair ☐ 7) Joint Repair ☐ 8) Minor Fract. Rep. Tr. ☐ 9) Joining ‡ * ☐ 10) Cartilage Repair True ☐ 11) Major Fract. Rep. Tr. ☐ 12) Skull Repair True ☐ 13) Bone Transplant ☐ 14) Shatter Repair ☐ 15) Joint Repair True ☐ 16) Rapid Bone Transplant ☐ 17) Rapid Shatter Repair ☐ 19) Joining True ‡ * ☐ 20) Cartilage Regeneration ☐ 30) Bone Regeneration ☐ 50) Skeletal Regeneration	☐ 1) Nerve/Organ Lore ☐ 2) Numbing ☐ 3) Minor Nerve Repair ☐ 4) Minor Ear/Nose Repair ☐ 5) Organ Preservation ☐ 6) Minor Eye Repair ☐ 7) Major Nerve Repair ☐ 8) Major Ear Repair ☐ 9) Joining ‡ * ☐ 10) Major Eye Repair ☐ 11) Suspend Life I ‡ * ☐ 12) Nerve Repair True ☐ 13) Organ Transplant ☐ 14) Organ Repair ☐ 15) Minor Brain Repair ☐ 16) Paralysis Cures ☐ 17) Suspend Life II ‡ * ☐ 18) Rapid Organ Transp. ☐ 19) Joining True ‡ * ☐ 25) Nerve Regeneration ☐ 30) Organ Regeneration ☐ 50) Brain Regeneration	☐ 1) Question ☐ 2) Sleep ☐ 3) Charm Kind ☐ 4) Calm ☐ 5) Confusion ☐ 6) Fear ☐ 7) Suggestion ☐ 8) Hold Kind ☐ 9) Emotions ☐ 10) Master of Kind ☐ 11) Coma ☐ 12) True Charm ☐ 13) Hold True ☐ 14) Geas ☐ 15) Hold Kind True ☐ 16) Mind Break ☐ 17) True Sleep ☐ 18) True Geas ☐ 19) Mind Control True ☐ 20) Mind Maste ☐ 25) Mind Control True ☐ 30) Mind Maste	☐ 1) Presence * * ☐ 2) Feel I * ☐ 3) Mind Store * ☐ 4) Transfer Mind Store ☐ 5) Feel III * ☐ 6) Mind Typing * ☐ 7) Finding I ☐ 8) Direction I ☐ 9) Presence True * ☐ 10) Awareness * ☐ 11) Direction II ☐ 12) Long Feel * ☐ 13) Feel V * ☐ 14) Mass Feel * ☐ 15) Mind Typing True * ☐ 16) Finding II ☐ 17) Feel X * ☐ 18) Awareness True * ☐ 19) Finding III ☐ 20) Direction True ☐ 25) Finding True ☐ 30) Direction True ☐ 50) Finding True
CONCUSSION MASTERY	PROSTHETICS	MIND MERGE	SENSE CONTROL
☐ 1) Healing I ☐ 2) Stun Relief I * ☐ 3) Frost/Burn Relief I ☐ 4) Regeneration I * ☐ 5) Awakening ☐ 6) Frost/Burn Relief II ☐ 7) Healing V ☐ 8) Stun Relief III * ☐ 9) Frost/Burn Relief III ☐ 10) Regeneration II * ☐ 11) Healing X ☐ 12) Frost/Burn Relief IV ☐ 13) Stun Relief V * ☐ 14) Long Stun Relief * ☐ 15) Regeneration III * ☐ 16) Healing XVII ☐ 18) Stun Relief X * ☐ 19) Healing XX ☐ 25) True Healing ☐ 30) Frost/Burn Relief True ☐ 50) Stun Relief True *	☐ 1) Measure ☐ 2) Mold Wood ☐ 3) Fit Wood ☐ 4) Animation I ☐ 5) Mold Glass ☐ 6) Fit Glass ☐ 7) Animation II ☐ 8) Mold Normal Metal ☐ 9) Fit Normal Metal ☐ 10) Artificial Flesh ☐ 11) Animation III ☐ 12) Fit Enchanted Materials ☐ 13) Animation IV ☐ 14) Animation V ☐ 15) Animation VI ☐ 16) Artificial Flesh True ☐ 17) Animation VII ☐ 18) Animation VIII ☐ 19) Animation True	☐ 1) Empathy ☐ 2) Read Emotions ☐ 3) Merge w/ Mentalist ☐ 4) Focus Merge ☐ 5) Thoughts ☐ 6) Mind Merge I ☐ 7) Prepare Merge ☐ 8) Mind Merge II ☐ 9) Inner Thoughts ☐ 10) Ready Merge * ☐ 11) Mind Switch ☐ 12) Mind Scan ☐ 13) Mind Merge True ☐ 14) Mind Probe ☐ 15) Mind Switch True ☐ 16) Thought Steal ☐ 17) Ready Merge True *	☐ 1) Distraction ☐ 2) Numbing ☐ 3) Blur Vision ☐ 4) Minor Sense Control ☐ 5) Audio Attack ☐ 6) Audio Control ☐ 7) Fumble ☐ 8) Vision Control ☐ 9) Vision Attack ☐ 10) Nerve Stun ☐ 11) Hallucination ☐ 12) Taunting Hallucination ☐ 13) Sense Control II ☐ 14) Sensory Overload ☐ 15) Sense Control III ☐ 16) Sense Control IV ☐ 17) Sensory Deprivation ☐ 18) Sense Control V ☐ 19) Long Control ☐ 20) Sense Control True ☐ 25) Private World ☐ 30) Private World ☐ 50) Private World

BARD BASE LISTS		MAGENT BASE LISTS	
CONTROLLING SONGS	LORES	ASSASSINATION MASTERY	GATHERING SECRETS
☐ 1) Calm Song ☐ 2) Holding Song ☐ 3) Stun Song ☐ 4) ☐ 5) Sleep Song ☐ 6) Charm Song ☐ 7) Fear's Song ☐ 8) Calm Song True ☐ 9) Stun Song True ☐ 10) Forgetting Song ☐ 11) Charm Song True ☐ 12) Panic's Song ☐ 13) Song of Mastery ☐ 14) ☐ 15) Sleep Song True ☐ 16) ☐ 17) Panic Song True ☐ 18) ☐ 19) Song of Seeking ☐ 20) Song True ☐ 25) Song of Mastery True ☐ 30) Song of Coma ☐ 50) Slaying Song	☐ 1) Recall ☐ 2) Learn Language II ☐ 3) Language Lore ☐ 4) Mind's Lore I ☐ 5) Study II ☐ 6) ☐ 7) Learn Language III ☐ 8) Mind's Lore III ☐ 9) ☐ 10) Study III ☐ 11) Passage Origin ☐ 12) Learn Language IV ☐ 13) Mind's Lore V ☐ 14) ☐ 15) Study V ☐ 16) ☐ 17) Study X ☐ 18) Mind's Lore VII ☐ 19) ☐ 20) Study True ☐ 25) Learn Language V ☐ 30) Mind's Lore True ☐ 50) Learn Language True	☐ 1) Concealed Object I ☐ 2) Study Patsy ☐ 3) Well-Aimed Attack I ☐ 4) Open Ambush I ☐ 5) Targetting I ☐ 6) Create Evidence I ☐ 7) Concealed Object II ☐ 8) Well-Aimed Attack II ☐ 9) Open Ambush II ☐ 10) Targetting II ☐ 11) Lightning Reactions * ☐ 12) Create Evidence II ☐ 13) Well-Aimed Attack III ☐ 14) Open Ambush III ☐ 15) Targetting III ☐ 16) Concealed Object True ☐ 17) Study Victim ☐ 18) Create Evidence III ☐ 19) Well-Aimed Attack True ☐ 20) Slaying Attack ☐ 25) Open Ambush True ☐ 30) Targetting True ☐ 50) Slaying Attack True	☐ 1) Copy I ☐ 2) Listen ☐ 3) Duplicate I ☐ 4) Sensory Marker ☐ 5) Copy II ☐ 6) Far Sense I ☐ 7) Locate Evidence I ☐ 8) Watch ☐ 9) Duplicate II ☐ 10) Copy III ☐ 11) Far Sense II ☐ 12) Woodsight ☐ 13) Locate Evidence II ☐ 14) Duplicate III ☐ 15) Copy IV ☐ 16) Greater Far Sense I ☐ 17) Stonesight ☐ 18) Locate Evidence III ☐ 19) Greater Far Sense True ☐ 20) Ironsight ☐ 25) Long Far Sense I ☐ 30) Copy V ☐ 50) Copy True
ENTERTAINING WAYS	SOUND CONTROL	DISGUISE MASTERY	MISDIRECTIONS
☐ 1) Spotlight ☐ 2) Dim Lights ☐ 3) Hush ☐ 4) Fanfare ☐ 5) Showman I ☐ 6) Legerdemain ☐ 7) Enthrall I ☐ 8) Hidden Pocket ☐ 9) Lightshow ☐ 10) Showman II ☐ 11) Music ☐ 12) Enthrall V ☐ 13) Volunteer f/t Audience ☐ 14) Lovely Assistant ☐ 15) Showman III ☐ 16) Orchestra ☐ 17) Enthrall X ☐ 18) Disappear ☐ 19) ☐ 20) Showman IV ☐ 25) Mass Enthrall ☐ 30) Disappear True ☐ 50) Showman True	☐ 1) Quiet I ☐ 2) Sonic Law I ☐ 3) ☐ 4) Silence I ☐ 5) Sonic Law II ☐ 6) Sudden Sound ☐ 7) Deafen ☐ 8) Cracks ☐ 9) ☐ 10) Silence III ☐ 11) Sonic Law III ☐ 12) ☐ 13) Shatter Blast ☐ 14) Waiting Sound ☐ 15) Sonic Law IV ☐ 16) Long Sudden Sound ☐ 17) ☐ 18) Mind's Song * ☐ 19) ☐ 20) Crumble ☐ 25) Silence True ☐ 30) Mind's Song True * ☐ 50) Sonic Law True	☐ 1) Study Disguise ☐ 2) Light Glamour ☐ 3) Facade I ☐ 4) Shadow Assassin ☐ 5) Misfeel Kind • ☐ 6) Facade II ☐ 7) Disguise I ☐ 8) Unknown Assassin ☐ 9) Facade III ☐ 10) Disguise II ☐ 11) Misfeel Calling • ☐ 12) Mind Tongue ☐ 13) Disguise III ☐ 14) Facade V ☐ 15) Misfeel Power • ☐ 16) Disguise IV ☐ 17) Unpresence ☐ 18) False Assassin ☐ 19) Disguise V ☐ 20) Misfeel • ☐ 25) Nondetect ☐ 30) Misfeel True • ☐ 50) Disguise Mastery	☐ 1) False Credentials ☐ 2) Unseen I ☐ 3) Eyewitness III ☐ 4) Cloaking III ☐ 5) Misleading I ☐ 6) Unseen II ☐ 7) Cloaking V ☐ 8) Eyewitness V ☐ 9) Cloaking Sphere I ☐ 10) Misleading III ☐ 11) Cloaking X ☐ 12) Displacement I ☐ 13) Eyewitness X ☐ 14) Cloaking Sphere II ☐ 15) Misleading V ☐ 16) Cloaking XX ☐ 17) ☐ 18) Mass Eyewitness ☐ 19) Cloaking Sphere III ☐ 20) Misleading True ☐ 25) Displacement II ☐ 30) True Cloaking ☐ 50) Eyewitness True
ITEM LORE	SOUND PROJECTION	ESCAPES	POISON MASTERY
☐ 1) Jewel/Metal Assessment ☐ 2) Item Assessment ☐ 3) Detect Power ☐ 4) Item Analysis I ☐ 5) Assessment True ☐ 6) Significance ☐ 7) Item Analysis II ☐ 8) Origins ☐ 9) Item Vision ☐ 10) Item Analysis III ☐ 11) Detect Curse ☐ 12) ☐ 13) Significance True ☐ 14) ☐ 15) Item Analysis IV ☐ 16) Death's Lore ☐ 17) Item Vision True ☐ 18) Item Analysis V ☐ 19) ☐ 20) Item Analysis VI ☐ 25) Origins True ☐ 30) Item Analysis VII ☐ 50) Item Analysis True	☐ 1) Long Whisper I ☐ 2) Sounding II ☐ 3) Song Sounding II * ☐ 4) Song II * ☐ 5) Long Whisper III ☐ 6) Sounding V ☐ 7) Great Song I * ☐ 8) Song Sounding III * ☐ 9) Long Whisper V ☐ 10) Song III * ☐ 11) Silent Song * ☐ 12) Song Sounding IV * ☐ 13) Long Whisper X ☐ 14) Song V * ☐ 15) Great Song V * ☐ 16) Song Sounding V * ☐ 17) Long Whisper True ☐ 18) Song X * ☐ 19) ☐ 20) Song Sounding VII * ☐ 25) Great Song True * ☐ 30) Song Sounding X * ☐ 50) Song Mastery *	☐ 1) Locklore ☐ 2) Unlock I ☐ 3) Ungag ☐ 4) Leave Item I ☐ 5) Unlock II ☐ 6) Untie ☐ 7) Minor Long Door ☐ 8) Unlock III ☐ 9) Unbind ☐ 10) Leaving I ☐ 11) Passing ☐ 12) Long Door Item I ☐ 13) Unlock IV ☐ 14) Long Door I ☐ 15) Unbind True ☐ 16) Leaving II ☐ 17) ☐ 18) Flattening ☐ 19) Long Door II ☐ 20) Passing True ☐ 25) Portal ☐ 30) Unlock True ☐ 50) Teleport I	☐ 1) Poison Lore ☐ 2) Poison Resistance I ☐ 3) Apply Poison I ☐ 4) Work Poison V ☐ 5) Poison Analysis ☐ 6) Delay Poison * ☐ 7) Transfer Poison I ☐ 8) Apply Poison II ☐ 9) Neutralize Poison ☐ 10) Work Poison X ☐ 11) Venom ☐ 12) Apply Poison III ☐ 13) Neutralize Poison True ☐ 14) Transfer Poison II ☐ 15) Venom's Touch ☐ 16) Work Poison True ☐ 17) Apply Poison IV ☐ 18) Contact Poison ☐ 19) Transfer Poison III ☐ 20) Venom's Breath ☐ 25) Venom's Glare ☐ 30) Venom's Cloud ☐ 50) Venom's Sight

MYSTIC BASE LISTS		EVIL MENTALISM BASE LISTS	
CONFUSING WAYS	LIQUID ALTERATION	MIND DEATH	MIND EROSION
☐ 1) Distraction ☐ 2) Confusion ☐ 3) Blur Vision ☐ 4) Fear ☐ 5) Stumble ☐ 6) Fumble ☐ 7) Hallucination ☐ 8) Spin ☐ 9) Weapon Alteration ☐ 10) Mirages ☐ 11) Blinding ☐ 12) Shifting ☐ 13) Mass Distraction ☐ 14) Word of Fear * ☐ 15) Amnesia ☐ 16) Shout of Confusion * ☐ 17) Long Bewilderment ☐ 18) Shout of Fear * ☐ 19) ☐ 20) Lord Bewilderment ☐ 25) Amnesia True ☐ 30) Parallel Reality ☐ 50) Bewilderment True	☐ 1) Boil/Freeze Water ☐ 2) Clear/Desalinate Water ☐ 3) Evaporate Water ☐ 4) Waterwall ☐ 5) Water Bolt I ☐ 6) Water Corridor I ☐ 7) Call Rain ☐ 8) Calm Water ☐ 9) Wave ☐ 10) Waterwall True ☐ 11) Water Corridor III ☐ 12) Liquid-Water ☐ 13) Whirlpool ☐ 14) Water Tunnel ☐ 15) Calm Water True ☐ 16) Command Current ☐ 17) Water Bubble ☐ 18) Water Bolt III ☐ 19) ☐ 20) Water Corr. True ☐ 25) Water Tunnel True ☐ 30) Stream Diversion ☐ 50) Transmutation	☐ 1) Mental Block I ☐ 2) Forget I ☐ 3) Mind Blank I ☐ 4) ☐ 5) Forget X ☐ 6) Mental Block II ☐ 7) Mind Blank III ☐ 8) ☐ 9) Lord Forget ☐ 10) Mind Death I ☐ 11) Lost Experience I ☐ 12) Mental Block True ☐ 13) Mind Blank V ☐ 14) Forget True ☐ 15) Mind Death II ☐ 16) ☐ 17) Mind Death III ☐ 18) Mind Blank X ☐ 19) Lost Experience II ☐ 20) Mind Death V ☐ 25) Lost Experience III ☐ 30) Mind Death X ☐ 50) Mind Blank True	☐ 1) Dull Mind I ☐ 2) Dazed ☐ 3) Power Leak I ☐ 4) Dull Mind II ☐ 5) Mind Erosion I ☐ 6) Power Leak II ☐ 7) Dull Mind III ☐ 8) Power Leak III ☐ 9) Dull Mind IV ☐ 10) Mind Erosion II ☐ 11) Power Leak IV ☐ 12) Dull Mind V ☐ 13) Power Leak V ☐ 14) Dull Mind VI ☐ 15) Mind Erosion III ☐ 16) Power Leak VI ☐ 17) ☐ 18) Mind Erosion IV ☐ 19) Power Leak VII ☐ 20) Dull Mind VIII ☐ 25) Dull Mind X ☐ 30) Mind Erosion V ☐ 50) Mind Erosion True
GAS ALTERATION	MYSTICAL CHANGE	MIND DISEASE	MIND ILLUSIONS
☐ 1) Condensation ☐ 2) Airwall ☐ 3) Fog II ☐ 4) Vacuum A ☐ 5) Air Stop I ☐ 6) Fog X ☐ 7) Airwall True ☐ 8) Fire Bolt I ☐ 9) Vacuum B ☐ 10) Airstop V ☐ 11) Fog XXX ☐ 12) Gas-Air ☐ 13) Vacuum C ☐ 14) Oxygenation ☐ 15) Whirling Winds ☐ 16) Firebolt III ☐ 17) Vacuum D ☐ 18) ☐ 19) Reverse Winds ☐ 20) Fog True ☐ 25) Vacuum E ☐ 30) Cloud Shaping ☐ 50) Transmutation	☐ 1) Study Form ☐ 2) Face Shifting True ☐ 3) Change to Kind ☐ 4) Misfeel Kind • ☐ 5) Enlarge ☐ 6) Shrink ☐ 7) Misfeel Calling • ☐ 8) Changing Lungs ☐ 9) Change ☐ 10) Mystical Tongue ☐ 11) Misfeel Power • ☐ 12) Impersonation Change ☐ 13) Unpresence ☐ 14) Misfeel ☐ 15) Changing ☐ 16) Great Change to Kind ☐ 17) ☐ 18) Great Change ☐ 19) Misfeel True ☐ 20) Great Imper. Change ☐ 25) Imper. Change True ☐ 30) Holy Presence ☐ 50) Submerge Self	☐ 1) Insomnia ☐ 2) Neurosis ☐ 3) Guilt ☐ 4) Paranoia ☐ 5) Panic ☐ 6) Phobia ☐ 7) Hallucinate ☐ 8) Schizophrenia ☐ 9) Psychosis ☐ 10) Catatonia ☐ 11) Insomnia True ☐ 12) Neurosis True ☐ 13) Guilt True ☐ 14) ☐ 15) Greater Paranoia ☐ 16) ☐ 17) Paranoia True ☐ 18) Hallucinate True ☐ 19) Psychosis True ☐ 20) Schizophrenia True ☐ 25) MPD ☐ 30) Catatonia True ☐ 50) Mind Disease True	☐ 1) Jumbled Text ☐ 2) Hypochondria ☐ 3) False Sense I ☐ 4) Misleading I ☐ 5) Lesser Phantom ☐ 6) Waking Dream I ☐ 7) Mistaken Identity I ☐ 8) Misleading III ☐ 9) False Sense II ☐ 10) Minor Phantom ☐ 11) Waking Dream II ☐ 12) Misleading V ☐ 13) False Sense III ☐ 14) Mistaken Identity II ☐ 15) Greater Phantom ☐ 16) False Sense IV ☐ 17) Misleading VII ☐ 18) Waking Dream III ☐ 19) False Sense V ☐ 20) Phantom True ☐ 25) Misleading True ☐ 30) Mistaken Identity True ☐ 50) Waking Dream True
HIDING	SOLID ALTERATION	MIND DOMINATION	MIND SUBVERSION
☐ 1) Blur * ☐ 2) Unseen I ☐ 3) Shadow ☐ 4) Silence ☐ 5) Invisibility I ☐ 6) Invisibility II ☐ 7) Screens ☐ 8) Displacement I ☐ 9) No Sense ☐ 10) Shadow Mystic ☐ 11) Invisibility Sphere I ☐ 12) Displacement II ☐ 13) Flattening ☐ 14) Merging ☐ 15) Unpresence ☐ 16) Displacement III ☐ 17) Passing ☐ 18) ☐ 19) Great Merge ☐ 20) Displacement IV ☐ 25) Nondetect ☐ 30) Displacement V ☐ 50) Hiding True	☐ 1) Warm Solid ☐ 2) Heat Solid I ☐ 3) Cool Solid ☐ 4) Cracks Call ☐ 5) Door ☐ 6) Woodfires ☐ 7) ☐ 8) Heat Solid II ☐ 9) Chill Solid ☐ 10) Wall of Ice ☐ 11) Solid Door I ☐ 12) Stone/Earth/Mud ☐ 13) Shatter ☐ 14) Solid Door II ☐ 15) Mold Solid ☐ 16) Break Solid ☐ 17) Unstone ☐ 18) ☐ 19) Unmetal ☐ 20) Solid Tunnel ☐ 25) Solid Door True ☐ 30) Solid Tunnel True ☐ 50) Transmutation	☐ 1) Mind Distraction ☐ 2) Mind Lock ☐ 3) Mind Invasion ☐ 4) ☐ 5) Demonic Possession I ☐ 6) Transferral ☐ 7) ☐ 8) Domination ☐ 9) ☐ 10) Demonic Possession II ☐ 11) Mind Slave ☐ 12) ☐ 13) Banishment ☐ 14) ☐ 15) Demonic Possession III ☐ 16) Waiting Domination ☐ 17) ☐ 18) Waiting Domin. True ☐ 19) Demonic Possession IV ☐ 20) Mind Slave True ☐ 25) Demonic Possession V ☐ 30) Transferral True ☐ 50) Banishment True	☐ 1) Suspicion ☐ 2) Trait Subversion I ☐ 3) Lying ☐ 4) Trait Subversion II ☐ 5) Cheating ☐ 6) Vandal ☐ 7) Stealing ☐ 8) Trait Subversion III ☐ 9) Pyromania ☐ 10) Aggravated Theft ☐ 11) Trait Subversion V ☐ 12) Random Trait Subv. I ☐ 13) Assault ☐ 14) Arson ☐ 15) Trait Subversion VII ☐ 16) Random Trait Subv. II ☐ 17) Maim ☐ 18) Trait Subversion X ☐ 19) Random Trait Subv. III ☐ 20) Homicide ☐ 25) Assassination ☐ 30) Trait Subversion True ☐ 50) Suicide



☐ 1)	_____	☐ 1)	_____
☐ 2)	_____	☐ 2)	_____
☐ 3)	_____	☐ 3)	_____
☐ 4)	_____	☐ 4)	_____
☐ 5)	_____	☐ 5)	_____
☐ 6)	_____	☐ 6)	_____
☐ 7)	_____	☐ 7)	_____
☐ 8)	_____	☐ 8)	_____
☐ 9)	_____	☐ 9)	_____
☐ 10)	_____	☐ 10)	_____
☐ 11)	_____	☐ 11)	_____
☐ 12)	_____	☐ 12)	_____
☐ 13)	_____	☐ 13)	_____
☐ 14)	_____	☐ 14)	_____
☐ 15)	_____	☐ 15)	_____
☐ 16)	_____	☐ 16)	_____
☐ 17)	_____	☐ 17)	_____
☐ 18)	_____	☐ 18)	_____
☐ 19)	_____	☐ 19)	_____
☐ 20)	_____	☐ 20)	_____
☐ 25)	_____	☐ 25)	_____
☐ 30)	_____	☐ 30)	_____
☐ 50)	_____	☐ 50)	_____



☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

SPELL ATTACK TABLES

Section 5

Introduction,
How to Use
These Tables

INTRODUCTION

This section contains this introduction, a key to all of the tables in this section, 8 spell attack tables, and 1 resistance roll table. Each page will contain a single attack table. On the back of each table will be one or two critical tables (or in one case, tables of modifiers for special circumstances). In addition, at the bottom of each table there is other pertinent information for the special attack (including which critical tables are used with the attack).

HOW TO USE THESE TABLES

There are three different types of attack tables in this section. There are two tables (5.2 and 5.3) that are used for area attack spells (Cold Ball and Fireball). There are five different types of directed (targeted) spell attacks (5.4 through 5.8—including Lightning Bolt, Fire Bolt, etc.). The other table (5.1) is used for all other types of attack spells (i.e., spells that require any RRs by the target).

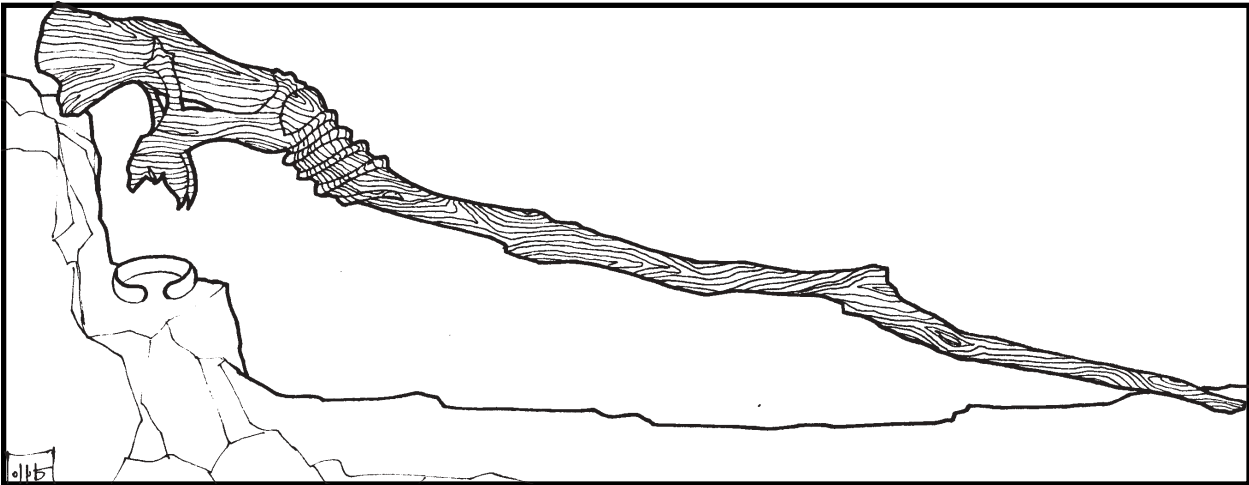
To resolve an area attack spell, the caster must roll an attack roll (not open-ended). If the original roll is 01 to 04, the spell has failed and the attacker must roll on the Spell Failure Table 6.6. If the original roll is between 96 and 00, the spell is practically perfect and the results from the table are applied (cross-indexing the roll with the target’s AT). On any other result, the attacker applies the modifications shown on the attack table and in Table 5.9 and cross-indexes the modified roll (with a maximum result of 95) with the target’s AT.

To resolve a directed (targetted) attack, the attacker must roll an attack roll (open-ended high). If the attack roll (before modifications) is a 01 or 02, the attacker must roll again on the Spell Fumble Table 6.6. If the attack roll (before modifications) is 00, the perfect spell has been cast and the results from the table are applied (cross-indexing

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Note: If you are not using **Rolemaster (RM)**, you should examine all of the Appendices for notes on how to use these tables effectively.



Section 5 00 with the target's AT). On any other result, the attacker applies the modifications shown on the attack table and in Table 5.9 and cross-indexes the modified roll with the target's AT.

To resolve all other types of attack spells, the caster should roll d100 (not open-ended). If the result is a 01 or 02, the attack has failed and the caster must roll again on the Spell Fumble Table 6.6. If the attack is between 96 and 00, the nearly perfect spell has been cast (use the results from the table). On any other result, apply the modifications shown on Table 5.1, and cross-index the modified roll with the appropriate column. The table is divided into three sections (one for each realm of casting); use the section that applies to the realm of the caster. For hybrid spells, use the column that is least advantageous (as indicated by the failure range). Each section has three columns, use the column that applies to the target's armor.

To use the Resistance Roll Table (5.10), cross-index the attacker's level with the target's level. This is the number that the target must equal or exceed to resist the effects of the spell. In some cases, the attack level is the level of the spell (this is usually true only with spells stored in items). There are usually modifications to the RR (as shown on the table).

READING THE TABLES

There are two different types of results that can be generated from these tables. One type is generated from the elemental attack tables; a different type is generated from the Basic Attack Table.

There are four possible results on the elemental attack tables: a failure (i.e., "F"), a miss (i.e., "-"), a normal hit (e.g., "3"), or a critical hit (e.g., "5B"). If the result is a

failure, the attacker should roll on the Spell Failure Table 6.6. If the result is a miss, the attack does no damage. If the result is a simple hit, apply the number in the table as concussion damage to the defender. If the result is a critical hit, apply the number portion of the result as concussion damage and roll a second roll on the indicated critical table and column. Which critical chart to use will be indicated at the bottom of the attack table.

The Basic Attack Table works differently. There are only two different types of results on the table: a failure (i.e., "F") or success (i.e., +20 or -15). If the result is a failure, the attacker should roll on the Spell Failure Table 6.6. If the spell succeeds, the resulting number will be used as a modification to the target's Resistance Roll.

DEFINING THE ATTACK

These tables cover four different types of spell attacks and resolution. The directed (targetted) spell attacks should use their appropriate table (e.g., a *Fire Bolt* should use the Fire Bolt Attack Table). The area attack spells should use the most their appropriate tables (e.g., a *Cold Ball* should use the Cold Ball Attack Table). Any spell that requires the target to make an RR, should use the Basic Attack Table (e.g., a *Sleep* spell, a *Charm Kind* spell, etc.).

KEY TO THE TABLES

Some attack tables can generate critical results better than an 'E'. When this occurs, a note at the bottom of the table will direct you on how to handle the critical result.

If two criticals are delivered from the same attack, always roll one number and look up the same number in two different columns on the critical chart(s).

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	2	3	1	-	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	3	5	3	2	5	3	1	-	-	-	-	-	1	-	-	-	-	-	-	-	36-40
41-45	5A	6	5	3	6	5	3	1	-	-	-	-	2	1	-	-	-	-	3A	-	41-45
46-50	6A	7A	7	5	7A	7	5	3	1	-	-	-	3	3	1	-	1	1	5A	1	46-50
51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	-	4A	5A	3	1	2	3	7B	3	51-55
56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	5A	6A	5A	3	4	5	9B	5A	56-60
61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65
66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70
71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75
76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80
81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85
86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90
91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95
96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100
101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105
106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16F	16F	22F	24E	25E	29G	25G	106-110
111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115
116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120
121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125
126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130
131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	130-135
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140
141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	32H	33I	37I	39I	141-145
146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150
UM 100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43J	45J	100 UM
Range		Mod		(For A, B, C, D, and E results, use Electricity Criticals)																	
0' - 10'		+35		Critical				Use				Use				Use					
11' - 50'		-		Result				Electricity				Impact				Heat					
51' - 100'		-25		F				E				A				-					
101' - 200'		-40		G				E				B				-					
201' - 300'		-55		H				E				C				A					
301' - up		-75		I				E				D				B					

UM = Unmodified Roll



Essence Spell					Channeling Spell			Mentalism Spell		
	Target's Armor		Other		Target's Armor		Other		Target's Armor	
	Metal Armor	Leather Armor			Metal Armor	Metal Shield			Metal Helmet	Leather Helmet
UM 01-02	F	F	F	F	F	F	F	F	F	F
03-04	F	F	F	F	F	F	F	F	F	F
05-08	F	F	+70	+70	F	F	+70	F	F	+70
09-12	F	F	+65	+65	F	F	+65	F	F	+65
13-16	F	+45	+60	+60	F	F	+60	F	+45	+60
17-20	+45	+40	+50	+50	F	+45	+50	F	+40	+50
21-24	+40	+35	+45	+45	F	+40	+45	F	+35	+45
25-28	+35	+30	+35	+35	+45	+35	+35	+45	+30	+35
29-32	+30	+25	+30	+30	+40	+30	+30	+35	+25	+30
33-36	+25	+20	+20	+20	+35	+25	+20	+30	+20	+20
37-40	+20	+15	+15	+15	+30	+20	+15	+25	+15	+15
41-44	+15	+10	+5	+5	+25	+15	+5	+20	+10	+5
45-48	+10	+5	0	0	+20	+10	0	+15	+5	0
49-52	+5	0	0	0	+15	+5	0	+10	0	0
53-56	0	0	-5	-5	+10	0	-5	+5	0	-5
57-60	0	-5	-10	-10	+5	0	-10	0	-5	-10
61-64	-5	-5	-15	-15	0	-5	-15	0	-5	-15
65-68	-5	-10	-20	-20	0	-5	-20	-5	-10	-20
69-72	-10	-15	-25	-25	-5	-10	-25	-5	-15	-25
73-76	-25	-20	-30	-30	-10	-15	-30	-10	-20	-30
77-80	-30	-25	-35	-35	-15	-20	-35	-15	-25	-35
81-84	-35	-30	-40	-40	-20	-25	-40	-20	-30	-40
85-88	-40	-35	-45	-45	-25	-30	-45	-25	-35	-45
89-92	-45	-40	-50	-50	-30	-35	-50	-30	-40	-50
93-95	-50	-45	-55	-55	-35	-40	-55	-35	-45	-55
UM 96-97	-60	-65	-75	-75	-55	-60	-75	-55	-65	-75
UM 98-99	-85	-90	-100	-100	-80	-85	-100	-80	-90	-100
UM 100	-110	-115	-125	-125	-105	-110	-125	-105	-115	-125
BASE ATTACK ROLL MODIFICATIONS										
Range	Mod	Category			Effect			Notes		
Touching	+30	Skill Rank with Spell List			+1 per rank			Depends on specific spell.		
0' - 10'	+10	Spells			+ (variable)			+1 if a 3-18 system is used.		
11' - 50'	0	Items			+ 5 per bonus			E.g., Demons, Dwarves, Dragons, etc.		
51' - 100'	-10	Race			+ (variable)			Detected, but not sighted.		
101' - 300'	-20	Full Cover			-20			Less than half of target sighted.		
301' - up	-30	Partial Cover			-10			Applies only if no cover.		
		Static Target			+10					

ELEMENTAL ATTACK ROLL MODIFICATIONS TABLE — 5.9

A/D	CATEGORY	EFFECT	NOTES
A A	Skill Rank w/ spell List Caster's Directed Spells skill bonus	+1 to +50 ≈(-60 to +160)	Applicable only to area spells like Fire Ball and Cold Ball. A combination of bonuses for: stats (Agility bonus + Agility bonus + Self Discipline bonus: -30 to + 40), profession (0 to +20), skill (-30 to +100), and other special factors.
A,D A,D	Spells Items	+ (variable) + 5 per bonus	Depends on specific spell. + 1 if a 3-18 system is used.
D D D D	Defender's Quickness Full Cover Partial Cover Static Target	-25 to +35 -60 -30 +30	Detected, but not sighted; Quickness bonus not used. Less than half of target sighted; Quickness bonus not used. Applies only to prone and/or surprised targets without cover being used; Quickness bonus not used.
D D D D	Wall Shield (NA) Full Shield (NA) Normal Shield (NA) Target Shield (NA)	-30 -20 -15 -5	Must be facing caster. Must be facing caster. Must be facing caster. Must be facing caster.
D D	No Helmet Full Helmet (covers face)	+5 -5	
D	Center Point of Area Spell	+20	Only applies to area spells like Fire Ball and Cold Ball.
D	Range	-75 to +35	See specific attack table.

A = Based on Attacker. D = Based on Defender.

RESISTANCE ROLL TABLE — 5.10

Target Level	Attack Level *																Target Level
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	> 15 †	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15 †	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	> 15

* The Attack Level is the level of the caster.

† For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.

RESISTANCE ROLL MODIFICATIONS			
A/D	CATEGORY	EFFECT	NOTES
A	Base Attack Roll Modifications	-125 to +70	Apply result from SL Basic Attack Table 5.1.
A,D	Spells	± (variable)	Depends on specific spell.
D	Items	± 5 per bonus	± 1 if a 3-18 system is used.
D	Race	± (variable)	E.g., Demons, Dwarves, Dragons, etc.
D	Willing Target	-50	Target wants the spell cast at/on him.
D	Same Realm	+15	Target's spell realm is the same as the spell's realm.
D	Target's Stat Bonus	-25 to +35	For Essence use Empathy (intelligence); for Channeling use Intuition (wisdom); for Mentalism use Presence (charisma).

COLD BALL

SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	2	09-12
13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	2	3A	13-16
17-20	-	-	-	1	-	-	-	1	-	-	-	1	-	-	-	1	-	1	3	4A	17-20
21-24	-	-	1	2	-	-	1	2	-	-	1	2	-	-	1	2	1	2	4A	5A	21-24
25-28	-	1	2	3	-	-	2	3	-	1	2	4	-	1	2	3	2	3	5A	6A	25-28
29-32	1	2	3	4A	1	1	3	4A	1	2	3	5A	1	2	3	4A	3	4A	6A	7A	29-32
33-36	2	3	4A	5A	1	2	4A	5A	2	3	4A	6A	2	3	4	5A	4A	5A	7A	8A	33-36
37-40	3	4	5A	6A	2	3	5A	6A	3	4	5A	7A	3	4	5A	6A	5A	6A	8A	9A	37-40
41-44	4	5A	6A	7A	3	4A	6A	7A	4	5A	6A	8A	4A	5A	6A	7A	6A	7A	9A	10B	41-44
45-48	5	5A	7A	8A	4A	5A	7A	8A	5	6A	7A	9A	5A	6A	7A	8A	7A	8A	10B	11B	45-48
49-52	5A	6A	8A	9A	5A	6A	8A	9A	5A	7A	8A	10A	6A	7A	8A	9B	8A	9A	11B	12B	49-52
53-56	5A	6A	9A	10A	6A	7A	9A	10B	6A	7A	10A	11B	7A	8A	9A	10B	9A	10B	12B	13B	53-56
57-60	6A	7A	10A	11B	7A	8A	10B	11B	6A	8A	11B	12B	7A	9A	10A	11B	10B	11B	13B	14C	57-60
61-64	6A	7A	11B	12B	8A	8A	11B	12B	7A	8A	12B	13B	8A	9B	11B	12B	11B	12B	14C	15C	61-64
65-68	6A	8A	12B	13B	8A	9A	12B	13B	7A	9B	13B	14B	8B	10B	12B	13B	12B	13B	15C	16C	65-68
69-72	7A	8B	12B	13B	9A	9B	13B	14B	7A	9B	14B	15B	9B	10B	13B	14C	13B	14B	16C	17C	69-72
73-76	7A	9B	13B	14B	9B	10B	14B	14B	8B	10B	15B	15C	9B	11B	14B	15C	14B	15C	17C	18C	73-76
77-80	7B	9B	13B	14B	9B	10B	14B	15C	8B	10B	15C	16C	10B	11B	15B	16C	15C	16C	18C	19C	77-80
81-84	8B	10B	14B	15C	10B	11B	15C	15C	8B	11B	16C	16C	10B	12B	15C	17C	16C	17C	19C	20C	81-84
85-88	8B	10B	14C	15C	11B	11B	15C	16C	9B	11B	16C	17C	11B	12B	16C	18C	16C	18C	20C	21C	85-88
89-92	8B	11B	15C	16C	11B	12B	16C	16C	9B	12B	17C	17C	12B	13B	17C	19C	17C	19C	21C	22C	89-92
93-95	8B	11B	15C	16C	12B	12B	16C	17C	9B	12B	17C	18C	13B	13B	18C	19C	17C	19C	21C	22C	93-95
UM 96-99	9C	12C	16C	17D	13C	13C	17C	18D	10C	13C	18C	19D	14C	14C	19C	20D	18C	20D	22D	24D	96-99 UM
UM 100	13D	16E	20E	21E	17E	17E	21E	22E	14D	17E	22E	23E	18E	18E	23E	24E	22E	24E	26E	28E	100 UM

(Use Cold Criticals)

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

UM = Unmodified Roll

6.1 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
06-10	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
11-15	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H – ∞	Frigid strike to foe's torso and face. You have the initiative. +6H – ∞
16-20	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H – ∞	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H – ∞
21-35	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H – ∞	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H – ∞ – ♠ – (-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H – (2×-15)
36-45	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H – ∞	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative. +6H – ∞	Catch foe in lower leg. You gain initiative while foe regains footing. +7H – 2× – ♠	Foe ices down; freezing any exposed skin. The pain is great. +9H – ♠ – 2♠ – (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. ♠ – (-20)
46-50	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H – 2×	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H – 2× – 2♠	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H – ♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H – ♠ – 2♠ – (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H – ♠
51-55	Blow to foe's chest. Your attack has force and foe stumbles. +7H – ♠	Strong off-center blast takes foe in his shield arm wrist and side. +8H – ♠ – 3♠	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H – 2♠ – (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H – 2♠ – 3♠	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H – ♠ – 4♠
56-60	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H – 2♠	Foe turns to avoid your attack and exposes his back. All wood on his back attack away. The damage endures. +9H – 2♠ – 2♠	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H – 2× w/o leg armor: +9H – ♠ – 2♠	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. ♠ – 3♠ – (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H – ♠ – 4♠ – (-20)
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H – ∞ w/o arm greaves: +9H – ♠ – 2♠	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H – ♠ – 2♠ – (-5) – 3♠	Blast freeze dries organic material on foe's back. +11H – 4♠	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H w/o shield: 5♠	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H – 3♠ – (-30)
66	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H – 3♠ – 2♠	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4♠ – 3♠	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6♠ – (-15) – 4♠	Frigid onslaught fills foes eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4♠ – (-30) – 4♠	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H – 8♠ – 2♠ – 4♠
67-70	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H – ♠ – 2♠ – (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. +11H – 2♠ – 2♠ – (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand. +12H – 2♠ – 2♠ – (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H – ♠ – 2♠ – (-5) w/o ch armor: +13H – 3♠ – 2♠ – (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2♠ w/o shield: 6♠
71-75	Strong unbalancing blast. Foe's body temperature drops. +11H – 2♠ – (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H – 2♠ – 2♠ – 3♠	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2♠ – 3♠ – (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H – 2♠ – 2♠ – (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H – 3♠
76-80	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H – 2× w/o shield: +12H – 2♠ – 2♠	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H – 4♠ – (+15) – 3♠ w/o chest armor: +20H – 4× – (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3♠ – 4♠ w/o chest armor: (-25) – 4♠	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H – 3♠ – 2♠ – (-25)	Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy. 12♠ – (-30)
81-85	Back blast. Any glass on back is broken. Painful bruise. +13H – 2♠ – 2♠	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H – 2♠ – 2♠ – (-15) – 4♠	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6♠ – 5♠ – (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9♠ – 6♠	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
86-90	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2♠ – 6(-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3♠ w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9♠ – 6♠ – (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H – (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. –
91-95	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3♠ w/o helmet: 6♠ – (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H – 3♠ – 2♠ – (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H – 3♠ – 2♠ – (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony. +19H
96-99	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9♠	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. –	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H – (+10)
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down. –	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04
01-04	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	01-04
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	09-12
13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	13-16
17-20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	17-20
21-24	-	1	2	3A	-	1	2	3A	1	1	3A	4A	1	2	3A	6A	2	3A	7A	9A	21-24
25-28	1	2	3A	4A	1	2	3A	4A	1	2	4A	5A	2	3A	4A	7A	3A	4A	9A	11A	25-28
29-32	2	3	4A	5A	2	3	4A	5A	2	3A	5A	6A	3A	4A	5A	9A	4A	5A	11A	12A	29-32
33-36	3	4A	5A	6A	3A	4A	5A	6A	3A	3A	6A	7A	4A	5A	6A	11B	5A	6A	12A	13B	33-36
37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8B	5A	6A	7A	12B	6A	7A	13B	14B	37-40
41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	8B	9B	6A	7A	8B	13B	7A	8A	14B	15B	41-44
45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	9B	10B	7A	8B	9B	14B	8A	9B	15B	16B	45-48
49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	10B	11B	8B	9B	10B	15B	9B	10B	16B	17C	49-52
53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	11B	12B	9B	10B	11B	16C	10B	11B	17C	18C	53-56
57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	12B	13C	10B	11B	12B	17C	11B	12B	18C	19C	57-60
61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	13C	14C	11B	12B	13C	18C	12B	13B	19C	20C	61-64
65-68	7A	10B	13B	14B	11B	11B	13B	14C	8B	10B	14C	15C	12B	13C	14C	19C	13B	14C	20C	21C	65-68
69-72	7B	10B	14B	15C	11B	12B	14C	15C	8B	11C	15C	16C	13C	14C	15C	20C	14C	15C	20C	22C	69-72
73-76	8B	11B	15C	16C	12B	12B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	23D	73-76
77-80	8B	11B	15C	16C	12B	13B	16C	17C	10C	13C	17C	18C	15C	16C	17C	22D	16C	17C	22D	24D	77-80
81-84	9B	12C	16C	17C	13B	13C	17C	18C	11C	14C	18C	19D	16C	17C	19D	23D	17C	18C	23D	25D	81-84
85-88	9B	12C	16C	17C	13C	14C	17C	18C	12C	15C	19D	20D	17C	18D	21D	24D	18C	20C	24D	26D	85-88
89-92	10C	13C	17C	18C	14C	14C	18C	19C	13C	16C	20D	21D	18D	19D	23D	25D	20C	22D	25D	27D	89-92
93-95	10C	13C	17C	18C	14C	14C	18C	19C	14C	17C	22D	23D	20D	20D	25D	26D	22C	24D	26D	28D	93-95
UM 96-97	11C	14D	18D	19D	15C	15C	19D	20D	15D	18D	23D	24E	21D	21D	26D	27E	23D	25D	27E	29E	96-97 UM
UM 98-99	13D	16D	20D	21E	17D	17D	21D	22E	17D	20E	25E	26E	23E	23E	28E	29E	25E	27E	29E	31E	98-99 UM
UM 100	15E	18E	22E	23E	19E	19E	23E	24E	19E	22E	27E	28E	25E	25E	30E	31E	27E	29E	31E	33E	100 UM

ATTACK TABLE 5.3

FIRE BALL

SPELL LAW

Range

Mod

0' - 10'

11' - 50'

51' - 100'

101' - 200'

201' - 300'

301' - up

+35

0

-25

-40

-55

-75

(Use Heat Criticals)

UM = Unmodified Roll

6.3 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed. +0H	Strike's energy soaks into the ground. +1H	Bright flash and little heat disturb foe. +2H	Foe avoids blast but feels charged. +3H
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightening! +2H	Foe waves off sparks and smoke. +3H	Static gathers on foe. Zap! +4H	Foe sees spots. You have initiative. +4H
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes him to hesitate. You have initiative. +2H	The thunderous crack of your attack panics foe. You gain the initiative. +3H	Bolt jumps to foe's weapons and then into the ground. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +5H – ✱
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts foe. He looks away; you have initiative. +4H	Flying debris obstructs foe's vision. You have 2 rounds of initiative. +3H	Foe strikes out at the blast to protect himself. It seems to work well enough. +4H – ✕	Foe fails to avoid some of the attack and almost falls down. +6H – ✱
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative. +5H	Any coins on foe heat up smolder in foe's pockets. He steps back. +6H – ✕	Your attack jolts foe into action. He steps back and swings in all directions. +5H – 2✕ – ●	Foe is magnetized foe a moment. It distracts him. He is dazed. +10H – 2✱
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H – ✕ with metal weapon: +7H – ✱✕	Foe's side and back are entangled by blast. Foe is shaken. +2H – ✕ – ●	Foe heats up and goes on defensive until he cools. His footing is good. +7H – 2✕	Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment. +7H – ✱ – 2(-10)	Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck. +12H – 2✱
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H – ✕ – ●	Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out. +6H – 2✕	Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered. +7H – 2✱	Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant. +7H – 2✱ – 2(-10)	Blast to foe's waist. He stumbles, dazed by light, and twitches for the next hour. You have 6 rds of initiative. +13H – 2✱ – ✕
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H – ✱	Back strike throws equipment about. Minor burns to exposed skin. +7H – ✱ – 2●	Hard strike to side, armor does not help. Blow leaves a permanent mark. +7H – ✱✕ – ●	Blast assaults foe's shield arm. If foe has metal armor he is knocked out. +10H – 2✱ – ✕	Weapon arm endures a terrible onslaught. Foe drops all in his hand. +13H – 2✱ – 2●
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H – 3✕	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H – 2✱ with metal: +10H – 2✱✕	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. with leg armor: +12H – ✱ w/o leg armor: +9H – 2✱	You hits hard; foe's abdomen is hammered. He steps back 5 feet. with abdominal armor: +20H w/o abdominal armor: +15H – 6✱	Bolt passes through foe's leg before grounding. Foe suffers. with leg armor: +8H – ✱✕ w/o leg armor: 2✱ – 2●
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H – 2✱ w/o metal greaves: +7H – ✱	Foe's reflexes are numbed by blast. He is dazed and moving slowly. +9H – ✱✕	Strike is low and pours into ground. A stray bolt arches into foe's leg. +10H – 2✱ – ✕	Blast to foe's shield shoulder. Foe's shield arm and shield ignite. with shield: 6✱ – 3● w/o shield: 2✱ – 2●	Foe is overcome by the flash. He falls, entangled in his smoldering garments. +14H – 2✱ – ✕
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3 ✱	Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H – 3✱✕ – 2● – (-20)	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless. +9H – 12✱	Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week. +20H – 4●	Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds. (+10)
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H – ✱✕	Strike lands on shoulder and streaks down back. Foe steps foward in failing attempt to duck. He is vulnerable. +10H – 2✱ – ✕	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly. +11H – 2✱✕ – (-10)	The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing. +12H – 2✱ – (-20)	Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused. 4✱ – 3● – (-40)
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H – 3✱ – (-5)	Chest and arm blast damages organic armor. Metal armor will heat up painfully. Foe smells own hair burning. 4✱ – 2● while metal armor worn: 3●	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. +12H – 8✱ until metal armor removed: 5●	Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged. +13H – 3✱	Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed. with armor: +10H – 3✱✕ – ● w/o chest armor: 6✱ – 3●
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H – ✱✕ with metal on shield: +9H – 2✱✕	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H – 2✱ – ✕ w/o abdominal armor: +11H – 2●	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed. 8 ✱ – (-5) – ●	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn. +20H – 10✱✕	Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles. +18H – 3●
81-85	Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around. +12H – 2✱✕	The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool. +13H – 3✱✕	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage. with armor: +10H – ✱ – (-20) w/o armor: 4✱ – (-40) – 2●	Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds. +15H – 6(-30)	Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds. –
86-90	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn. with metal armor: +15H – 2✱✕ w/o metal armor: +15H – 3✱✕	Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not. with leg armor: 6✱✕ – ● w/o leg armor: 6✱ – (-50)	Bruet of strike infests foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee. 2✱✕ – (-60)	Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds. with chest armor: 9✱ – 6●	Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds. –
91-95	Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted. 3 ✱ – (-50)	Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days). 9 ✱	Trapped in a web of light, your foe falls to escape the heat. He is unconscious and, without immediate aid, will go into shock, dying in 12 rounds. (-75) – 5●	Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch. +30H	Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Govenor's pardon. +25H
96-99	Foe's loses consciousness from the blast. His convulsions keep him standing 1 round. +10H – 12✱	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds. +15H	Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds. –	Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds. +20H	Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course. (+20)
100	Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage. +20H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. (+10)	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds. 3(+10)	Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later. (+15)	Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you. (+20)

ATTACK TABLE 5.4																					FIRE BOLT		SPELL LAW	
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1				
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM			
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10			
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20			
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30			
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	31-35			
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	36-40			
41-45	2	3	2	1	2	2	1	-	1	-	-	-	1	1	-	-	1	1	4A	-	41-45			
46-50	3	4	3	3A	2	3	3	1	1	1	1	-	2	2	1	-	2	3	6A	3A	46-50			
51-55	3	4	4	4A	2	4	4	3A	2	2	3	1	3	3	2	1A	3	5A	7A	5A	51-55			
56-60	4	5	5A	6A	3	5	6	5A	2	3	5	3A	4	4	3	3A	4A	6A	8A	7A	56-60			
61-65	4	5	6A	7A	4	6	7A	7A	3	4	6	5A	5	5	4	5B	5A	7A	9A	9B	61-65			
66-70	5	6	7A	9A	4	7	8A	9A	3	4	7A	7B	6	6	5A	7B	6A	8A	10B	10B	66-70			
71-75	5	6A	8A	10B	5A	8	9A	10B	4	5	8A	9B	7A	7	6A	9C	7A	9A	11B	11C	71-75			
76-80	5	7A	9A	11B	6A	9A	10B	11B	4	5A	9B	11C	8A	8A	7A	11C	8A	10B	12C	12C	76-80			
81-85	6A	7A	10B	12B	6A	9A	11B	13C	5	6A	10B	13C	9A	9A	8B	13C	9B	11B	13C	13D	81-85			
86-90	6A	8A	11B	14C	6A	10A	12B	14C	6A	7A	12C	15C	10A	10B	9B	15D	10B	12B	14D	14D	86-90			
91-95	6A	8B	12B	15C	8A	10A	13C	16C	6A	8B	14C	17D	11B	11B	10C	16D	11B	13C	15D	16D	91-95			
96-100	7A	9B	13C	16C	8B	11A	14C	17C	7B	9B	15C	18D	12B	12C	11C	17D	12C	14C	16D	18D	96-100			
101-105	7A	9B	14C	17C	9B	11B	15C	18D	7B	10B	16D	19D	13C	13C	12D	18E	13C	15C	17D	20E	101-105			
106-110	7B	10B	15C	18D	10B	12B	16C	19D	8B	11B	17D	20E	14C	14D	13D	19E	14C	16D	18E	22E	106-110			
111-115	8B	10B	16C	19D	10B	12B	17D	20D	8B	11C	18D	21E	15D	15D	15D	20E	16D	18D	20E	24E	111-115			
116-120	8B	11C	17D	20D	11C	13C	19D	22E	9C	12C	19E	22E	16D	16D	16E	22E	18D	20D	22E	26E	116-120			
121-125	9C	12C	18D	21E	12C	14C	20E	23E	10C	13C	20E	23E	17D	17E	18E	24E	20D	22E	24E	28E	121-125			
126-130	9C	12C	19D	22E	12C	14C	20E	23E	10C	13C	21E	24E	18E	18E	20E	26E	22E	24E	26E	30E	126-130			
131-135	9C	13C	20E	23E	13D	14D	21E	24E	10C	14D	22E	25E	19E	19E	21E	28E	24E	26E	28E	32E	131-135			
136-140	10C	13D	21E	24E	14D	15D	22E	25E	11D	14D	23E	26E	20E	20E	22E	30E	26E	28E	30E	34E	136-140			
141-145	10D	14D	22E	25E	15D	16D	23E	26E	11D	15E	24E	27E	21E	21E	24E	32E	28E	30E	32E	36E	141-145			
146-150	10D	14E	23E	26E	16E	16E	24E	27E	11D	15E	25E	28E	22E	22E	26E	34E	30E	32E	34E	38E	146-150			
UM 100	14E	18E	28E	32E	20E	20E	28E	32E	15E	19E	29E	33E	25E	27E	30E	38E	36E	38E	40E	45E	100 UM			
Range		Mod		(Use Heat Criticals)																				
0' - 10'		+35																						
11' - 50'		0																						
51' - 100'		-25																						
101' - 200'		-40																						
201' - 300'		-55																						
301' - up		-75																						
				UM = Unmodified Roll																				

6.3 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed. +0H	Strike's energy soaks into the ground. +1H	Bright flash and little heat disturb foe. +2H	Foe avoids blast but feels charged. +3H
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightening! +2H	Foe waves off sparks and smoke. +3H	Static gathers on foe. Zap! +4H	Foe sees spots. You have initiative. +4H
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes him to hesitate. You have initiative. +2H	The thunderous crack of your attack panics foe. You gain the initiative. +3H	Bolt jumps to foe's weapons and then into the ground. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +5H – ★
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts foe. He looks away; you have initiative. +4H	Flying debris obstructs foe's vision. You have 2 rounds of initiative. +3H	Foe strikes out at the blast to protect himself. It seems to work well enough. +4H – ✕	Foe fails to avoid some of the attack and almost falls down. +6H – ★
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative. +5H	Any coins on foe heat up smolder in foe's pockets. He steps back. +6H – ✕	Your attack jolts foe into action. He steps back and swings in all directions. +5H – 2✕ – ●	Foe is magnetized foe a moment. It distracts him. He is dazed. +10H – 2★
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H – ✕ with metal weapon: +7H – ★✕	Foe's side and back are entangled by blast. Foe is shaken. +2H – ✕ – ●	Foe heats up and goes on defensive until he cools. His footing is good. +7H – 2✕	Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment. +7H – ★ – 2(-10)	Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck. +12H – 2★
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H – ✕ – ●	Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out. +6H – 2✕	Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered. +7H – 2★	Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant. +7H – 2★ – 2(-10)	Blast to foe's waist. He stumbles, dazed by light, and twitches for the next hour. You have 6 rds of initiative. +13H – 2★ – ☼
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H – ★	Back strike throws equipment about. Minor burns to exposed skin. +7H – ★ – 2●	Hard strike to side, armor does not help. Blow leaves a permanent mark. +7H – ★☼ – ●	Blast assaults foe's shield arm. If foe has metal armor he is knocked out. +10H – 2★ – ✕	Weapon arm endures a terrible onslaught. Foe drops all in his hand. +13H – 2★ – 2●
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H – 3✕	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H – 2★ with metal: +10H – 2★☼	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. with leg armor: +12H – ★ w/o leg armor: +9H – 2★	You hits hard; foe's abdomen is hammered. He steps back 5 feet. with abdominal armor: +20H w/o abdominal armor: +15H – 6★	Bolt passes through foe's leg before grounding. Foe suffers. with leg armor: +8H – ★☼ w/o leg armor: 2★ – 2●
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H – 2★ w/o metal greaves: +7H – ★	Foe's reflexes are numbed by blast. He is dazed and moving slowly. +9H – ★☼	Strike is low and pours into ground. A stray bolt arches into foe's leg. +10H – 2★ – ✕	Blast to foe's shield shoulder. Foe's shield arm and shield ignite. with shield: 6★ – 3● w/o shield: 2★ – 2●	Foe is overcome by the flash. He falls, entangled in his smoldering garments. +14H – 2★ – ✕
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3★	Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H – 3★☼ – 2● – (-20)	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless. +9H – 12★	Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week. +20H – 4●	Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds. (+10)
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H – ★✕	Strike lands on shoulder and streaks down back. Foe steps foward in failing attempt to duck. He is vulnerable. +10H – 2★ – ☼	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly. +11H – 2★☼ – (-10)	The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing. +12H – 2★ – (-20)	Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused. 4★ – 3● – (-40)
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H – 3★ – (-5)	Chest and arm blast damages organic armor. Metal armor will heat up painfully. Foe smells own hair burning. 4★ – 2★ while metal armor worn: 3●	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. +12H – 8★ until metal armor removed: 5●	Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged. +13H – 3★	Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed. with armor: +10H – 3★☼ – ● w/o chest armor: 6★ – 3●
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H – ★☼ with metal on shield: +9H – 2★☼	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H – 2★ – ☼ w/o abdominal armor: +11H – 2●	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed. 8★ – (-5) – ●	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn. +20H – 10★☼	Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles. +18H – 3●
81-85	Blast goes right into foe's back and he vibrates. He is unaware of what around him for a moment. He flails his weapon around. +12H – 2★✕	The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool. +13H – 3★☼	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage. with armor: +10H – ★ – (-20) w/o armor: 4★ – (-40) – 2●	Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds. +15H – 6(-30)	Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds. –
86-90	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn. with metal armor: +15H – 2★☼ w/o metal armor: +15H – 3★☼	Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not. with leg armor: 6★☼ – ● w/o leg armor: 6★ – (-50)	Bruet of strike infests foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee. 2★☼ – (-60)	Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds. with chest armor: 9★ – 6●	Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds. –
91-95	Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted. 3★ – (-50)	Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days). 9★	Trapped in a web of light, your foe falls to escape the heat. He is unconscious and, without immediate aid, will go into shock, dying in 12 rounds. (-75) – 5●	Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch. +30H	Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Governor's pardon. +25H
96-99	Foe's loses consciousness from the blast. His convulsions keep him standing 1 round. +10H – 12★	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds. +15H	Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds. –	Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds. +20H	Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course. (+20)
100	Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage. +20H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. (+10)	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds. 3(+10)	Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later. (+15)	Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you. (+20)

ICE BOLT

SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	2	3	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	-	-	41-45
46-50	3	4	3	2	2	3	1	1	1	-	-	-	2	1	-	-	-	-	-	-	46-50
51-55	3A	4	4	3	2	4	2	2	1	1	1	-	3	2	1	-	-	-	-	-	51-55
56-60	4A	5A	5	4	3	5	2	3	2	2	2	1	4A	3	2	-	-	-	8A	-	56-60
61-65	4A	5A	6	5	4A	6A	3	4	2	3	4	3	5A	4A	3A	2	-	-	9B	-	61-65
66-70	5A	6A	7A	6	4A	7A	4	5	3A	4	5	5A	6A	5A	4B	3A	6	8A	10B	10A	66-70
71-75	5A	6A	7A	7A	5A	8A	5A	6	4A	5A	6A	7A	7A	6B	5B	4B	7A	9B	11C	11B	71-75
76-80	5A	7A	8A	8A	6A	9A	6A	7A	5A	6A	7A	8B	8B	7B	6B	6B	8A	10B	12C	12C	76-80
81-85	6A	7A	8A	9A	6A	9A	7A	8A	6A	7A	8B	9B	9B	8C	7C	7C	9B	11C	13D	13C	81-85
86-90	6A	8A	9A	10B	7A	10A	8B	9B	6B	8B	9B	10C	10C	9C	8C	8C	10B	12C	14D	14D	86-90
91-95	6A	8B	9B	11B	8A	10A	9B	10B	7B	9B	10C	11C	11C	10C	10C	12D	11C	13D	15D	15D	91-95
96-100	7B	9B	10B	12C	8B	11B	10B	11C	7B	10C	11C	12D	12C	11D	12D	14D	12C	14D	16D	16D	96-100
101-105	7B	9B	10B	13C	9B	11B	11C	12C	8C	11C	12C	13C	13D	12D	14D	16D	13D	15D	17E	18D	101-105
106-110	7B	10B	11C	14C	10C	12C	12C	13C	8C	12C	13D	14D	14D	13D	16D	18E	14D	16E	18E	20E	106-110
111-115	8B	10C	12C	14C	10C	12C	13C	14D	9C	13D	14D	15D	15D	14E	18E	20E	16D	18E	20E	22E	111-115
116-120	8C	11C	12C	15D	11C	13C	14C	15D	9C	13D	15D	16E	16E	16E	20E	22E	18E	20E	22E	24E	116-120
121-125	9C	12C	13C	16D	12C	13C	15D	16D	10D	14D	16E	17E	17E	18E	22E	24E	20E	22E	24E	26E	121-125
126-130	9C	12C	14D	16D	12D	14D	16D	18E	10D	14E	17E	18E	18E	20E	24E	26E	22E	24E	26E	28E	126-130
131-135	9C	13D	15D	17E	13D	14D	17E	19E	11E	15E	18E	19E	20E	22E	26E	28E	24E	26E	28E	30E	131-135
136-140	10D	13D	16E	17E	14D	15D	18E	20E	11E	15E	19E	20E	22E	24E	28E	30E	26E	28E	30E	32E	136-140
141-145	10D	14E	17E	18E	15E	16E	20E	21E	12E	16E	20E	21E	24E	26E	30E	32E	28E	30E	32F	34F	141-145
146-150	10E	14F	18F	18F	16F	16F	22F	22F	12F	16F	22F	22F	26F	28F	31F	34F	30F	32F	34F	36G	146-150
UM 100	14F	18F	22G	22G	20G	20G	26G	26G	16F	20F	26G	26G	30F	32F	35G	38G	36G	38G	40G	42G	100 UM

(For A, B, C, D, and E results, use Impact Criticals)

Range	Mod	Critical Result	Use Impact	Use Cold
0' - 10'	+35	F	E	A
11' - 50'	0	G	E	C
51' - 100'	-25			
101' - 200'	-40			
201' - 300'	-55			
301' - up	-75			

UM = Unmodified Roll

6.1 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cold breeze yields little damage.	Attack yields a brief climate change.	You give foe's cheeks a rosy hue.	Your blast looks good, works poorly.	Sharp and cold air assaults foe's skin.
06-10	Feeble and poorly directed. Foe is not really concerned.	Burst of cold causes target mild discomfort.	Your attack conjures a blilar arctic wind. Foe is not impressed.	Foe shields himself. Your attack misses most of its mark.	Ice up the ground and foe's feet. He springs clear. You have initiative.
11-15	Foe dodges your attack with too much skill. You have initiative.	Foe explodes tranquilly. He is still chilled. You have initiative next round.	Enrapt foe with ice. He is unbalanced and falls. You gain initiative.	Light frosting leaves foe unsteady. You must hit him again.	Frigid strikes foe's torso and face. You have the initiative.
16-20	Foe is fearful of your assault. Your attack gives you the initiative.	Assault blinds foe for a moment. You have 2 rounds of initiative.	Numbing whirling needles foe. You have 2 rounds of initiative.	Foe's attempts to evade and strikes himself. You try not to laugh.	Foe's failed efforts to avoid your attack puts him at a grave disadvantage.
21-35	Burst of cold to the face sends foe to the back. You have initiative for 2 rounds.	Frost laden blast forces foe back. Any foe who dodges the blast will be chilled and open. You have 2 rounds of initiative.	Disorient foe with a icy shod. His eyes are chilled and he is unable to see the chill. Press him while you can.	With a burst of white, you shower foe with ice. Foe dodges his eyes to avoid the onslaught.	Freeze foe's hair and scalp. If he has no hair, freeze his ears. Foe struggles in vain to repair the damage.
36-45	Your attack freezes one of foe's vital limbs. Foe takes a defensive stance.	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative.	Catch foe in lower leg. You gain initiative while foe regains footing.	Foe goes down, freezing any exposed skin. The pain is great.	Assault to foe's legs. Hypothermia struggles to remain standing.
46-50	Scatter your attack all over foe's chest. Foe is covered with frost. He looks grouchy.	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back.	Blast this foe's chest and scalds. Foe cold slings all exposed skin. Foe has a shocked look on his face.	Assault tends on foe's weapon arm. Foe spins about and slings his weapon away. You have him now.	Gleaming strike to lower back. Foe is spun about and slings his weapon away. You have him now.
51-55	Blow to foe's chest. Your attack has force and foe stumbles.	Strong off-center blast takes foe in his shield arm wrist and side.	Hard strike to chest, armor does not help. Blow leaves it droop mark.	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage.	Foe's failed efforts to avoid your attack puts him at a grave disadvantage.
56-60	Strike falls on an exposed area. Foe gives up. Foe is shaken but his guard is still up.	Foe turns to avoid your attack and exposes his back. All wood on his back goes 5 feet away from your assault.	Strong blast this foe low. He legs give out. Foe is stunned but he is still up.	Miss foe's arm and strike the thigh. He is shocked and his nerve damage causes foe pain.	Your blast targets foe's weapon arm and his leg. Foe is stunned but he is still up. Foe's legs give out. Foe is stunned but he is still up.
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical.	Solid strike to foe's forearm. Foe's hand frozen and left to rot.	Blast freezes foe's arm and shield. If foe's back.	Blast freezes foe's arm and shield. If foe's back.	Strike to foe's waist. All equipment on belt freezes and breaks for foe moves.
66	Strike is covered by the blast. Foe's chest armor is damaged. The pain grows until foe is warmed up.	Foe's response to your blast of cold sends him to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.	Foe's response to your blast of cold sends him to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.	Foe's response to your blast of cold sends him to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.	Your strike sends him back to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.
67-70	Strong unbalancing blast. Foe's body temperature drops.	Strike lands on foe's leg. The pain and shock cause him to falter.	Side strike hits foe just right. Any leather or cloth freeze and shatters.	Blow to foe's shield arm. He is stunned and his leg is injured. Foe is still up.	Blow to foe's shield arm. He is stunned and his leg is injured. Foe is still up.
71-75	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.
76-80	Back blast. Any glaze on back is broken. Painful bruise.	Chast strike freezes what it touches. Foe's evasion is comical.	Chast strike freezes what it touches. Foe's evasion is comical.	Chast strike freezes what it touches. Foe's evasion is comical.	Chast strike freezes what it touches. Foe's evasion is comical.
81-85	Assault to foe's lower leg freezes part of it. Foe's leg is injured. Foe is still up.	Strike to foe's lower leg. Foe is injured. Foe is still up.	Strike to foe's lower leg. Foe is injured. Foe is still up.	Strike to foe's lower leg. Foe is injured. Foe is still up.	Strike to foe's lower leg. Foe is injured. Foe is still up.
86-90	Blow lands on foe's face. It freezes the nose. Foe is stunned but he is still up.	Blow to foe's face. Foe is injured. Foe is still up.	Blow to foe's face. Foe is injured. Foe is still up.	Blow to foe's face. Foe is injured. Foe is still up.	Blow to foe's face. Foe is injured. Foe is still up.
91-95	Chast strike sends foe's body temperature drops. Foe is stunned but he is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.
96-99	Assault drops foe's body temperature. Foe is stunned but he is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite.	Assault drops foe's body temperature. Foe is stunned but he is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.

6.4 IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe rolls with the blow.	Rattle foe a little. Bruise his elbow.	Strike glances off foe. He presses on.	Strike lands without force. Foe is up.	How foe evaded that blow is a mystery.
06-10	It looks solid, but foe is not hindered.	Bump foe in the chest. He loses a garment decoration.	Foe turns to evade and gets hit in the chest. Little damage is done.	Wild assault to shoulder fails to connect with foe.	Foe is unbalanced and gives ground to regain his footing.
11-15	With great effort foe evades the damage. You have initiative.	Strike to foe's sense of balance. He stumbles and loses the initiative.	Firm strike causes foe to step back and get his bearings.	Strike to chest is not hard but it is well placed. Foe steps back 5 feet.	Foe staggers back and trips, making things worse for him.
16-20	Spin foe sideways. He groans quickly. You have the initiative.	Foe's response is quick enough to avoid serious damage.	Strong blow. Foe abandons any hope of the initiative and falls back.	Foe starts stepping away from the assault before it hits his legs.	Foe fails to avoid some of the attack and almost falls down.
21-35	Your strike has some effect. Foe loses his balance and almost falls.	Strike seeks foe's head. He blocks with his arms and struggles to protect his face.	Foe is unbalanced and can only barely maintain his balance.	Blow almost sends foe down. He struggles to maintain his balance.	Foe reeks from this deadly strike. He is almost dead. His legs are badly bruised.
36-45	Foe must give ground or fall. He steps back and almost falls.	Violent blow to shield side. Any shield on foe's side is ruined. He is still on his feet.	Plains blow to foe's lower leg. Foe is injured. He struggles to maintain his balance.	Blow to foe's head. He is injured. He struggles to maintain his balance.	Hammer foe in shoulder. He falls 10 feet. He is almost dead. His legs are badly bruised.
46-50	A solid and unmoving foe and knocks him to the side. His recovery is slow. You have 3 rounds of initiative.	Foe's weapon arm is slammed into his chest. Foe almost hits. He cannot step back 5 feet and regains some footing.	Foe's weapon arm is slammed into his chest. Foe almost hits. He cannot step back 5 feet and regains some footing.	Foe is shaken and steps back 5 feet. Foe is almost dead. His legs are badly bruised.	Foe is fired off the ground and thrown back 10 feet. Amazingly he does not die. His guard is down.
51-55	Blow to foe's side. Foe almost does not fall. He is injured. He struggles to maintain his balance.	Strike to foe's side. Foe almost does not fall. He is injured. He struggles to maintain his balance.	Strike to foe's side. Foe almost does not fall. He is injured. He struggles to maintain his balance.	Strike to foe's side. Foe almost does not fall. He is injured. He struggles to maintain his balance.	Foe tries to withstand blow, but goes down. He takes 2 hits to stand.
56-60	Foe's shield arm is crushed up. Foe is injured. He struggles to maintain his balance.	Strike to foe's shield arm. Foe is injured. He struggles to maintain his balance.	Strike to foe's shield arm. Foe is injured. He struggles to maintain his balance.	Strike to foe's shield arm. Foe is injured. He struggles to maintain his balance.	Strike to foe's shield arm. Foe is injured. He struggles to maintain his balance.
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical.	Strike to foe's shield arm. Foe is injured. He struggles to maintain his balance.	Strike to foe's shield arm. Foe is injured. He struggles to maintain his balance.	Strike to foe's shield arm. Foe is injured. He struggles to maintain his balance.	Strike to foe's shield arm. Foe is injured. He struggles to maintain his balance.
66	Foe's response to your blast of cold sends him to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.	Foe's response to your blast of cold sends him to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.	Foe's response to your blast of cold sends him to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.	Foe's response to your blast of cold sends him to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.	Foe's response to your blast of cold sends him to the back. Foe's chest armor is damaged. The pain grows until foe is warmed up.
67-70	Strong unbalancing blast. Foe's body temperature drops.	Strike lands on foe's leg. The pain and shock cause him to falter.	Side strike hits foe just right. Any leather or cloth freeze and shatters.	Blow to foe's shield arm. He is stunned and his leg is injured. Foe is still up.	Blow to foe's shield arm. He is stunned and his leg is injured. Foe is still up.
71-75	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.	Strike to foe's shield arm. Foe sees it. Foe's evasion is comical.
76-80	Back blast. Any glaze on back is broken. Painful bruise.	Chast strike freezes what it touches. Foe's evasion is comical.	Chast strike freezes what it touches. Foe's evasion is comical.	Chast strike freezes what it touches. Foe's evasion is comical.	Chast strike freezes what it touches. Foe's evasion is comical.
81-85	Assault to foe's lower leg freezes part of it. Foe's leg is injured. Foe is still up.	Strike to foe's lower leg. Foe is injured. Foe is still up.	Strike to foe's lower leg. Foe is injured. Foe is still up.	Strike to foe's lower leg. Foe is injured. Foe is still up.	Strike to foe's lower leg. Foe is injured. Foe is still up.
86-90	Blow lands on foe's face. It freezes the nose. Foe is stunned but he is still up.	Blow to foe's face. Foe is injured. Foe is still up.	Blow to foe's face. Foe is injured. Foe is still up.	Blow to foe's face. Foe is injured. Foe is still up.	Blow to foe's face. Foe is injured. Foe is still up.
91-95	Chast strike sends foe's body temperature drops. Foe is stunned but he is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.
96-99	Assault drops foe's body temperature. Foe is stunned but he is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite.	Assault drops foe's body temperature. Foe is stunned but he is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.	Strike to foe's body. Foe is injured. Foe is still up.

ATTACK TABLE 5.6

**LIGHTNING
BOLT**

SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	2	3	1	-	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	3	5	3	2	5	3	1	-	-	-	-	-	1	-	-	-	-	-	-	-	36-40
41-45	5A	6	5	3	6	5	3	1	-	-	-	-	2	1	-	-	-	-	3A	-	41-45
46-50	6A	7A	7	5	7A	7	5	3	1	-	-	-	3	3	1	-	1	1	5A	1	46-50
51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	-	4A	5A	3	1	2	3	7B	3	51-55
56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	5A	6A	5A	3	4	5	9B	5A	56-60
61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65
66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70
71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75
76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80
81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85
86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90
91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95
96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100
101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105
106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16f	16F	22F	24E	25E	29G	25G	106-110
111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115
116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120
121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125
126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130
131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	130-135
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140
141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	32H	33I	37I	39I	141-145
146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150
UM 100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43J	45J	100 UM

(For A, B, C, D, and E results, use Electricity Criticals)

Range	Mod	Critical Result	Electricity Use	Impact Use	Heat Use
0' - 10'	+35	F	E	A	—
11' - 50'	-	G	E	B	—
51' - 100'	-25	H	E	C	A
101' - 200'	-40	I	E	D	B
201' - 300'	-55				
301' - up	-75				

UM = Unmodified Roll

6.2 ELECTRICITY CRITICAL STRIKE TABLE				
	A	B	C	D
01-05	Blat is lightning, but ineffective.	Your strike's energy is poorly aimed.	Strike's energy surges into the ground.	Bright flash and little heat (disturb foe).
06-10	Sparks fly, foe is illuminated by blast.	Foe's hair stands on end. Frightening!	Foe waves off sparks and smoke.	Static gathers on foe. Zap!
11-15	Bolt reaches for foe but then grounds out. You have initiative.	Mild jolt to foe's shoulder causes him to hesitate. You have initiative.	The thunderous crack of your attack parries foe. You gain initiative.	Bolt jumps to foe's weapons and then into the ground. You have initiative.
16-20	Foe flinches from the static in the air. You have the initiative.	The blast of light and heat dunts foe. Foe looks away; you have initiative.	Flying debris obstructs foe's vision. You have 2 rounds of initiative.	Foe fails to avoid some of the attack and almost hits down.
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative.	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative.	Any cone on foe heat up as sizzle in foe's pockets. He steps back.	Your attack gets foe into action. He steps back and swings in all directions.
36-45	Blat almost misses, but it grounds into foe's weapon arm.	Foe's side and back are entangled by blast. Foe is shaken.	Foe heats up and goes on defensive until he cools. His footing is good.	Entangle foe in deadly blue light. Foe's armor is scorched; exposed armor is hit by equipment.
46-50	Small jolt of electric energy causes foe to flinch. Foe's arms trying to effort to throw them off.	Strike hits foe's chest. Clothes smoke; foe looks at his arms trying to effort to throw them off.	Strike catches with foe's arm. Foe's arms trying to effort to throw them off.	Blat to foe's chest. He stumbles. Foe's arms trying to effort to throw them off.
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe shaken.	Back strike throws equipment about. Wind turns to exposed skin.	Hard strike to side, armor does not help. Blow leaves a permanent mark.	Weapon arm endures a terrible onslaught. Foe drops in his hand.
56-60	Foe is jacked off balance by the strike and has trouble regaining footing.	Blat heats up metal on foe, causing painful burns to contacting flesh.	Strong blast hits foe low. He gets almost give from the pain. Foe recoils.	Bolt passes through foe's leg before grounding. Foe suffers.
61-65	Well placed. Strike dunts into foe's weapon arm. Foe's weapon is cracked.	Foe's reflexes are numbed by blast. He is dazed and moving slowly.	Strike is low and pours into ground. A stray bolt arches into foe's leg.	Blat to foe's shield shoulder. Foe's shield arm and shield split.
66	Bright flash illuminates foe and ghis becomes fused together in the blast. Reflexes strain muscles. Foe is knocked down.	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless.	Foe's neck abides to foe's shield arm.	Blat to foe's head. He is shocked. Foe's shield arm is then pinned and useless.
67-70	Blat climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault.	Strike lands on shoulder and streaks down back. Foe steps falling in falling attempt to block. He is vulnerable.	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly.	The shock of the assault inhibits foe's strike. Muscles and tendons are stretched. He has trouble standing.
71-75	Your attack inflicts foe with electrical energy. It dances all over him. It takes some time for him to recover.	Chast and arm blast damages organic armor. Metal armor will heat up painfully. For smalls own hair burning while metal armor worn: 3	Attack acquits foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged.	Strike sweeps center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed.
76-80	Electricity foe's shield shield. Foe finds little protection behind his shield. Hopefully, it contains no metal.	Abdomen entangled by a great electrical serpent. Foe is knocked down; the blast disappears.	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed.	Blat reaches out with painful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn.
81-85	Blat goes right to foe's back and he vibrates. He is unaware of much at the moment. He falls his weapon around.	The shock rips foe's reflexes against his muscles. Tendons are torn during his violent convulsions. The poor fool.	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage.	Blat hits shoulder. Foe conducts his strike well. His nervous system is shocked and nerve damage in 12 rounds.
86-90	Assault to foe's knee by foe's weapon. Simple leg fracture if the weapon armor is a compound fracture if not.	Blat lands on foe's knee. Foe's knee is a compound fracture if not.	Blat lands on foe's knee. Foe's knee is a compound fracture if not.	Strike splits out the shoulder and then his spine. Foe drops, but and jackson shatter. And dies in 12 rounds.
91-95	Strike arcs up into foe's hip. Gurneuts catch fire. Shock and nerve damage inflicted.	Blat blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days).	Strike to foe's head. Mangled. Foe dies in 12 rounds.	Blat rids foe's body, causing total damage to organs. His eyes pop out and he dies in 6 inactive rounds. So much for the governor's pardon.
96-99	Foe's loses consciousness from the blast. He convulsions keep him standing 1 round.	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds.	Foe reacts back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful mids.	Blat streak across ground threatening new victims. Foe is dead, of course.
100	Foe's head is ablaze. Gurneuts catches fire. Foe falls unconscious and dies in 6 rounds from nerve damage.	Foe's smolder heat up and burns. Foe drops and dies instantly.	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds.	This sudden temper breaks foe's spine. Foe's spine is shattered and dies after a little 12 round struggle. Close his eyes.

6.4 IMPACT CRITICAL STRIKE TABLE				
	A	B	C	D
01-05	Foe recoils with the blow.	Rattle foe a little. Bruise his elbow.	Strike glances off foe. He presses on.	Strike finds without force. Foe is in.
06-10	It looks solid, but foe is not hindered.	Blow foe in the chest. He loses a garment decoration.	Foe turns to evade and gets hit in the backside. Little damage is done.	With assault to shoulder fails to connect with foe.
11-15	With great effort foe evades the damage. You have initiative.	Spin foe sideways. He moves quickly. You have the initiative.	Firm strike causes foe to step back and get his bearings.	Strike to chest is not hard but it's well timed. Foe steps back 5 feet.
16-20	Spin foe sideways. He moves quickly. You have the initiative.	Spin foe sideways. He moves quickly. You have the initiative.	Strong blow. For absolutions any hope avoid serious damage.	Foe starts stepping away from the assault before it hits his legs.
21-35	Your strike has some effect. Foe bows his head and looks down. He is dazed.	Strike seeks for a head. He blocks with his arms. He looks down. He is dazed.	Foe is unbalanced and can only himself for the moment.	Blow almost sends foe down. He looks down. He is dazed.
36-45	Foe recoils with the blow. He is dazed.	Violent blow to shield side. Any shield is shattered. Foe is still on his feet.	Foe recoils with the blow. He is dazed.	Blow almost sends foe down. He looks down. He is dazed.
46-50	A solid shot unmoves foe and knocks him to the ground. He is dazed.	Foe recoils with the blow. He is dazed.	Foe recoils with the blow. He is dazed.	Foe recoils with the blow. He is dazed.
51-55	Blat to foe's side damages equipment unbalancing him. He stumbles about.	Blat to foe's side damages equipment unbalancing him. He stumbles about.	Blat to foe's side damages equipment unbalancing him. He stumbles about.	Blat to foe's side damages equipment unbalancing him. He stumbles about.
56-60	Foe's shield arm is ruptured up. Foe puts his guard up and steps back. It is clear he is dazed.	Foe's shield arm is ruptured up. Foe puts his guard up and steps back. It is clear he is dazed.	Foe's shield arm is ruptured up. Foe puts his guard up and steps back. It is clear he is dazed.	Foe's shield arm is ruptured up. Foe puts his guard up and steps back. It is clear he is dazed.
61-65	Well ahead. Strike dunts into foe's weapon.	Well ahead. Strike dunts into foe's weapon.	Well ahead. Strike dunts into foe's weapon.	Well ahead. Strike dunts into foe's weapon.
66	Foe recoils with the blow. He is dazed.	Foe recoils with the blow. He is dazed.	Foe recoils with the blow. He is dazed.	Foe recoils with the blow. He is dazed.
67-70	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side.	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side.	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side.	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side.
71-75	Blat strike provides some evasion openings. If foe has a shield, it is out of position for 1 round.	Blat strike provides some evasion openings. If foe has a shield, it is out of position for 1 round.	Blat strike provides some evasion openings. If foe has a shield, it is out of position for 1 round.	Blat strike provides some evasion openings. If foe has a shield, it is out of position for 1 round.
76-80	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object.	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object.	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object.	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object.
81-85	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is off.	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is off.	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is off.	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is off.
86-90	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are battered against the ground.	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are battered against the ground.	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are battered against the ground.	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are battered against the ground.
91-95	Blow to foe's head. He has a helmet. He is injured and covers his eyes. If no helmet, he is knocked out.	Blow to foe's head. He has a helmet. He is injured and covers his eyes. If no helmet, he is knocked out.	Blow to foe's head. He has a helmet. He is injured and covers his eyes. If no helmet, he is knocked out.	Blow to foe's head. He has a helmet. He is injured and covers his eyes. If no helmet, he is knocked out.
96-99	Blow lands against foe's hip. Foe recoils with the blow. He is dazed.	Blow lands against foe's hip. Foe recoils with the blow. He is dazed.	Blow lands against foe's hip. Foe recoils with the blow. He is dazed.	Blow lands against foe's hip. Foe recoils with the blow. He is dazed.
100	Foe recoils with the blow. He is dazed.	Foe recoils with the blow. He is dazed.	Foe recoils with the blow. He is dazed.	Foe recoils with the blow. He is dazed.

01-05	Blat is lightning, but ineffective.	Your strike's energy is poorly aimed.	Strike's energy surges into the ground.	Bright flash and little heat (disturb foe).
06-10	Sparks fly, foe is illuminated by blast.	Foe's hair stands on end. Frightening!	Foe waves off sparks and smoke.	Static gathers on foe. Zap!
11-15	Bolt reaches for foe but then grounds out. You have initiative.	Mild jolt to foe's shoulder causes him to hesitate. You have initiative.	The thunderous crack of your attack parries foe. You gain initiative.	Bolt jumps to foe's weapons and then into the ground. You have initiative.
16-20	Foe flinches from the static in the air. You have the initiative.	The blast of light and heat dunts foe. Foe looks away; you have initiative.	Flying debris obstructs foe's vision. You have 2 rounds of initiative.	Foe fails to avoid some of the attack and almost hits down.
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative.	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative.	Any cone on foe heat up as sizzle in foe's pockets. He steps back.	Your attack gets foe into action. He steps back and swings in all directions.
36-45	Blat almost misses, but it grounds into foe's weapon arm.	Foe's side and back are entangled by blast. Foe is shaken.	Foe heats up and goes on defensive until he cools. His footing is good.	Entangle foe in deadly blue light. Foe's armor is scorched; exposed armor is hit by equipment.
46-50	Small jolt of electric energy causes foe to flinch. Foe's arms trying to effort to throw them off.	Strike hits foe's chest. Clothes smoke; foe looks at his arms trying to effort to throw them off.	Strike catches with foe's arm. Foe's arms trying to effort to throw them off.	Blat to foe's chest. He stumbles. Foe's arms trying to effort to throw them off.
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe shaken.	Back strike throws equipment about. Wind turns to exposed skin.	Hard strike to side, armor does not help. Blow leaves a permanent mark.	Weapon arm endures a terrible onslaught. Foe drops in his hand.
56-60	Foe is jacked off balance by the strike and has trouble regaining footing.	Blat heats up metal on foe, causing painful burns to contacting flesh.	Strong blast hits foe low. He gets almost give from the pain. Foe recoils.	Bolt passes through foe's leg before grounding. Foe suffers.
61-65	Well placed. Strike dunts into foe's weapon arm. Foe's weapon is cracked.	Foe's reflexes are numbed by blast. He is dazed and moving slowly.	Strike is low and pours into ground. A stray bolt arches into foe's leg.	Blat to foe's shield shoulder. Foe's shield arm and shield split.
66	Bright flash illuminates foe and ghis becomes fused together in the blast. Reflexes strain muscles. Foe is knocked down.	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless.	Foe's neck abides to foe's shield arm.	Blat to foe's head. He is shocked. Foe's shield arm is then pinned and useless.
67-70	Blat climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault.	Strike lands on shoulder and streaks down back. Foe steps falling in falling attempt to block. He is vulnerable.	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly.	The shock of the assault inhibits foe's strike. Muscles and tendons are stretched. He has trouble standing.
71-75	Your attack inflicts foe with electrical energy. It dances all over him. It takes some time for him to recover.	Chast and arm blast damages organic armor. Metal armor will heat up painfully. For smalls own hair burning while metal armor worn: 3	Attack acquits foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged.	Strike sweeps center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed.
76-80	Electricity foe's shield shield. Foe finds little protection behind his shield. Hopefully, it contains no metal.	Abdomen entangled by a great electrical serpent. Foe is knocked down; the blast disappears.	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed.	Blat reaches out with painful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn.
81-85	Blat goes right to foe's back and he vibrates. He is unaware of much at the moment. He falls his weapon around.	The shock rips foe's reflexes against his muscles. Tendons are torn during his violent convulsions. The poor fool.	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage.	Blat hits shoulder. Foe conducts his strike well. His nervous system is shocked and nerve damage in 12 rounds.
86-90	Assault to foe's knee by foe's weapon. Simple leg fracture if the weapon armor is a compound fracture if not.	Blat lands on foe's knee. Foe's knee is a compound fracture if not.	Blat lands on foe's knee. Foe's knee is a compound fracture if not.	Strike splits out the shoulder and then his spine. Foe drops, but and jackson shatter. And dies in 12 rounds.
91-95	Strike arcs up into foe's hip. Gurneuts catch fire. Shock and nerve damage inflicted.	Blat blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days).	Strike to foe's head. Mangled. Foe dies in 12 rounds.	Blat rids foe's body, causing total damage to organs. His eyes pop out and he dies in 6 inactive rounds. So much for the governor's pardon.
96-99	Foe's loses consciousness from the blast. He convulsions keep him standing 1 round.	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds.	Foe reacts back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful mids.	Blat streak across ground threatening new victims. Foe is dead, of course.
100	Foe's head is ablaze. Gurneuts catches fire. Foe falls unconscious and dies in 6 rounds from nerve damage.	Foe's smolder heat up and burns. Foe drops and dies instantly.	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds.	This sudden temper breaks foe's spine. Foe's spine is shattered and dies after a little 12 round struggle. Close his eyes.

SHOCK BOLT

SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	2	1	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	2	2	1	-	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
46-50	3	2	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	1	-	46-50
51-55	3	3	3	3	3	3	2	1	-	-	-	-	1	1	-	-	-	-	2	-	51-55
56-60	4	3	4	5	3	3	3	2	-	-	-	-	1	1	-	-	-	-	2	-	56-60
61-65	4A	4	5	6	4	4	4	3	-	-	-	-	2	2	1	-	-	1	3	1	61-65
66-70	5A	4A	6	6	4A	4	5	4	1	-	-	-	2	3	2	-	1	2	4A	2	66-70
71-75	5A	5A	7A	7	5A	5A	6	5	1	1	1	-	3	3	3	1	2	3	5A	3A	71-75
76-80	6A	5A	7A	7A	5A	5A	7A	6	2	1	2	1	3	4	4	2	3	4	6A	4A	76-80
81-85	6A	6A	8A	8A	6A	6A	8A	7A	2	2	3	2	4	4	5	3A	4	5A	7A	5A	81-85
86-90	6A	6A	8A	8A	6A	6A	8A	8A	2	2	4	3A	4	5	5A	4A	5	6A	8A	6A	86-90
91-95	7A	7A	9A	9A	7A	7A	9A	9A	3	3	5A	4A	5A	5A	6A	5A	6A	7A	8A	7A	91-95
96-100	7A	7A	9A	9A	7A	7A	9A	10A	3A	3A	5A	5A	5A	6A	6A	6A	6A	7A	9A	8A	96-100
101-105	7A	7A	10A	10A	8A	8A	10A	10A	3A	4A	6A	6A	6A	6A	7A	7A	7A	8A	9A	9A	101-105
106-110	8A	8A	10A	10A	8A	8A	10A	11B	4A	4A	6A	7A	6A	7A	7A	8A	7A	8A	10A	9B	106-110
111-115	8A	8A	11A	11B	9A	9A	11B	11B	4A	5A	7A	8A	7A	7A	8A	8A	8A	9A	10B	10B	111-115
116-120	8A	8B	11B	11B	9B	9B	11B	12B	4A	5A	7A	8A	7A	8A	8A	9A	8A	9A	11B	10B	116-120
121-125	9B	9B	12B	12B	10B	10B	12B	12B	5A	6A	8A	9A	8A	8A	9A	10	9A	10A	11B	11B	121-125A
126-130	9B	9B	12B	12B	10B	10B	12B	13B	5A	6A	8A	9B	8A	9A	9A	10	9A	10B	12B	11B	126-130B
131-135	9B	9B	13B	13B	11B	11B	13B	13B	5A	7A	9B	10B	9A	9A	10A	11	10B	11B	12B	12B	131-135B
136-140	10B	10B	13B	13B	11B	11B	13B	14B	5A	7A	9B	10B	9B	10A	10B	11	10B	11B	13B	12B	136-140B
141-145	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12	11B	12B	14B	13B	141-145B
146-150	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12	12B	12B	14B	14B	146-150B
UM 100	16D	16D	18D	18D	17D	17D	18D	18D	12C	14C	16C	16C	14C	14C	16C	17	17C	17C	18C	18C	100 UM

(Use Electricity Criticals)

Range **Mod**

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

UM = Unmodified Roll

6.2 ELECTRICITY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed. +0H	Strike's energy soaks into the ground. +1H	Bright flash and little heat disturb foe. +2H	Foe avoids blast but feels charged. +3H
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightening! +2H	Foe waves off sparks and smoke. +3H	Static gathers on foe. Zap! +4H	Foe sees spots. You have initiative. +4H
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes him to hesitate. You have initiative. +2H	The thunderous crack of your attack panics foe. You gain the initiative. +3H	Bolt jumps to foe's weapons and then into the ground. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +5H – ✱
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts foe. He looks away; you have initiative. +4H	Flying debris obstructs foe's vision. You have 2 rounds of initiative. +3H	Foe strikes out at the blast to protect himself. It seems to work well enough. +4H – ✕	Foe fails to avoid some of the attack and almost falls down. +6H – ✱
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative. +5H	Any coins on foe heat up smolder in foe's pockets. He steps back. +6H – ✕	Your attack jolts foe into action. He steps back and swings in all directions. +5H – 2✕ – ●	Foe is magnetized foe a moment. It distracts him. He is dazed. +10H – 2✱
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H – ✕ with metal weapon: +7H – ✱✕	Foe's side and back are entangled by blast. Foe is shaken. +2H – ✕ – ●	Foe heats up and goes on defensive until he cools. His footing is good. +7H – 2✕	Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment. +7H – ✱ – 2(-10)	Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck. +12H – 2✱
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H – ✕ – ●	Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out. +6H – 2✕	Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered. +7H – 2✱	Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant. +7H – 2✱ – 2(-10)	Blast to foe's waist. He stumbles, dazed by light, and twitches for the next hour. You have 6 rds of initiative. +13H – 2✱ – ☼
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H – ✱	Back strike throws equipment about. Minor burns to exposed skin. +7H – ✱ – 2●	Hard strike to side, armor does not help. Blow leaves a permanent mark. +7H – ✱☼ – ●	Blast assaults foe's shield arm. If foe has metal armor he is knocked out. +10H – 2✱ – ✕	Weapon arm endures a terrible onslaught. Foe drops all in his hand. +13H – 2✱ – 2●
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H – 3✕	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H – 2✱ with metal: +10H – 2✱☼	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. with leg armor: +12H – ✱ w/o leg armor: +9H – 2✱	You hits hard; foe's abdomen is hammered. He steps back 5 feet. with abdominal armor: +20H w/o abdominal armor: +15H – 6✱	Bolt passes through foe's leg before grounding. Foe suffers. with leg armor: +8H – ✱☼ w/o leg armor: 2✱ – 2●
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H – 2✱ w/o metal greaves: +7H – ✱	Foe's reflexes are numbed by blast. He is dazed and moving slowly. +9H – ✱☼	Strike is low and pours into ground. A stray bolt arches into foe's leg. +10H – 2✱ – ✕	Blast to foe's shield shoulder. Foe's shield arm and shield ignite. with shield: 6✱ – 3● w/o shield: 2✱ – 2●	Foe is overcome by the flash. He falls, entangled in his smoldering garments. +14H – 2✱ – ✕
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3 ✱	Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H – 3✱☼ – 2● – (-20)	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless. +9H – 12✱	Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week. +20H – 4●	Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds. (+10)
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H – ✱✕	Strike lands on shoulder and streaks down back. Foe steps foward in failing attempt to duck. He is vulnerable. +10H – 2✱ – ☼	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly. +11H – 2✱☼ – (-10)	The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing. +12H – 2✱ – (-20)	Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused. 4✱ – 3● – (-40)
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H – 3✱ – (-5)	Chest and arm blast damages organic armor. Metal armor will heat up painfully. Foe smells own hair burning. 4 ✱ – 2● while metal armor worn: 3●	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. +12H – 8✱ until metal armor removed: 5●	Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged. +13H – 3✱	Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed. with armor: +10H – 3✱☼ – ● w/o chest armor: 6✱ – 3●
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H – ✱☼ with metal on shield: +9H – 2✱☼	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H – 2✱ – ☼ w/o abdominal armor: +11H – 2●	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed. 8 ✱ – (-5) – ●	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn. +20H – 10✱☼	Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles. +18H – 3●
81-85	Blast goes right into foe's back and he vibrates. He is unaware of what around him for a moment. He flails his weapon around. +12H – 2✱✕	The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool. +13H – 3✱☼	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage. with armor: +10H – ✱ – (-20) w/o armor: 4✱ – (-40) – 2●	Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds. +15H – 6(-30)	Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds. –
86-90	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn. with metal armor: +15H – 2✱☼ w/o metal armor: +15H – 3✱☼	Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not. with leg armor: 6✱☼ – ● w/o leg armor: 6✱ – (-50)	Bruet of strike infests foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee. 2✱☼ – (-60)	Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds. with chest armor: 9✱ – 6●	Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds. –
91-95	Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted. 3 ✱ – (-50)	Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days). 9 ✱	Trapped in a web of light, your foe falls to escape the heat. He is unconscious and, without immediate aid, will go into shock, dying in 12 rounds. (-75) – 5●	Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch. +30H	Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Governor's pardon. +25H
96-99	Foe's loses consciousness from the blast. His convulsions keep him standing 1 round. +10H – 12✱	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds. +15H	Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds. –	Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds. +20H	Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course. (+20)
100	Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage. +20H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. (+10)	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds. 3(+10)	Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later. (+15)	Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you. (+20)

																				ATTACK TABLE 5.8	
																				WATER BOLT	
																				SPELL LAW	
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
46-50	1	1	-	-	1	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	46-50
51-55	1	1	1	-	2	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	51-55
56-60	2	2	2	1	2	2	1	-	-	-	-	-	2	2	1	-	-	-	1	-	56-60
61-65	2	2	3	2	3	2	2	1	1	-	-	-	3	3	2	-	-	-	2	1	61-65
66-70	2	3	4	3	3	3	3	2	1	1	1	-	3	4	3	1	-	-	4A	2	66-70
71-75	3	3	5	4	4	3	4	3	2	2	2	1	4	5	4	2	-	1	5A	4	71-75
76-80	3	4	6	5	4	4	5	4	2	3	4	3	5A	6	6	4	1	3	6A	6A	76-80
81-85	3A	4	7	6	5A	4A	6	5	3	4	6	5	6A	7A	8A	6	3	5	8B	8A	81-85
86-90	4A	5A	7A	7	5A	5A	7A	6	3A	4	8	7A	7A	8A	9A	8A	5	7A	10B	10A	86-90
91-95	4A	6A	8A	8A	6A	5A	8A	7A	4A	5A	10A	9A	8A	9A	10B	10A	7A	9A	12B	12B	91-95
96-100	4A	6A	8A	9A	6A	6A	9A	8A	4A	5A	10A	11A	9A	10B	11B	12B	9A	11A	14B	14B	96-100
101-105	5A	6A	9A	10A	7A	6A	10A	9A	5A	6A	11A	12B	10B	11B	12B	14B	11A	13A	15C	16B	101-105
106-110	5A	7A	9A	10A	7A	7A	11A	10B	5A	6A	11B	13B	11B	12B	13B	16B	12A	14B	16C	18C	106-110
111-115	5A	7A	10A	11B	8A	7A	12B	11B	6A	7B	12B	13B	12B	13B	14B	17C	13B	15B	17C	19C	111-115
116-120	6A	7A	10A	11B	8A	8A	12B	12B	6A	7B	12B	14B	13B	14B	15C	18C	14B	16B	18C	20C	116-120
121-125	6A	8A	11B	12B	9A	8A	13B	13B	7A	8B	13B	14C	14B	15C	16C	19C	15B	17C	19C	21C	121-125
126-130	6A	8A	11B	12B	9B	9B	13B	14B	7B	8B	13B	15C	15C	16C	17C	20C	16B	18C	20C	22C	126-130
131-135	7A	8B	12B	13C	10B	9B	14B	15C	7B	9B	14C	15C	16C	16C	17C	21C	17C	19C	21C	23C	131-135
136-140	7A	9B	12B	13C	10B	10B	14C	15C	8B	9B	14C	16C	16C	17C	18C	22C	18C	20C	22C	24C	136-140
141-145	7B	9B	13C	14C	11C	11C	15C	16C	8B	10C	15C	15C	17C	18C	19C	23C	19C	21C	23C	25C	141-145
146-150	7B	9C	13C	14C	11C	11C	15C	16C	8B	10C	15C	16C	18C	18C	20C	24C	20C	22C	24C	26C	146-150
UM 100	10E	12E	16E	17E	14E	14E	18E	20E	11E	13E	18E	20E	22E	22E	24E	28E	24E	26E	28E	30E	100 UM
																				(Use Impact Criticals)	
Range		Mod																			
0' - 10'		+35																			
11' - 50'		0																			
51' - 100'		-25																			
101' - 200'		-40																			
201' - 300'		-55																			
301' - up		-75																			
		UM = Unmodified Roll																			

6.4 IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe rolls with the blow.. +0H	Rattle foe a little. Bruise his elbow. +0H	Strike glances off foe. He presses on. +1H	Strike lands without force. Foe is up. +2H	How foe evaded that blow is a mystery. +3H
06-10	It looks solid, but foe is not hindered. +1H	Bump foe in the chest. He loses a garment decoration. +2H	Foe turns to evade and gets hit in the backside. Little damage is done. +3H	Wild assault to shoulder fails to connect with foe. +4H	Foe is unbalanced and gives ground to regain his footing. +3H – 2(-15)
11-15	With great effort foe evades the damage. You have initiative. +2H	Corrupt foe's sense of balance. He stumbles and loses the initiative. +4H	Firm strike causes foe to step back and get his bearings. +3H – ✕	Strike to chest is not hard but it is well placed. Foe steps back 5 feet. +4H – ✕	Foe staggers back and trips, making things worse for him. +6H – ★
16-20	Spin foe sideways. He recovers quickly. You have the initiative. +3H	Foe's response is quick enough to avoid serious damage. +2H – ✕	Strong blow. Foe abandons any hope of the initiative and falls back. +4H – ✕	Foe starts stepping away from the assault before it hits his legs. +6H – ✕	Foe fails to avoid some of the attack and almost falls down. +9H – ★
21-35	Your strike has some effect. Foe loses his balance and cannot regain a good stance. You have 2 rounds of initiative. +5H	Strike seeks foe's head. He blocks with his weapon and evades with shameless grace. He keeps his guard up. +5H – ✕	Foe is unbalanced and can only manage some wild swings to protect himself for the moment. +8H – ✕	Blow almost sends foe down. He strikes the ground with his weapon while trying to regain his balance. +10H – ✕	Foe reels from this deadly strike. He avoids death but not damage. His side is badly bruised. +15H – ★
36-45	Foe must give ground or fall. He steps back 5 ft and goes low to avoid falling. He loses 2 rnds of initiative. +8H	Violent blow to shield side. Any shield is destroyed. Foe's side is bruised. He is still on his feet. +9H – ✕	Pitiless blow to foe's lower leg. Foe is desperate to defend himself while he regains his balance. +10H – ★	Boom! Foe is hammered by an effective strike to his back. He looks to be recovering. Minor bruises. +12H – 2★	Hammer foe in shoulder. He falls 10 feet and spins around. He stumbles another 5 ft before regaining control. +15H – 2★ – 2(-15)
46-50	A solid shot unnerves foe and knocks him to the side. His recovery is slow. You have 3 rounds of initiative. +10H	Foe loses footing before being struck, but still avoids most of assault. A piece of equipment is knocked loose. +10H – ★	Foe's weapon arm is slammed into his chest. Foe almost falls. He steps back 5 feet and regains some footing. +12H – 2✕ – (+5)	Foe is shaken and steps back 5 feet for the next 2 rounds. If he cannot step back he falls down. +5H – 2✕	Foe is lifted off the ground and thrown back five feet. Amazingly he does not fall. His guard is down. +20H – ★✕
51-55	Bash to foe's side damages equipment unbalancing him. He stumbles about. +10H – ★	Smash foe to side. Foe still fights but footing is unfirm and armor is loose. +12H – ★	Hard strike to side, armor does not help. The bruise is deep and effective. +15H – 2✕	Batter foe. He fumbles his weapon grip. He notices little else right now. ★✕ – (+5)	Foe tries to withstand blow, but goes down. He takes 2 rnds to stand. +20H – 2(40)
56-60	Foe's shield arm is roughed up. Foe puts his guard up and steps back. It is clear he is dazed. +10H – ★	Foe's response is ungraceful. The strike slams his weapon arm into his side and pins it for the moment. +10H – 2★	Strong bash hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. +12H – 2★	Concussion bruises skin and batters ribs. Foe is numb, unable to feel the damage. He thinks wound is mortal. 2★✕ – (-10)	Impact scatters unattached equipment. Shield, helmet, and any weapons go flying. Foe then falls down. +20H – 2★✕
61-65	Well placed. Strike slams into foe's weapon arm. Foe holds onto his weapon. with arm greaves: +8H – ✕ w/o arm greaves: +12H – ★	Blow crashes into foe's chest. If he has chest armor, it is damaged. If not, he has terrible bruises and cracked ribs. with chest armor: +12H – 2✕ w/o chest armor: +10H – ★✕	Crashing blow to foe's shoulder sends him over. He uses weapon arm to stay standing and cannot defend himself. +10H – ★✕ – (+5)	Lay waste to foe's shield arm. Any shield in use takes some of the damage, but is destroyed by impact. with shield: +5H – ★ – 3(-10) w/o shield: +10H – 2★ – ✕	Your strike vandalizes foe's sense of balance and he crashes to the ground. His legs and pride are bruised. +20H – 3★✕
66	Foe braced poorly for the impact. His knee is pressed backwards damaging muscles and tendons. +20H – ✕	Fingers are entangled in the impact and broken. Foe's shield hand is useless. The swelling might go away in a day. +15H – ★✕	Blast breaks shield arm. He falls on his weapon arm and breaks his wrist. Both arms are useless. Talk about bad luck. 3★ – (-90)	Snap foe's head back. Foe falls unconscious onto ground breaking a leg and hand. Without helm he dies. –	Head strike. Foe's skull is crushed. Any helmet worn is driven into the side of foe's head. –
67-70	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side. +7H – ★✕	Blow to back flings foe to knees. He drops his weapon. He stands but his guard is down as he rearms himself. +12H – ★✕	A piece of solid equipment is jammed into foe's chest. The pain is sharp. It leaves a permanent bruise. 2★ – ✕	Foe is knocked down. He lands on his equipment, and drops his weapon. He cannot get up for 2 rounds. +15H – (+5)	Strike impacts along thigh. Leg is twisted and muscles pulled. Foe jams a finger during the struggle. +15H – ★ – (-10)
71-75	Modest strike provides some excellent openings. If foe has a shield, it is out of position for 1 round. +10H – 2★	Solid strike to shoulder numbs foe's senses and bruises muscles. Foe's sense of direction is off. +20H – 2★ – ✕	Violent strike to foe's midsection. He falls, drops equipment, and is vulnerable while standing up. +10H – 2★✕ – 2(+5)	Strike at foe's legs. Foe wisely leaps back from the strike. Both shins and knees are bruised his ankle is broken. with leg armor: +8H – 2(-20) w/o leg armor: +10H – ★	Strike lands in center of foe's chest. Foe is knocked down. Chest armor is destroyed. Ribs are broken. with chest armor: +20H – 5★ – (-10) w/o chest armor: +15H – 6★ – (-30)
76-80	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object. with shield: +6H – ★ w/o shield: +15H – 2★ – ✕	Your irresistible blow sends foe onto his back. He drops his weapon. Foe has a variety of bruises. with chest armor: +12H – 3✕ w/o chest armor: +10H – 2★✕ – (+5)	Sweep foe onto his back. Foe must roll over to get up. Leg armor will slow him down. Minor fracture on lower leg. with leg armor: +5H – ★ – 2(-60) w/o leg armor: +15H – ★ – (-25)	Fold up foe's weapon arm and snap it against his body like a twig. His arm is useless. Boy that must hurt! +10H – ★	Strike crashes into foe's side, breaking his shoulder and collar bone. One arm is useless; the other isn't much better. +25H
81-85	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is torn. +10H – (-25)	Brutal strike lands between foe's shoulder blades. Tendons and muscles sprain. Little is not painful for foe. +10H – 2★ – (-25)	Strike looks harmless. However, foe's collarbone is broken. He is furious with his fortune. The pain is real. +15H – ★ – (-25)	Impact to face and chest knocks out teeth and breaks ribs. Foe is dazed and stands immobile for 3 rounds. +20H	Violent onslaught ruptures organs and causes massive internal bleeding. Foe will die in 6 inactive rounds. +30H
86-90	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are bashed against the ground. with leg armor: +8H – 2★ w/o leg armor: +10H – 3★✕	Strike flings its strength into foe's legs. Muscles are bruised and tendons are torn. Foe remains standing. One of foe's greaves comes off. with leg armor: +20H – 3★ – (-50) w/o leg armor: +20H – ★✕ – (-20)	Blow fractures foe's thigh. Foe does not fall down, but he cannot walk until the leg has a splint. This is a good opportunity to practice your first aid. +20H – 2★✕ – (-60)	Onslaught to foe's midsection. Organs are damaged and foe throws up blood. Foe's abdomen is seriously damaged. He falls and should not be moved. with abdominal armor: 12★ w/o abdominal armor: dies in 6 rounds	Foe is thrown down. Two ribs protrude from his chest. Organs are destroyed. Foe's eyes glaze when death comes in 3 rnds. +50H
91-95	Blow to foe's head. If he has a helmet, it is unseated and covers foe's eyes. If no helmet, foe is knocked out. +20H – 3★✕ – (-50)	Strike hammers side of head. With helmet, foe is in coma for 2 weeks. If no helm, foe dies in 1-10 rnds. +25H	Force of attack breaks foe's knee and sends him down. He can't get up unassisted. He considers surrendering. +20H – 9★✕ – (-75)	Foe's face, jaw and neck shatter. He stumbles back a few steps. He falls and dies after 3 rounds of inactivity. Sad. +50H	Foe's lower body is crushed. Massive blood loss and shock will cause foe to die after 6 rounds. He can still speak. +30H
96-99	Blow lands hardest against foe's hip. The bone is fractured and foe falls down. Foe sprains wrist in the fall. When it rains, it pours. +20H – 3★✕ – (-50)	This sudden tempest breaks foe's neck. He cannot breath. He drops and dies after a futile 12 round struggle. Close his eyes. +25H	Savage impact ruptures internal organs and breaks many bones. Foe falls and dies.. +50H	Bash in foe's side. Bones are broken by the concussion. One of them is driven into a kidney. Foe goes into shock, drops, and dies in 8 rounds. +25H	Strike brings foe down. His spine is broken with little effort. Foe is still. Blood pours from his mouth heralding his death. He dies in 3 rounds. (+20)
100	Foe slams to ground from brutal strike. His rib cage is fractured. With armor, he is only knocked out; if no armor, foe dies in 3 rnds from internal bleeding. +25H	Bash in foe's side and a shoulder. The shoulder blade violently contacts foe's spine. Foe is paralyzed from the shoulder down. Foe is unhappy. +30H	Foe's head is in the middle of this tumult. Foe dies instantly. His skull is crushed and a few other bones are also broken in his fall. (+10)	Crush foe's lungs and heart with an irresistible onslaught. The impact slams foe to the ground and he dies a moment later. (+25)	Blast breaks close to thirty bones in foe's skeleton. He is dead a moment later. His body is difficult to gather up. Very little of his equipment in intact. –

CRITICAL & FAILURE TABLES

Section 6

Introduction

How to Use These Tables

Slaying Attacks

INTRODUCTION

This section contains this introduction, a key to all of the tables in this section, 5 critical tables, and 1 failure table. In addition, at the bottom of each table there is a key for all of the special symbols used in the table.

HOW TO USE THESE TABLES

To resolve most critical hits, roll d100 (not open-ended) and cross-index the result on the appropriate column of the chart.

The exception to this method are the large and super large critical tables. When attacking a target that is classified as “large” or “super large,” you must ascertain whether the attack deals normal damage or slaying damage. Cross-index a high open-ended d100 roll with the type of damage dealt.

To resolve a failure, simply roll a d100 (not open-ended) and cross-index the result with the type of spell attack that generated the failure. Each column on the table corresponds to a type (or types) of spells. Use the column that corresponds the type of spell being cast.

Note: If you are not using *Rolemaster (RM)*, you should examine all of the Appendices for notes on how to use these tables effectively.

Example: Maal Kylor is in the middle of a combat with a black bear. He attacks with a Fire Bolt spell (using the Fire Bolt attack table).

During the first round of combat, Maal rolls a 02, a fumble! He rolls again, resulting in a 49. He looks up a 49 on the Elemental column and sees that he loses the spell and the power points.



IN THIS SECTION...

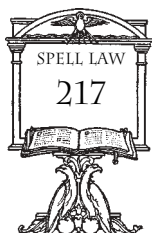
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SLAYING ATTACKS

Certain types of spell attacks may be deemed as “slaying” against specific types of creatures. For example, a Vacuum spell cast upon an elemental creature of air, is treated as slaying. If you are using a “slaying” attack against a target that is not large or super large, you should resolve the attack normally. However, if the normal attack delivers a critical, the weapon will deliver an additional critical. Cross-index the roll used to resolve the normal critical on the Slaying column of the Creature Critical Strike Table 6.5.

Example: Mike, playing Kohrist the Magician, casts a Vacuum I on an Elemental Servant. The description of the spell reads that anyone in the area of effect suffers an 'A' Impact critical.

His normal critical roll is a 96! He resolves the normal critical and then he rolls again (because 96 is open-ended), getting an 11; for a total of 107. He looks up 107 on the Slaying column of the Large Creature Critical Strike Table 6.5.



Section 6

Key to the
Tables,
Sample
Critical Table

	A	B
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly air
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frighte
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes to hesitate. You have initiative.
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunt He looks away; you have initiative
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks impressed. You have 2 rnds initia
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H - ✕ with metal weapon: +7H - ✕	Foe's side and back are entangle blast. Foe is shaken. +2H
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H - ✕ - ●	Strike hits foe's chest. Clothes s then burn. Foe flails his arms try put them out. +6
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H - ✕	Back strike throws equipment at Minor burns to exposed skin. +7H -
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H - 3✕	Blast heats up metal on foe, cau painful burns to contacting flesh w/o metal: +8 with metal: +10H
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H - 2✕ w/o metal greaves: +7H - ✕	Foe's reflexes are numbed by bla is dazed and moving slowly. +9H
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3 ✕	Bright flash illuminates foe and jo every muscle in his body. Foe's reflexes will flinch again in 10 ro +15H - 3 ✕ - 24
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H - ✕ ✕	Strike lands on shoulder and stre down back. Foe steps forward in attempt to duck. He is vulnerable +10H - 2
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H - 3 ✕ - (-5)	Chest and arm blast damages or armor. Metal armor will heat up painfully. Foe smells own hair bu 4 while metal armor v
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H - ✕ ✕ with metal on shield: +9H - 2 ✕ ✕	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H - 3 w/o abdominal armor: +1
81-85	Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around. +12H - 2 ✕ ✕	The shock turns foe's reflexes ac his muscles. Tendons are torn d foe's violent convulsions. The po fool. +13H
	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is	Blast lands on leg with unusual f Simple leg fracture if he wears a

KEY TO THE TABLES

All of the tables in this section have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.
- The mechanics information is the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:

$$+ \beta H - \beta \Sigma - \beta \Pi - \beta f - \beta(-\alpha) - \beta(+\alpha)$$

where α and β are numbers. In general:

H = hits

Σ = rounds of stun

Π = rounds of no parry

π = rounds of must parry

f = hits per round

$(-\alpha)$ = penalty

$(+\alpha)$ = bonus

Sometimes, the second and third items are combined (reading as $\Sigma \Pi$). Also, sometimes the third item is replaced with $\beta(\pi - \alpha)$ (there can never be both a Π and a π entry). Below is a more detailed explanation of the entries.

- $+ \beta H$ — This indicates that the target of the attack takes an additional β hits of damage.
- $\beta \Sigma$ — This indicates that the target of the attack is stunned for β rounds. While stunned, the target may only parry with half of his normal ability; the only other allowed actions are maneuvering (modified by at least -50). When β is not specified, it is assumed to be 1.
- $\beta \Pi$ — This indicates that the target of the attack cannot parry for β rounds. The only allowable actions are maneuvering (modified by at least -75). This result is often accompanied by a Σ result (see above). When β is not specified, it is assumed to be 1.
- $\beta(\pi - \alpha)$: This indicates that the target of the attack must parry for his next β actions with a penalty of α . When β is not specified, it is assumed to be 1. When α is not specified, it is assumed to be zero.
- βf : This indicates that the target of the attack will loose β hits every round until the wound is healed. "Bleeding" represents not only actual blood loss, but also represents ongoing pain. When β is not specified, it is assumed to be 1.
- $\beta(-\alpha)$: This indicates the target of the attack suffers a penalty of α for β rounds. When β is not specified, the penalty is assumed to last until the wound is healed.
- $\beta(+\alpha)$: This indicates that the attacker gains a bonus of α for β rounds. When β is not specified, it is assumed to be 1.



6.1 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
06-10	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
11-15	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H – ∞	Frigid strike to foe's torso and face. You have the initiative. +6H – ∞
16-20	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H – ∞	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H – ∞
21-35	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H – ∞	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H – ∞ – ♠ – (-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H – (2×-15)
36-45	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H – ∞	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative. +6H – ∞	Catch foe in lower leg. You gain initiative while foe regains footing. +7H – 2× – ♠	Foe ices down; freezing any exposed skin. The pain is great. +9H – ♠ – 2♠ – (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. ♠ – (-20)
46-50	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H – 2×	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H – 2× – 2♠	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H – ♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H – ♠ – 2♠ – (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H – ♠
51-55	Blow to foe's chest. Your attack has force and foe stumbles. +7H – ♠	Strong off-center blast takes foe in his shield arm wrist and side. +8H – ♠ – 3♠	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H – 2♠ – (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H – 2♠ – 3♠	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H – ♠ – 4♠
56-60	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H – 2♠	Foe turns to avoid your attack and exposes his back. All wood on his back attack away. The damage endures. +9H – 2♠ – 2♠	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H – 2× w/o leg armor: +9H – ♠ – 2♠	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. ♠ – 3♠ – (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H – ♠ – 4♠ – (-20)
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H – ∞ w/o arm greaves: +9H – ♠ – 2♠	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H – ♠ – 2♠ – (-5) – 3♠	Blast freeze dries organic material on foe's back. +11H – 4♠	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H w/o shield: 5♠	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H – 3♠ – (-30)
66	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H – 3♠ – 2♠	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4♠ – 3♠	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6♠ – (-15) – 4♠	Frigid onslaught fills foe's eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4♠ – (-30) – 4♠	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H – 8♠ – 2♠ – 4♠
67-70	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H – ♠ – 2♠ – (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. +11H – 2♠ – 2♠ – (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand. +12H – 2♠ – 2♠ – (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H – ♠ – 2♠ – (-5) w/o ch armor: +13H – 3♠ – 2♠ – (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2♠ w/o shield: 6♠
71-75	Strong unbalancing blast. Foe's body temperature drops. +11H – 2♠ – (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H – 2♠ – 2♠ – 3♠	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2♠ – 3♠ – (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H – 2♠ – 2♠ – (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H – 3♠
76-80	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H – 2× w/o shield: +12H – 2♠ – 2♠ – ∞	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H – 4♠ – (+15) – 3♠ w/o chest armor: +20H – 4× – (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3♠ – 4♠ w/o chest armor: (-25) – 4♠	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H – 3♠ – 2♠ – (-25)	Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy. 12♠ – (-30)
81-85	Back blast. Any glass on back is broken. Painful bruise. +13H – 2♠ – 2♠	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H – 2♠ – 2♠ – (-15) – 4♠	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6♠ – 5♠ – (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9♠ – 6♠	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
86-90	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2♠ – 6(-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3♠ w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9♠ – 6♠ – (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H – (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. –
91-95	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3♠ w/o helmet: 6♠ – (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H – 3♠ – 2♠ – (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H – 3♠ – 2♠ – (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony. +19H
96-99	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9♠	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. –	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H – (+10)
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down. –	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

Key: ♠=must parry 8 rounds; 8f=no parry for 8 rounds; 8Σ=stunned for 8 rounds; 8f=bleed 8 hits per round; (-8)=foe has -8 penalty; (+8)=attacker gets +8 next round.

6.2 ELECTRICITY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed. +0H	Strike's energy soaks into the ground. +1H	Bright flash and little heat disturb foe. +2H	Foe avoids blast but feels charged. +3H
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightening! +2H	Foe waves off sparks and smoke. +3H	Static gathers on foe. Zap! +4H	Foe sees spots. You have initiative. +4H
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes him to hesitate. You have initiative. +2H	The thunderous crack of your attack panics foe. You gain the initiative. +3H	Bolt jumps to foe's weapons and then into the ground. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +5H – ✱
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts foe. He looks away; you have initiative. +4H	Flying debris obstructs foe's vision. You have 2 rounds of initiative. +3H	Foe strikes out at the blast to protect himself. It seems to work well enough. +4H – ✕	Foe fails to avoid some of the attack and almost falls down. +6H – ✱
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative. +5H	Any coins on foe heat up smolder in foe's pockets. He steps back. +6H – ✕	Your attack jolts foe into action. He steps back and swings in all directions. +5H – 2✕ – ♠	Foe is magnetized foe a moment. It distracts him. He is dazed. +10H – 2✱
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H – ✕ with metal weapon: +7H – ✱✕	Foe's side and back are entangled by blast. Foe is shaken. +2H – ✕ – ♠	Foe heats up and goes on defensive until he cools. His footing is good. +7H – 2✕	Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment. +7H – ✱ – 2(-10)	Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck. +12H – 2✱
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H – ✕ – ♠	Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out. +6H – 2✕	Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered. +7H – 2✱	Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant. +7H – 2✱ – 2(-10)	Blast to foe's waist. He stumbles, dazed by light, and twitches for the next hour. You have 6 rnds of initiative. +13H – 2✱ – ✕
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H – ✱	Back strike throws equipment about. Minor burns to exposed skin. +7H – ✱ – 2♠	Hard strike to side, armor does not help. Blow leaves a permanent mark. +7H – ✱✕ – ♠	Blast assaults foe's shield arm. If foe has metal armor he is knocked out. +10H – 2✱ – ✕	Weapon arm endures a terrible onslaught. Foe drops all in his hand. +13H – 2✱ – 2♠
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H – 3✕	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H – 2✱ with metal: +10H – 2✱✕	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. with leg armor: +12H – ✱ w/o leg armor: +9H – 2✱	You hits hard; foe's abdomen is hammered. He steps back 5 feet. with abdominal armor: +20H w/o abdominal armor: +15H – 6✱	Bolt passes through foe's leg before grounding. Foe suffers. with leg armor: +8H – ✱✕ w/o leg armor: 2✱ – 2♠
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H – 2✱ w/o metal greaves: +7H – ✱	Foe's reflexes are numbed by blast. He is dazed and moving slowly. +9H – ✱✕	Strike is low and pours into ground. A stray bolt arches into foe's leg. +10H – 2✱ – ✕	Blast to foe's shield shoulder. Foe's shield arm and shield ignite. with shield: 6✱ – 3♠ w/o shield: 2✱ – 2♠	Foe is overcome by the flash. He falls, entangled in his smoldering garments. +14H – 2✱ – ✕
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3 ✱	Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H – 3✱✕ – 2♠ – (-20)	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless. +9H – 12✱	Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week. +20H – 4♠	Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds. (+10)
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H – ✱✕	Strike lands on shoulder and streaks down back. Foe steps forward in failing attempt to duck. He is vulnerable. +10H – 2✱ – ✕	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly. +11H – 2✱✕ – (-10)	The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing. +12H – 2✱ – (-20)	Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused. 4✱ – 3♠ – (-40)
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H – 3✱ – (-5)	Chest and arm blast damages organic armor. Metal armor will heat up painfully. Foe smells own hair burning. 4✱ – 2✕ while metal armor worn: 3♠	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. +12H – 8✱ until metal armor removed: 5♠	Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged. +13H – 3✱	Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed. with armor: +10H – 3✱✕ – ♠ w/o chest armor: 6✱ – 3♠
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H – ✱✕ with metal on shield: +9H – 2✱✕	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H – 2✱ – ✕ w/o abdominal armor: +11H – 2♠	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed. 8 ✱ – (-5) – ♠	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn. +20H – 10✱✕	Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles. +18H – 3♠
81-85	Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around. +12H – 2✱✕	The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool. +13H – 3✱✕	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage. with armor: +10H – ✱ – (-20) w/o armor: 4✱ – (-40) – 2♠	Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds. +15H – 6(-30)	Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds. –
86-90	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn. with metal armor: +15H – 2✱✕ w/o metal armor: +15H – 3✱✕	Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not. with leg armor: 6✱✕ – ♠ w/o leg armor: 6✱ – (-50)	Brunst of strike infests foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee. 2✱✕ – (-60)	Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds. with chest armor: 9✱ – 6♠	Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds. –
91-95	Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted. 3✱ – (-50)	Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days). 9✱	Trapped in a web of light, your foe falls to escape the heat. He is unconscious and, without immediate aid, will go into shock, dying in 12 rounds. (-75) – 5♠	Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch. +30H	Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Governor's pardon. +25H
96-99	Foe's loses consciousness from the blast. His convulsions keep him standing 1 round. +10H – 12✱	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds. +15H	Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds. –	Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds. +20H	Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course. (+20)
100	Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage. +20H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. (+10)	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds. 3(+10)	Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later. (+15)	Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you. (+20)

6.3 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	The air around foe shimmers. Pfft. +0H	Attack is wild and boils nearby water. +0H	Hot smoke makes foe's eyes red. +1H	Foe evades the embrace of the flames. +2H	Foe avoids the blast but not the heat. +3H
06-10	Hot wind makes foe uncomfortable. +1H	Singe foe's exposed skin. The heat dies quick. Foe is not impressed. +2H	Sparks and smoke dance all over foe. He waves them off with little effort. +3H	Flames surround foe. He seems to step out of them unharmed. +4H	Sweltering heat reaches out for foe. He evades. You have initiative. +4H
11-15	Foe covers his face and leaps aside. You have initiative. +2H	Foe simmers in his clothes. He is unfocused and you have initiative. +2H	Foe suspects that he is on fire. He is wrong. You gain the initiative. +3H	Foe is enshrouded by smoke. The heat harms him little. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +6H – ✱
16-20	Blast stings foe's hands and arms. You have the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. –	Hair and bowstrings are singed. You have 2 rounds of initiative. +5H	Foe strikes out at the flames to protect himself. It seems to work well enough. +6H – ✕	Foe fails to avoid some of the attack and almost falls down. +7H – ✕
21-35	Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again. +4H – ✱	Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative. +6H	Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up. +7H – ✕ – ♠	With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds. +8H – 2✕ – ♠	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped. +9H – 2✕ – 2♠
36-45	Hot winds dance around foe parching his exposed skin. He puts up a desperate defence. +6H – ✕	Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combust. Shield hand is burned. with shield: +3H – 3✕ w/o shield: +7H – ✕ – ♠	Heat catches foe in lower leg. You gain initiative while foe regains his balance. The pain stays with him. +8H – 2✕ – ♠	Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great. If not wet: +9H – 2♠ If wet: +6H – 2✕	Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned. with backpack: +8H – ♠ w/o backpack: +10H – 3♠
46-50	Clothes smoke, then burn. Foe flails his arms trying to put them out. The pain edures longer than the flames. +7H – ✕ – ♠	Foe evades most of the damage with some grace. The remainder scorches his side lightly. +8H – 2✕ – ♠	Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned. +9H – ✱ – 2♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +10H – ✱ – 3♠	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold. +12H – 2✱ – 3♠
51-55	Spark sets a piece of foe's equipment on fire. Foe must remove the item. +8H – 2✕ – ♠	Foe ducks; attack torches back and the ground behind him. He is shaken. +8H – ✱ – 2♠	Hard strike to side, armor does not help. Blow leaves a blistering mark. +9H – 2✱ – 3♠	Foe is aflame and takes damage for 3 rounds while he burns. +10H – 2✱ – 3♠	Your flames reach out. Foe frantically leaps back. His chest is burned. +13H – ✱ – 3♠
56-60	Assault ignites foe's back. Equipment crackles as it burns and falls clear. +9H – ✱ – 2♠	Engulf foe in flame and smoke. The flames die down; foe escapes death. +10H – 2✱ – 2♠	Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft. with leg armor: +8H – 2✕ w/o leg armor: +10H – 2✱ – 2♠	Flames dance around foe's head. He seeks to get clear and almost falls. With helmet: +3H – 2✱ – 2(-10) w/o helmet: +12H – 2♠	Garments over foe's shoulders and head are set afire. He is frantic. with helm: +8H – ✱ – ♠ – (-5) w/o helm: +15H – 2✱ – (-10) – 3♠
61-65	Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical. with arm greaves: +7H – ♠ w/o arm greaves: +10H – 3♠	Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters. +9H – ✱ – (-5) – 2♠	Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments. +10H – ✱ – (-10) – 3♠	Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garments. with shield: +10H – 2✱ – ✕ – 4♠ w/o shield: +13H – 2✱ – ✕ – 6♠	Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up. +15H – 2✱ – 4♠ – (-10)
66	Flame grapples foe's shield and chest. The wound is grave and infection will follow. +9H – 2✱ – (-15)	Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground. +10 – 2✱ – 4♠	Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast. +12H – 3♠	Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes. +10✱ – (-10) – 6♠	Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds. +25H
67-70	Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault. +8H – 2✱ – 2♠ – (-5)	Flames seek out foe with a predator's lust. He throws garments and equipment off frantically to satisfy the blaze. Foe is busy staying alive. +7H – 2✱ – ✕ – (-10) – 2♠	Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly. 2✱ – ✕ – (-15) – 2♠	Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns. +15H – ✱ – 3♠	Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it. 5♠ – (-15)
71-75	Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned. +12H – ✱ – ✕	Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully. +9H – 2✱ – ✕ – (-15) – (+10)	Chest blast. Organic armor is destroyed. Metal armor should be removed quickly. 3✱ – (-15) – 6♠	Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged. 6✱ – (-50)	Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed. +15H – 6♠ – (-60)
76-80	Foe's shield side engulfed in flame. Foe's shield but it will be kindled if wooden. +10H – 2✱ – ✕ – 2♠	Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger. 20 – 2♠	Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed. 6✱ – (-40)	Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done. 3✱ – 5♠	Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off. +20H – 12✱
81-85	Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade. +8H – 2✱ – 2♠ – (-20)	Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed. ✱ – 2♠	Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast tumbles clear after impact. (-20) – 2♠	Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air. +15H – 9✱	Foe inhales flames scalding lungs and throat Foe is active for 12 rnds (while he burns), then dies. +20H
86-90	Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire. +10H – 2(-10)	Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out. +16H – 3✱	Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm. +15H – 6✱ – (-85) – 3♠	Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. with abdominal armor: 2♠	Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration. +20H
91-95	Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned. with helmet: +15H – 3✱ – (-10) w/o helmet: +12H – 2✱ – (-30)	Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds. with helmet: +10H – 3✕ – 2♠ w/o helmet: 8♠	Trapped in the furnace of your blast, foe is overcome and falls down. He is unconscious and still burning. +18H – 6✱ – (-90) – 4♠	Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage. –	Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end. +25H
96-99	Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed. 4✱ – 8♠	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad. +20H – 12♠ – (+10)	Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning. –	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds. +20H	Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies. (+10)
100	Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence. +20H – 5♠	Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow. +25H	Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly. (+10)	Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds. (+15)	Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground. (+20)

Key: 8π=must parry 8 rounds; 8[̸]=no parry for 8 rounds; 8Σ=stunned for 8 rounds; 8f=bleed 8 hits per round; (-8)=foe has -8 penalty; (+8)=attacker gets +8 next round.

6.4 IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe rolls with the blow.. +0H	Rattle foe a little. Bruise his elbow. +0H	Strike glances off foe. He presses on. +1H	Strike lands without force. Foe is up. +2H	How foe evaded that blow is a mystery. +3H
06-10	It looks solid, but foe is not hindered. +1H	Bump foe in the chest. He loses a garment decoration. +2H	Foe turns to evade and gets hit in the backside. Little damage is done. +3H	Wild assault to shoulder fails to connect with foe. +4H	Foe is unbalanced and gives ground to regain his footing. +3H – 2(-15)
11-15	With great effort foe evades the damage. You have initiative. +2H	Corrupt foe's sense of balance. He stumbles and loses the initiative. +4H	Firm strike causes foe to step back and get his bearings. +3H – ∞	Strike to chest is not hard but it is well placed. Foe steps back 5 feet. +4H – ∞	Foe staggers back and trips, making things worse for him. +6H – ★
16-20	Spin foe sideways. He recovers quickly. You have the initiative. +3H	Foe's response is quick enough to avoid serious damage. +2H – ∞	Strong blow. Foe abandons any hope of the initiative and falls back. +4H – ∞	Foe starts stepping away from the assault before it hits his legs. +6H – ∞	Foe fails to avoid some of the attack and almost falls down. +9H – ★
21-35	Your strike has some effect. Foe loses his balance and cannot regain a good stance. You have 2 rounds of initiative. +5H	Strike seeks foe's head. He blocks with his weapon and evades with shameless grace. He keeps his guard up. +5H – ∞	Foe is unbalanced and can only manage some wild swings to protect himself for the moment. +8H – ∞	Blow almost sends foe down. He strikes the ground with his weapon while trying to regain his balance. +10H – ∞	Foe reels from this deadly strike. He avoids death but not damage. His side is badly bruised. +15H – ★
36-45	Foe must give ground or fall. He steps back 5 ft and goes low to avoid falling. He loses 2 rnds of initiative. +8H	Violent blow to shield side. Any shield is destroyed. Foe's side is bruised. He is still on his feet. +9H – ∞	Pitiless blow to foe's lower leg. Foe is desperate to defend himself while he regains his balance. +10H – ★	Boom! Foe is hammered by an effective strike to his back. He looks to be recovering. Minor bruises. +12H – 2★	Hammer foe in shoulder. He falls 10 feet and spins around. He stumbles another 5 ft before regaining control. +15H – 2★ – 2(-15)
46-50	A solid shot unnerves foe and knocks him to the side. His recovery is slow. You have 3 rounds of initiative. +10H	Foe loses footing before being struck, but still avoids most of assault. A piece of equipment is knocked loose. +10H – ★	Foe's weapon arm is slammed into his chest. Foe almost falls. He steps back 5 feet and regains some footing. +12H – 2× – (+5)	Foe is shaken and steps back 5 feet for the next 2 rounds. If he cannot step back he falls down. +5H – 2×	Foe is lifted off the ground and thrown back five feet. Amazingly he does not fall. His guard is down. +20H – ★∞
51-55	Bash to foe's side damages equipment unbalancing him. He stumbles about. +10H – ★	Smash foe to side. Foe still fights but footing is unfirm and armor is loose. +12H – ★	Hard strike to side, armor does not help. The bruise is deep and effective. +15H – 2×	Batter foe. He fumbles his weapon grip. He notices little else right now. ★∞ – (+5)	Foe tries to withstand blow, but goes down. He takes 2 rnds to stand. +20H – 2(40)
56-60	Foe's shield arm is roughed up. Foe puts his guard up and steps back. It is clear he is dazed. +10H – ★	Foe's response is ungraceful. The strike slams his weapon arm into his side and pins it for the moment. +10H – 2★	Strong bash hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. +12H – 2★	Concussion bruises skin and batters ribs. Foe is numb, unable to feel the damage. He thinks wound is mortal. 2★∞ – (-10)	Impact scatters unattached equipment. Shield, helmet, and any weapons go flying. Foe then falls down. +20H – 2★∞
61-65	Well placed. Strike slams into foe's weapon arm. Foe holds onto his weapon . with arm greaves: +8H – ∞ w/o arm greaves: +12H – ★	Blow crashes into foe's chest. If he has chest armor, it is damaged. If not, he has terrible bruises and cracked ribs. with chest armor: +12H – 2× w/o chest armor: +10H – ★∞	Crashing blow to foe's shoulder sends him over. He uses weapon arm to stay standing and cannot defend himself. +10H – ★∞ – (+5)	Lay waste to foe's shield arm. Any shield in use takes some of the damage, but is destroyed by impact. with shield: +5H – ★ – 3(-10) w/o shield: +10H – 2★ – ∞	Your strike vandalizes foe's sense of balance and he crashes to the ground. His legs and pride are bruised. +20H – 3★∞
66	Foe braced poorly for the impact. His knee is pressed backwards damaging muscles and tendons. +20H – ∞	Fingers are entangled in the impact and broken. Foe's shield hand is useless. The swelling might go away in a day. +15H – ★∞	Blast breaks shield arm. He falls on his weapon arm and breaks his wrist. Both arms are useless. Talk about bad luck. 3★ – (-90)	Snap foe's head back. Foe falls unconscious onto ground breaking a leg and hand. Without helm he dies . –	Head strike. Foe's skull is crushed. Any helmet worn is driven into the side of foe's head. –
67-70	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side. +7H – ★∞	Blow to back flings foe to knees. He drops his weapon. He stands but his guard is down as he rearms himself. +12H – ★∞	A piece of solid equipment is jammed into foe's chest. The pain is sharp. It leaves a permanent bruise. 2★ – ∞	Foe is knocked down. He lands on his equipment, and drops his weapon. He cannot get up for 2 rounds. +15H – (+5)	Strike impacts along thigh. Leg is twisted and muscles pulled. Foe jams a finger during the struggle. +15H – ★ – (-10)
71-75	Modest strike provides some excellent openings. If foe has a shield, it is out of position for 1 round. +10H – 2★	Solid strike to shoulder numbs foe's senses and bruises muscles. Foe's sense of direction is off. +20H – 2★ – ∞	Violent strike to foe's midsection. He falls, drops equipment, and is vulnerable while standing up. +10H – 2★∞ – 2(+5)	Strike at foe's legs. Foe wisely leaps back from the strike. Both shins and knees are bruised his ankle is broken. with leg armor: +8H – 2(-20) w/o leg armor: +10H – ★	Strike lands in center of foe's chest. Foe is knocked down. Chest armor is destroyed. Ribs are broken. with chest armor: +20H – 5★ – (-10) w/o chest armor: +15H – 6★ – (-30)
76-80	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object. with shield: +6H – ★ w/o shield: +15H – 2★ – ∞	Your irresistible blow sends foe onto his back. He drops his weapon. Foe has a variety of bruises. with chest armor: +12H – 3× w/o chest armor: +10H – 2★∞ – (+5)	Sweep foe onto his back. Foe must roll over to get up. Leg armor will slow him down. Minor fracture on lower leg. with leg armor: +5H – ★ – 2(-60) w/o leg armor: +15H – ★ – (-25)	Fold up foe's weapon arm and snap it against his body like a twig. His arm is useless. Boy that must hurt! +10H – ★	Strike crashes into foe's side, breaking his shoulder and collar bone. One arm is useless; the other isn't much better. +25H
81-85	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is torn. +10H – (-25)	Brutal strike lands between foe's shoulder blades. Tendons and muscles sprain. Little is not painful for foe. +10H – 2★ – (-25)	Strike looks harmless. However, foe's collarbone is broken. He is furious with his fortune. The pain is real. +15H – ★ – (-25)	Impact to face and chest knocks out teeth and breaks ribs. Foe is dazed and stands immobile for 3 rounds. +20H	Violent onslaught ruptures organs and causes massive internal bleeding. Foe will die in 6 inactive rounds. +30H
86-90	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are bashed against the ground. with leg armor: +8H – 2★ w/o leg armor: +10H – 3★∞	Strike flings its strength into foe's legs. Muscles are bruised and tendons are torn. Foe remains standing. One of foe's greaves comes off. with leg armor: +20H – 3★ – (-50) w/o leg armor: +20H – ★∞ – (-20)	Blow fractures foe's thigh. Foe does not fall down, but he cannot walk until the leg has a splint. This is a good opportunity to practice your first aid. +20H – 2★∞ – (-60)	Onslaught to foe's midsection. Organs are damaged and foe throws up blood. Foe's abdomen is seriously damaged. He falls and should not be moved. with abdominal armor: 12★ w/o abdominal armor: dies in 6 rounds	Foe is thrown down. Two ribs protrude from his chest. Organs are destroyed. Foe's eyes glaze when death comes in 3 rnds. +50H
91-95	Blow to foe's head. If he has a helmet, it is unseated and covers foe's eyes. If no helmet, foe is knocked out. +20H – 3★∞ – (-50)	Strike hammers side of head. With helmet, foe is in coma for 2 weeks. If no helm, foe dies in 1-10 rnds. +25H	Force of attack breaks foe's knee and sends him down. He can't get up unassisted. He considers surrendering. +20H – 9★∞ – (-75)	Foe's face, jaw and neck shatter. He stumbles back a few steps. He falls and dies after 3 rounds of inactivity. Sad. +50H	Foe's lower body is crushed. Massive blood loss and shock will cause foe to die after 6 rounds. He can still speak. +30H
96-99	Blow lands hardest against foe's hip. The bone is fractured and foe falls down. Foe sprains wrist in the fall. When it rains, it pours. +20H – 3★∞ – (-50)	This sudden tempest breaks foe's neck. He cannot breath. He drops and dies after a futile 12 round struggle. Close his eyes. +25H	Savage impact ruptures internal organs and breaks many bones. Foe falls and dies.. +50H	Bash in foe's side. Bones are broken by the concussion. One of them is driven into a kidney. Foe goes into shock, drops, and dies in 8 rounds. +25H	Strike brings foe down. His spine is broken with little effort. Foe is still. Blood pours from his mouth heralding his death. He dies in 3 rounds. (+20)
100	Foe slams to ground from brutal strike. His rib cage is fractured. With armor, he is only knocked out; if no armor, foe dies in 3 rnds from internal bleeding. +25H	Bash in foe's side and a shoulder. The shoulder blade violently contacts foe's spine. Foe is paralyzed from the shoulder down. Foe is unhappy. +30H	Foe's head is in the middle of this tumult. Foe dies instantly. His skull is crushed and a few other bones are also broken in his fall. (+10)	Crush foe's lungs and heart with an irresistible onslaught. The impact slams foe to the ground and he dies a moment later. (+25)	Blast breaks close to thirty bones in foe's skeleton. He is dead a moment later. His body is difficult to gather up. Very little of his equipment in intact. –

6.5 CREATURE CRITICAL STRIKES

	LARGE CREATURES		SUPER LARGE CREATURES	
	NORMAL	SLAYING	NORMAL	SLAYING
01-05	Your karma is not strong enough to damage such a beast. +0H	Sparks fly. The enchantment fails. You had hoped for more damage. +5H	The strength of your strike is not up to the challenge. +0H	You warn foe of his doom with this tiny whisper of your power. +3H
06-10	It looked powerful but your foe did not even stumble. +1H	Foe throws off the magic that threatens his very existence. +9H	Strike lands with little result. You had better get serious soon. +1H	Foe evades much of the damage. Maybe next time. +5H
11-20	You are daunted by the beast's gaze and your aim fails. +3H	Strike lands solid. Foe howls out in pain and anger! +12H	The beast is made of stronger stuff than you hoped. +2H	Your blast scrapes along foe's shoulder hissing as it touches his skin. +9H
21-30	The strike is powerful, but poorly placed. Remember, Focus. +5H	Chest strike leaves visible damage. Foe makes a futile attempt to brush it off. +15H	Strike glances off foe and damages his surroundings. +3H	Your strike is solid and flat, foe is burned by the enchantment. +12H
31-40	The attack lands well but seems only to scuff your foe's skin. +7H	Firm strike to foe's lower abdomen. Measurable damage has been done. +18H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +5H	Heavy assault yields a measure of damage to foe's leg. +15H
41- 50	Solid attack yields predictable damage. +10H	Your assault entangles foe's arm for an instant. Arm is bruised. +20H	Blow is placed solidly against foe's side. His vitals are beyond reach. +7H	Strike tears down foe's back. He ducts down in pain. +18H
51-65	Weak attack to a vulnerable spot. Foe is enraged by the close call. +13H	Blow to foe's back. Foe's hide is tough, but much damage is done. +25H	Strike threatens foe's eyes and he flinches. You have initiative. +7H	Blast to foe's face. Most of the damage misses him. Some does not. +20H
66	Blast drives into foe's mouth. The concussion knocks him down and puts him into a coma for a month. +30H	Assaulting foe's very living essence, your strike lands upon his head. His life is stripped from him. He dies instantly. (+10)	You find a weak point. Unexpectedly, foe reels and falls down. His shoulder is shattered. He gets up slowly. +25H – (-75)	Collapse foe's chest with perfect placement. His lungs are destroyed and his heart stops. He dies after 6 rounds of wheezing. +30H
67-70	Solid strike on foe's leg. Foe feels the assault. +15H	Attack hammers foe in his shield side. He is in much pain. +30H	Although not deadly, this strike leaves a visible and encouraging wound. You may win yet. +12H	Assault bounces off foe's primary arm. Arm is damaged but still functioning. Try again. +25H
71-80	Solid strike to foe's head hurts him, but he is still coming. If foe has head gear it is knocked off. +20H	Etch a nasty wound in foe's chest over his vitals. He is upset greatly. You have initiative for 6 rounds. +12H – 3	Blow to foe's upper arm. Discoloration and various bruises mark your success. +15H	Solid strike to the chest. Foe steps back 10 feet and rebounds. +25H
81-90	Strong blast staggers your terrible foe. He is as surprised as you are at this success. He loses 6 rounds of initiative. +15H – 3	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think you know what went wrong. +25H – 3	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	Sparks fly and smoke rises off foe as your assault impacts. +30H
91-95	Hard and effective, your strike almost brings foe down. He stumbles, but does not fall. +20H – 2	You concentrate the energy of the strike and fracture foe's leg bone. 2 – (-30)	Heavy and hard. Your strike is effective. Foe's abdomen is damaged. +30H	Your attack lands with a beautiful crash. Foe's leg is heavily damaged. He struggles to keeps his defense up. +25H – 2
96-98	Strike lands and tears down into foe's neck. This vicious blast crushes foe's neck and shatters his spine. He falls unmoving and dies in 3 rounds. –	You are a mighty enchanter. Your strike hits foe's chest and neck. His neck is broken. Foe drops and dies. (+15)	Your onslaught lands against foe's skull. Brain is damaged. Swelling fractures his skull. Foe drops and dies in 6 rounds. –	Shot lands against foe's chest. Strike infests foe with terminal poison. The full burden of the enchantment ends his life instantly. –
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. Foe dies in 6 painful rounds. –	Perfect aim. Foe's carotid artery and jugular vein are torn open. Foe drops and dies in 3 rounds. –	Violent strike to foe's face. His eyes are badly damaged. He is blinded. He falls over. You have him now. 12 – (-95)	Blast to foe's head. Inner ear destroyed. Foe dies in 6 inactive rounds. +20H
101-150	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +30H – 3	Side strike. Attack careens down foe's chest and leg. Skin is torn away. Foe roars his defiance. +35H – 5	Titanic blast sends foe stumbling despite his bulk. He is unable to defend himself for a moment. +30H – 2	Foe stumbles 10 feet to his right with the impact of your attack. He is vulnerable. +35H – 3
151-175	Your weapon wounds deep and cuts muscles and tendons. 5 – (-20)	Fracture a bone in foe's forearm. It twists in a painful direction. His guard is down. +40H – 6 – (-25)	Side strike. Foe steps to the side and takes the damage in his ribs. Bones are broken. 4 – (-20)	Blast breaks bones and causes bleeding in foe's leg. He can still operate. 5 – (-20)
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +35H – (-35) – 10	He is knocked down and out. Ribs are shattered. The concussion causes internal bleeding. 10 – (-50)	Mighty is your strike. Its your turn to give. Foe's chest tears open and blood sprays on all bystanders. +30H – 5 – (-30)	Epic assault to foe's side sends foe onto his back. Wounds are severe. Internal bleeding. He is in trouble. +40H – 10 – (-50)
201-250	When your strike lands on foe's back, bones crackle and pop. Foe is paralyzed and in a 3 month coma +50H. –	Assault causes mortal damage. Foe's organs fail. He is inactive and dies after 3 rounds. +50H	Snap foe's head back and fracture his spine. Foe is paralyzed from the neck down. +40H	Hammer foe's neck and face. The energy engulfs his throat. Nerves are destroyed. Foe dies after 9 inactive rounds. +50H
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. Foe dies instantly. +20H	Impact of blast drives content of skull in all directions. Foe falls and flails around violently. He dies instantly. –	Shatter parts of foe's skeleton. Heart and lungs are damaged. Foe falls dead. His blood pours out onto the floor. –	Blast goes in through foe's eye and comes out ugly. Foe dies instantly. His terrible bulk comes crashing down. (+20)

Key: 8π=must parry 8 rounds; 8Γ=no parry for 8 rounds; 8Σ=stunned for 8 rounds; 8f=bleed 8 hits per round; (-8)=foe has -8 penalty; (+8)=attacker gets +8 next round.

6.6 SPELL FAILURE TABLE

	ATTACK SPELLS		NON-ATTACK SPELLS	
	ELEMENTAL	FORCE	INFORMATIONAL	OTHER
01-20	That gnat just landed in your ear. You must begin casting the spell again (but do not lose the power points).	Your target's grace distracts you. You lose the spell (and one power point).	Momentary lapse in concentration delays the casting of the spell for one round.	You stumble across the incantation and delay the casting of the spell for one round.
21-30	Your fingertips spark and surprise you. You lose the spell (and one power points). You operate at a -50 modification next round.	You remember a childhood incident that was traumatizing. You lose the spell (but not the power points). Operate at -10 for five rounds.	You only gain one small bit of information. Unfortunately, that information is outdated (or incorrect).	You cannot remember the final words for the spell. Lose the spell (but not the power points).
31-40	Minor power backlash. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.	The magic blurs your vision. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.	You gain half of the desired information; but it is incorrect.	Your head pounds. You have to stop casting (lose the spell, but not the power points).
41-60	You realize you are casting the wrong spell. You must start over. Lose the power points.	The planets are not aligned correctly! Your spell has absolutely no effect (and you lose the power points).	The information you gain is correct, but you have no idea what the topic was!	A momentary mental lapse cause you to forget your place in the spell (lose the spell, but not the power points).
61-75	You feel a spider crawling up your back! You lose the spell and the power points.	Your target must be blessed! Your spell has no effect and you lose double the normal number of power points.	You gain correct information about a similar topic to that which you were seeking. You are so surprised, you are stunned 1 round.	While casting, you notice that shadows are beginning to move. You immediately stop casting (lose the spell and 1 power point).
76-90	The spell fails! Flames rolls down your arm. You take 5 hits and are stunned for 3 rounds.	Power backlash! The spell fails entirely. You are stunned for 8 rounds.	You cannot make out the information due to extraneous feedback.	A muscle cramp in your jaw causes your spell to fail. Lose the spell, and half the normal points (rounded down). You are stunned for two rounds.
91-95	The elements refuse your call! You are knocked back 3 feet (taking 2d10 hits), and are stunned for six rounds.	The target's will is stronger than yours! You collapse on the ground (taking d10 hits), and are stunned for 9 rounds.	You gain a bit of ominous information about your own death! You are stunned for one round.	You are seeing stars. You must cancel the spell. Lose the spell, and half the normal power points (rounded down). You are stunned for one round.
96-100	Instead of launching, the elements engulf you. Take 20 hits and a 'B' critical strike.	The spell internalizes. You take 4d10 hits and knocked unconscious for 12 hours.	You gain one piece of very specific, incorrect information. However, you experience power feedback (take d10 hits).	You internalize the spell. You take 2d10 hits and are stunned for 2d10 rounds.
101-125	The elemental attack strays to the right of the intended target. You are stunned for three rounds.	The spell affects a random target to the right of the intended target. You are stunned for one round and take d10 hits (from the mental strain).	Power feedback causes the information to be garbled. You are stunned for two rounds.	The spell strays to points unknown. You are stunned for three rounds.
126-150	An unforeseen cosmic shift causes the spell to veer to the left of the target (striking the nearest target). This sudden change causes mental strain; take 5 hits and you are stunned for one round.	You lose control and the spell hits a target to the left of the intended target. Make another attack against a random target within range. You are stunned for one round and take d10 hits from the wild attack.	You gain useless information about an unknown target. In addition, there is so much information, that you are stunned for three rounds.	For some reason, the spell does not work! You are stunned for four rounds while you try and figure it out.
151-175	You get the polarity backwards! The elements travel 180° from the intended direction (hitting any available target). In the wake, you take 5d10 hits and a 'C' critical strike.	The spell targets a random victim that can be anywhere with 500'. The power backlash short circuits your brain. Take 25 hits and are unable to function for d10 hours.	You strain too hard to get the information. Your spell fails utterly and you take 3 hits (and are stunned for 5 rounds).	You have been working too hard. The spell misfires badly. You take d10 hits and are stunned for d10 rounds.
176-185	The elements cannot be controlled! Your brain is fried (lose all spell casting ability for 1 week). You operate at -50 for 3 months (or until brain is repaired).	The spell lodges in your head. You suffer brain damage; you operate at a -75 modification for d10 months (or until brain is repaired). You lose all spell casting ability for 1 week).	Something just is not right here. The massive overload in your head knocks you down (take five hits). Spend 5d10 minutes recovering (no other actions allowed).	The spell misfires in your head. Take 2d10 hits while you are knocked down. You are unable to function for one hour.
186-191	The spell explodes immediately as you cast it! Make a point blank attack on yourself. You are in a coma for 1 week (and lose spell casting ability for 2 weeks).	The spell misfires and internalizes inside your head. Take 35 hits. You lose spell casting ability for d10 weeks. There is a 40% chance of falling into a d10 day coma.	The utter nothingness that you discern takes you close to death. Take 2d10 hits and an 'A' Impact critical as you recover. You must spend one hour doing nothing.	Severe power feedback knocks you down. Take 1d10 hits and an 'A' Impact critical. You are unable to function for d10 hours.
192-195	The elements attack you. Take 10d10 hits and d10 'C' critical strikes. After the assault, you will fall into a coma for 5 weeks. After the coma, you will seem fine; but will die 6 hours later.	You suffer a massive stroke! Take 10d10 hits and fall into a month-long coma. At the end of the coma, you will seem fine; but will die d10 hours later.	You have seen your own death! You collapse to the ground (take 3d10 hits and you are unconscious for d10 hours). You now suffer from Paranoia.	You have just acquired a nervous disorder GM's discretion). You lose all spell casting ability for d10 weeks. You slam yourself into the nearest solid object (take 5d10 hits) and knock yourself out (for 12 hours).
196-200	The power is too much to control. The elements refuse to rise to your command. The spell internalizes and paralyzes your torso.	The spell completely short circuits your nervous system. You are paralyzed from the waist down.	You are the victim of a mild stroke. Take 4d10 hits and lose all spell casting ability for one week. In addition, you will have a -40 penalty for d10 days.	You suffer a mild stroke. Take 20 hits and lose all spell casting ability for two weeks. In addition, you will have a -50 penalty for d10 days.
201-250	The elements control you! Take 8d10 concussion hits and a d10 'E' critical strikes. After displaying your failure, you will fall into a coma for 3 weeks (and lose spell casting ability for d10 weeks).	The spell completely internalizes. You lose all spell casting ability for d10 weeks and will be in a coma for d10 weeks. Take 8d10 hits.	The spell short circuits. Take 20 hits and knock yourself out for 9 hours. You lose all spell casting ability for 4 weeks.	You internalize the spell. Take 4d10 hits and you are knocked out for 2d10 hours. You have lost all spell casting ability for d10 weeks.
251-300	You slip into the elemental planes for d10 rounds. When you return, you realize that you have lost all your spell casting ability for d10 months.	Severe nervous disorder causes you to lose all your spell casting ability for d10 months.	You now have a nervous tick. You are stunned for d10 rounds. Anytime you attempt to cast this spell in the future will result in deterioration of the nervous tick (eventually, you will become a quivering blob).	You now suffer from a nervous disorder (GM's discretion). You are stunned for 2d10 rounds and can no longer cast this spell.
301+	All of the elements visit you at once. All that is left is a charred mass of flesh.	Massive internalization of spell. Instant brain death.	You have seen Armageddon. This results in brain shut-down. You are in a coma for 3 months.	You suffer a severe stroke. You drop into a coma for d10 months.

APPENDIX A — SPELL LIST NOTES

Section 7

Special Notes

Subconscious
Spells

Spell Versions

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7.1 SPECIAL NOTES

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

7.1.1 • SUBCONSCIOUS SPELLS

A *Stun Relief* spell may be cast normally while stunned (or stunned no parry) with no penalty. Similarly, an *Awake* spell may be cast while unconscious or asleep if circumstances alert the caster/spell's senses. In both cases, it is assumed that the spell is triggered subconsciously.

Similarly, any subconscious spell can be triggered while the caster is unconscious, asleep, in a trance, etc. A subconscious spell can be triggered by conditions that the spell can affect (e.g., a *Regenerate* spell will trigger if the caster is knocked out and has unhealed concussion hits).

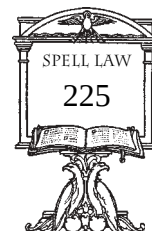
Alternatively, a GM may allow a character to set conditions on his subconscious spells by "programming" his subconscious (e.g., a character might decide to only trigger *Regenerate* if he takes hits and goes unconscious in combat and not if he just trips and falls and knocks himself out). In such a case, the GM may require a maneuver roll to use the "programming" modified by +50 *plus* three times the character's Self Discipline *plus* any skill developed in this area.

7.1.2 • SPELL VERSIONS

Spells having the same name, but occurring on different lists, are necessarily similar; they may be found at different levels (depending on their relationship to the source of power), and often have differing effects.

Always remember that spell descriptions should be read in context with the other spells on the same list. If an upper level spell of the same name specifies a certain effect, the lower level version will necessarily have a lesser effect.

Many of the spells from previous versions of *Spell Law* have been renamed with a numerical progression (e.g., the Fly spells become *Fly I*, *Fly III*, *Fly V*, etc.) to reflect their basic similarity. These spells should be considered the same spell but for the enhancements unique to each. This means, for instance, that two spells of the same name may not be cast upon a target simultaneously.



Section 7

Good, Evil,
Dark, & Light

Repeated Spell
Attempts

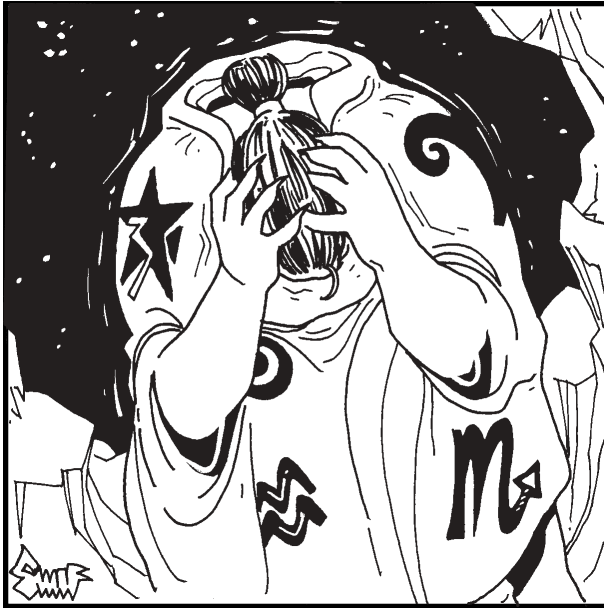
Variability of
Spell Duration

Permanent
Spells

Resistance
Rolls For
Area Effects

Bard Spells

Herb & Plant
Spells



7.1.3 • GOOD, EVIL, DARK & LIGHT

There are a number of “alignment”-oriented spells in Spell Law. Largely, the application of these spells depends upon the system of morals the GM is using within his world. For these purposes, **Good** is assumed to be primarily motivated to promote the well-being and happiness of others, or to combat those forces that stand against it (i.e., Evil). **Evil** is characterized as that which causes intentional suffering or destruction, and that which strives to overthrow good. These definitions may (and should) be altered to fit the GM’s particular view of these concepts.

“**Of Light**” is defined as something of “Good” origins (regardless of whether the thing itself is Good or not).

“**Of Darkness**” is defined as something of “Evil” origins (regardless of whether the thing itself is Evil or not).

“**Holy**” is defined as a person, place or object magically blessed by any priest or servant of a deity (or even the deity itself). Note that this may also include the concept of “Unholy,” if Holy is applied to a Good blessing and Unholy applied to an Evil blessing.

7.1.4 • REPEATED SPELL ATTEMPTS

When a spell caster attempts certain magical effects (e.g., *Item Analysis*, *Remove Curse*, etc.), that caster may attempt such an action on a specific item or situation only once per experience level. If the attempt fails, another attempt may not be made until another level of experience has been attained.

Alternately, the GM may determine that another attempt may be made only after the caster has developed another skill rank for the list on which the spell is located.

7.1.5 • VARIABILITY OF SPELL DURATION

If a spell caster has some means of tracking time precisely, it is possible to know exactly how long a given spell will last. Most casters do not have such means, however, and should not be allowed to know exactly when a given duration is going to elapse. The GM may roll randomly to give a ± 10 -20% variability to the duration, or any other range the GM desires. This reflects the typical inability of one to accurately judge the precise passage of time.

Example: A Magician casts a *Fly* spell that has a duration of 12 minutes. The player, having calculated out the distance to the far shore of a large inland lake, begins his flight. The GM rolls a 10% reduction in duration, and the player is going to be very surprised when he plunges into the lake unexpectedly.

7.1.6 • PERMANENT SPELLS

A number of spells have a permanent duration. Typically, these spells deal with the creation of objects, substances, or effects. These durations are intended to indicate that a real, tangible object, substance, or effect has been produced. These results (unless otherwise noted) are subject to the normal effects of time and the environment. For instance, a *Wall of Ice* is permanent in duration, but is still subject to melting or destruction. The same is true of healing spells; a wound might be healed, but the target is still subject to such wounds in future.

7.1.7 • RESISTANCE ROLLS FOR AREA EFFECTS

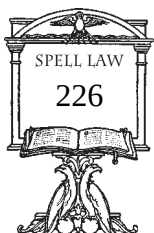
Normally, radius effect spells do not allow a RR to avoid the attack or effect. However, if a caster tries to place the centerpoint of an radius effect on a target, the target receives a RR, with success indicating that the effect will be centered upon the target’s location at the time of the casting, and not upon the target himself. Note that this does not negate the effect, but prevents the effect from being “attached” to the target.

7.1.8 • BARD SPELLS

The Bard spell lists use singing as the delivery method for the spell effects (e.g., *Song of Mastery*, *Great Song*, etc.). At the GM’s discretion, the Bard may use whatever delivery desired (e.g., musical instrument, oratory, dance, etc.) to produce the same results.

7.1.9 • HERB & PLANT SPELLS

Herb Enhancement and *Herb Mastery* spells increase the potency (e.g., 2x, 3x, etc.) of herbs; this normally increases the effects of a dose of the herb (e.g., 2x potency for a “Heal 1-10” herb would give a “Heal 2-20” herb). However, a GM may wish to have these spells increase the number of doses of an herb (i.e., 2x potency cast on 2 doses of a “Heal 1-10” herb would result in 4 doses). In either case, only one of these spells may be cast upon a specific herb. *Plant growth* spells do not work on herbs.



7.1.10 • INVISIBILITY

Only objects/beings totally contained in an invisibility radius at the time of casting become invisible; such an object/being would become visible upon totally leaving the radius; such an object/being would become visible upon violating the normal *Unseen/Invisibility* restrictions (e.g., attacking, receiving a violent blow, etc.), but the other objects/beings associated with the radius would remain invisible.

Two or more invisible beings in a radius of invisibility must make “coordination” rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands – routine; touching – easy; talking to one another – Medium; etc.).

Any solid material that enters an invisibility radius after casting will produce a “fringe effect” (i.e., will blur slightly, will seem slightly out of focus); potential observers may make a Perception roll to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

Absurd — one being walking with a 1" radius about his person;

Sheer Folly — one being moving at faster than a walking pace with a 1" radius;

Extremely Hard — one being walking with a 1' radius about his person;

Very Hard — one being moving at faster than a walking pace with a 1' radius;

Hard — a 10'R or larger moving at a walking pace;

Medium — a 10'R or larger moving at faster than a walking pace.

If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20.

Attacks against invisible targets are modified by at least -50, unless the attacker can *See Invisible*. However, the invisible target must be detected in some way before an attack can even be attempted (via the fringe effect, *Detect Invisible*, some disturbance, mental detection, etc.).



Invisibility is a very useful and powerful type of spell. This type of spell normally lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible character (or creature) attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case after the maneuver roll, we suggest that a roll be made and that the character becomes visible if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are: *Routine* (no roll), *Easy* (02), *Light* (05), *Medium* (10), *Hard* (15), *Very Hard* (20), *Extremely Hard* (25), *Sheer Folly* (40), *Absurd* (50). Of course if the character “falls” or “falls down” due to the result of the moving maneuver, he becomes visible. If the result is “fail to act” or “freeze”, no visibility roll is required.

SPECIAL EFFECTS ON INVISIBILITY

Certain factors may improve perception rolls made to detect invisible objects or beings.

Rain/Water—Rain or water rushing on and over the area of effect of an invisibility spell will improve the chances of perceiving an invisible area through the heightened “fringe effect” of the rain passing through the radius limit. Modifications to any Perception rolls shift the difficulty of the maneuver by 2 to 3 “columns,” depending on the amount of water, size of the invisibility radius and lighting.

Example: *Wifflebatt the Mad is trying to escape from his arch-nemesis, Luiss Vill the Slugar, by turning invisible and sneaking past him. Unfortunately, it is raining heavily, and what would ordinarily be an Extremely Hard maneuver for Luiss becomes a Medium maneuver instead.*

Dust/Powder/Paint—Any substance that will coat an object will do so normally with an invisible object. An invisible being covered in flour, for instance, would be visible as a white figure, allowing normal perception. Bonuses for perceiving an invisible object or being coated in this fashion range involve a “column shift” of 4 to 6 degrees of difficulty, depending upon the degree of coverage and the ease of seeing the covering substance itself (e.g., coal dust covering an invisible being at night will not help as much as crimson paint during the day on a snowfield). Additionally, the fringe effect of a substance passing through the invisibility radius will produce a fringe effect as with rain/water above.

Section 7

"Changing"
Spells

Encumbrance
Limits for
Movement
Spells

Wall Spells
and Material
Integrity

7.1.11 • "CHANGING" SPELLS

Spells which transform the caster or target into other creatures (or even plants) must be handled with caution. The lower level changing spells only give the physical form, without the commensurate abilities or powers. It is simply as if the recipient of the spell had altered his body to *appear* like the desired creature. Combat abilities, flying abilities, or any other special aspect are not received.

If a "changing" spell indicates that physical abilities *are* received, then purely physical abilities may be utilized, such as armor type, flight, and the use of natural weaponry (no skill with these abilities are received, but the caster may develop such skills). No magical or special abilities are received (e.g., breath weapons, magical immunities, spell capabilities, etc.). These abilities are only received if the spell *explicitly* states that such abilities are possible.

MATERIALS INTEGRITY CHART

AT	Substance	Hits per: *	
		36 cu"	1 cu'
1	Flesh, Soft Plants, Butter	2	96
2	Cloth, Hair	6	288
3	Canvas, Rope, Vine, Briars, Bamboo, Rubber (Primitive)	8	384
4	Cured Animal Hide, Coal	10	480
5	Clay, Loose Coarse Soils	15	720
6	Soft Metals (Gold, Silver, Lead, Ithildin, Aluminum)	20	960
7	Packed earth, hard clay, Natural Conglomerate (Mixed, Hard Soil)	25	1200
8	Soft Woods (Birch, Pine)	30	1440
9	Hard Woods (Ebony, Oak, Pecan)	35	1680
10	Glass, Shale, Fossilized Bone, Horn	40	1920
11	Bone, Ice, Tooth	45	2160
12	Metamorphic/Sedimentary rock (Sandstone, Limestone)	50	2400
13	Gravel, Brick	60	2880
14	Concrete, Cement	65	3120
15	Medium Metals (Bronze, Brass, Pig Iron, Copper, Tin)	80	3840
16	Enchanted Woods (Treant, Mallorn)	100	4800
17	Igneous Rock (Granite, Obsidian)	150	7200
18	Hard Metals (Steel, Iron)	200	9600
19	Gemstones, Armor Plating, High Steel	500	24,000
20	Some enchanted materials (Laen, Mithril, Galvorn, Eog)	1000	48,000

* — Halve the concussion hits for organic material.

7.1.12 • ENCUMBRANCE LIMITS FOR MOVEMENT SPELLS

When dealing with movement spell (e.g., *Fly*, *Levitation*, *Leaving*, *Long Door*, etc.), we suggest that such spells normally handle a base weight up to 1.5 times the target's mass (weight). For every level of the caster, an additional 5 lbs is added to this base amount. There is then a 1% chance per 10 lbs over this limit that the spell will fail whenever the target attempts to lift more than the base amount. For example, a 200 lb 10th level Magician normally could *Levitate* up to 350 lb (200lb x 1.5 + 50lb = 350lb base). If the Magician attempted to lift 400 lbs, the chance of the spell failing would be only 5%. This chance occurs each and every time the caster attempts to lift additional weight, although weight may be discarded without danger. This chance of failure is handled separately from (and in addition to) normal spell failure.

Note that the target's own weight is included in these calculations.

7.1.13 • WALL SPELLS AND MATERIAL INTEGRITY

Any "wall" created by a spell must rest on a solid surface when initially created. It cannot be created in the same space as other solid material—it can only displace liquids and gases. With all such walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions of the spell. If the caster attempts to "fill" a space with a wall, the wall will not fit perfectly (i.e., not snugly).

The "wall" spells produce a variety of solid structures as barriers, made up of various materials. In order to destroy such a structure, hits must be delivered to it by an object or weapon (or spell) harder than the structure's substance. Each concussion hit delivered in this fashion is applied towards the **Structural Hits** of the structure.

The total **Structural Hits** of any structure is determined by consulting the following chart and multiplying the hits per cubic foot (cu') by the total volume of the structure (cu" = cubic inches, cu' = cubic feet, sq" = square inches, sq' = square feet).

COMMON BRICK

Dimensions: 3" x 8" x 4"

Volume = 3" x 8" x 4" = 96 cu"

Material: Brick — AT-13 — Base Hits at 36 cu" = 60

Total Hits = (96 cu" ÷ 36 cu") x 60 = 160

DOOR, EXTERIOR WOODEN

Dimensions: 1" x 6'(72") x 3.5'(42")

Volume = 1" x 72" x 42" = 3024 cu"

Material: Oak — AT-9 — Base Hits at 36 cu" = 35

Total Hits = (3024 cu" ÷ 36 cu") x 35 = 2940

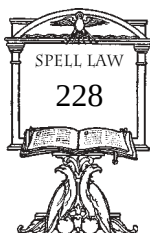
DOOR, INTERIOR WOODEN

Dimensions: 3/4" x 6'(72") x 3'(36")

Volume = 0.75" x 72" x 36" = 1944 cu"

Material: Pine — AT-8 — Base Hits at 36 cu" = 30

Total Hits = (1944 cu" ÷ 36 cu") x 30 = 1620



DOOR, VAULT (MODERN)

Dimensions: 3' x 4' x 4'

Volume = 3' x 4' x 4' = 48 cu'

Material: High Steel — AT-19 — Base hits at 1cu' = 24,000

Total Hits = (48 cu' ÷ 1 cu') x 24,000 = 1,152,000

TREE TRUNK

Dimensions: 30' high with a radius of 1'

Volume = 3.142 x (1 sq') x 30' = 94.26 cu'

Material: Oak — AT-9 — Base Hits at 1 sq' = 1680

Total hits = (94.26 cu' x 1 cu') x 1680 = 158,356

SIMPLE IRON LOCK

Dimensions: 0.5" x 3" x 3"

Volume = 0.5" x 3" x 3" = 4.5 cu"

Material: Iron — AT-18 — Base Hits at 36 cu" = 200

Total Hits = (4.5 cu" ÷ 36 cu") x 200 = 25

WALL OF STONE (AS PER SPELL)

Dimensions: 10' x 10' x 1'

Volume = 10' x 10' x 1' = 100 cu'

Material: Stone — AT-12 — Base Hits at 1 cu' = 2400

Total Hits = (100 cu' ÷ 1 cu') x 2400 = 240,000

BREACHING

It is not usually necessary to destroy an entire structure to render it ineffective as a barrier. Simply destroy enough of the structure to pass whatever it is that needs to cross the barrier (e.g., a man-sized hole is 3' x 3' x thickness of structure). Determine the volume of that breach and consult the table above, then add an additional 15% to overcome the natural reinforcement of the surrounding structure. Once this area has had enough hits to destroy it, the barrier is breached.

CRITICAL HITS

Whenever a critical is delivered to a structure, additional hits are delivered to the structure based on the following chart:

STRUCTURAL CRITICAL DAMAGE		
Critical Severity	Additional Melee Damage	Additional Spell Damage
A	+5 hits	+10 hits
B	+10 hits	+20 hits
C	+15 hits	+30 hits
D	+20 hits	+40 hits
E	+25 hits	+50 hits
F	+35 hits	+65 hits
G	+45 hits	+80 hits
H	+55 hits	+95 hits
I	+65 hits	+110 hits
J	+75 hits	+125 hits

SPECIAL SPELL EFFECTS

There are a number of spells dealing with solid manipulation, disruption and destruction (e.g., *Powder Stone*, *Earth to Dust*, *Disintegration*, etc.). These spells are intuitive for the most part, and structural hits need not be calculated if the spell simply destroys/alters the substance.

CRACKS CALL

Cracks Call is handled slightly differently. Any natural or man-made structure can be assumed to have minute or microscopic cracks inherent in the structure. *Cracks Call* extends and enlarges those cracks without destroying the structure, weakening it without bringing it down. Any further damage to such a structure does increased damage, reflected by tripling any further damage.

WEAPON BREAKAGE

Pounding on a wall with a weapon is not conducive to the future efficacy of the weapon. In general, whenever striking a hard, immobile substance like a wall, weapon breakage should be checked every swing.

Concussion Weapons—Weapons such as hammers, maces and mattocks are well-suited to this kind of work, and are only susceptible to normal breakage. Whenever a check is made, assess a -10 modification to the roll.

Slashing Weapons—Weapons such as swords and axes are not as well suited to this work, and each weapon breakage check is modified by -35. In addition, every strike generates a chance equal to the number of concussion hits dealt that permanent damage will be done to the weapon, and it will be at -5 thereafter until it can be reworked in a smithy. If a weapon ever drops below -25 in this fashion, it is useless as an edged weapon. (A lenient GM may rule that a battleaxe may reduce itself to a light flanged mace in this fashion.)

FUMBLES

Weapon fumbles automatically require weapon breakage checks, and do negligible damage to any structure they are attacking.

MELTING/BOILING POINT CHART

Material	Melting Pt. (°C)	Boiling Pt. (°C)	Material	Melting Pt. (°C)	Boiling Pt. (°C)
Aluminum	660	2467	Ammonia	-78	-33
Bronze	890	??	Calcium	843	1487
Carbon	3550	4827	Chlorine	-101	-35
Copper	1083	2595	Gold	1063	2966
Hydrogen	-259	-252	Iron	1535	3000
Lead	327	1744	Magnesium	651	1107
Mercury	-39	356	Nickel	1453	2732
Nitrogen	-210	-195	Oxygen	-218	-183
Platinum	1769	3827	Salt	801	1413
Silicon	1410	2355	Silver	961	2212
Sodium	98	892	Sulfur	113	445
Tin	232	2270	Titanium	1675	3260
Zinc	419	907	Zirconium	1852	3578

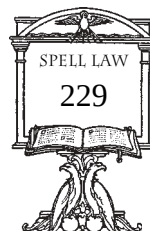
Note: To convert to Fahrenheit multiply by 1.8 and add 32.

SPECIALIZED EQUIPMENT

Certain special equipment is especially effective against certain materials. Axes and chisels on wood, and picks, mattocks and stone chisels against stone and earth fall into this category. If the GM deems that a particular weapon is particularly well suited to such work, they should be assigned a bonus of between +25 and +50, with a +10 modification to all breakage rolls.

Section 7

Wall Spells
and Material
Integrity



Section 7

Canceling
a Spell

Combining
Spell Effects

Spells Against
Multiple
Targets

Conflicting
Spell Effects

Resistance
Rolls For
Passive Spells

Visibility

7.1.14 • CANCELING A SPELL

The caster of a non-permanent spell can, at any time, cancel that spell; the caster must be within the spell's original range limit or within "sensing" range of the spell's current effects. The caster cannot cancel the actual physical or mental results of a spell (e.g., fire, wounds, etc.). Cancellation takes 1 round of concentration.

7.1.15 • COMBINING SPELL EFFECTS

The effects of spells of the same name cannot normally be combined (e.g., the effects of a *Protection I* spell and a *Protection II* spell cannot be combined).

The various *Aura* spells may not be combined with *Blur*.

A Gamemaster may not want to allow certain other spells to be combined. If it is more appropriate in his world system, we strongly suggest he make more restrictions than we indicate in the rules. This may be particularly appropriate for spells on the same list (e.g., the Cleric Base list, *Protections*).

Example: A GM might not allow *Prayer I* (+5 to RRs and maneuvers) and *Resistance I* (+5 to RRs and DB) to combine for the purposes of RRs.

7.1.16 • SPELLS AGAINST MULTIPLE TARGETS

When casting a spell that can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets. For instance, a spell user casting *Deflections III* may be held until three missiles have been fired at the caster and deflected.

7.1.17 • CONFLICTING SPELL EFFECTS

When two conflicting spells are directed at the same area, the lower level spell (or either one of two spells with equal levels) must make a RR; the attack level is the higher of the two levels and the target level is the lower of the two. If the RR fails, the lower level spell is canceled; if it succeeds, the higher level spell is canceled.

Where more than two conflicting spells are involved, start with the lowest attack level spell and roll a RR versus the highest level spell. Repeat this process until only one spell is left.

7.1.18 • RESISTANCE ROLLS FOR PASSIVE SPELLS

Spells listed as Passive in type do not provide a resistance roll to resist the effects of the spell. However, they do allow a resistance roll for the target to notice the spell.

SPELL USERS

Anyone who makes a successful RR versus a passive spell is aware that a spell has been cast on him. An open-ended roll may then be made, adding the appropriate Magical Lore skill bonus. If the modified result is over 100, then the spell can be identified by the target.

Option 1: GMs may decide to give a bonus to the Magical Lore roll according to the success of the original RR. The following chart shows a suitable progression of bonuses:

RR made by	Bonus to Magical Lore Roll
01-10	+0
11-25	+10
26-50	+20
51+	+30

Option 2: Non spell users ordinarily have little or familiarity with magic and spells, and may not recognize the nature of a spell. When a non spell user makes a RR against a passive spell, the GM may inform the character of a strange feeling of some kind, i.e., the feeling of being watched, a strange tingling, hairs standing on end or goosebumps, etc. With great experience and/or familiarity, a non spell user may learn to recognize the feeling as a magical intrusion, and be able to react accordingly.

7.1.19 • VISIBILITY

FOG AND MIST

Fog reduces visibility within its radius, depending upon its thickness. A light fog reduces all vision perception rolls by -15, and limits line of sight to approximately 100 feet. A heavy fog reduces all vision perception rolls by -50, and limits line of sight to approximately 10-20 feet. In addition, auditory perception checks are modified by -20, due to the inability to localize sounds effectively. A mist is treated as a light fog.

NIGHTVISION

Nightvision allows an individual to see in the presence of extremely faint light. The light from the moon or stars or even a tiny point source of light is enough to allow a person with *Nightvision* to see normally. If there is **no** light (i.e., underground, in magical darkness, etc.), then *Nightvision* does not give any benefit.

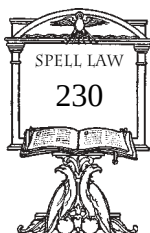
In addition, the use of *Nightvision* makes a person highly susceptible to sudden bright light. A very bright flash of light can stun an individual using *Nightvision*, giving a -50 modification to *Sudden Light* and similar spells.

Nightvision suffers normal penalties to visibility due to fog, mist, etc.

DARKVISION

Darkvision is a magical vision that allows the user to see in complete (including magical) darkness as if in normal daylight. The user is subject to the same penalties for bright light and fog as *Nightvision*.

Note that this is the only Vision spell that can operate normally in *Utterdark*.



7.1.20 • DARKNESS AND BLINDNESS

For game purposes, blindness and complete darkness may be handled the same way. Magical darkness is, to all intents and purposes, impenetrable without magical light of some kind. Normal fires, torches and the like will still produce heat, and will continue to burn (and ignite combustible materials), but will not produce any light.

Characters who are blind or operating under magical darkness operate with a modification of -100. Characters with Spatial Awareness skill may attempt to move without penalty (or a reduced penalty).

7.1.21 • INFORMATIONAL SPELLS

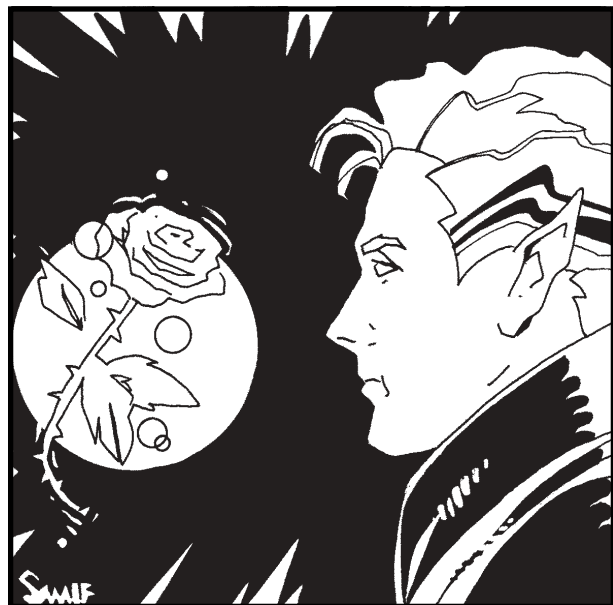
The Basic Attack Roll for spells that impart information to a character should be rolled by the GM. Because a fumble will impart false information to the PC, the player should not know whether the roll was successful or not. As a rule of thumb, a mild failure should result in vague or slightly incorrect information, when any information is received at all. A severe failure should give misleading or even dangerously wrong information to the PC.

The Spell Fumble Table 6.6 indicates the results of an informational spell fumble.

7.1.22 • DREAMS AND SYMBOLOGY

Dream spells and other divination spells are a valuable part of some fantasy environments, but some GMs are not comfortable with them. They represent an “outside” source of information that can skew a carefully planned story.

The GM may decide to be explicit in the information given, but it is recommended that any information be imparted through symbology and metaphor. Animals, music, smells, panoramas, and other elements may be used to convey general messages and vague clues to the information being sought.



Example: *Khale has decided to employ his Dream spell to discover whether he should travel to Golotha by ship or overland. That night he receives a dream of a sea-bird perched upon a piece of beached driftwood beneath a storming sky. Upon awaking, Khale realizes that he has received his dream, but it was not the decisive clue he was looking for, and has created more questions than it has answered. Grumbling about double-dealing GMs, he decides to purchase a horse and travel overland than risk the strange portents of the dream.*

In the above example, the dream might have implied that the PC would be shipwrecked, or that the journey would be dangerous but successful. It might have also been a storming sky because of other events in the background of the PC, rather than a reference to the journey itself. This method provides a check upon the abuse of these seemingly omniscient spells.

7.1.23 • FATAL CHANNELING PROJECTIONS

Some who seek the divine aid of deities call for the death of their enemies. And, when efficiency and spell are paramount, they may turn to the use of fatal Channeling projections.

Fatal Channeling projections fall into 2 categories; they may (1) destroy the soul or life's Essence of the target or (2) they may destroy all or part of the target's body. The former group consists of those projections known as *Absolutions*, spells normally found in the higher reaches of power. The latter category embraces what are commonly called *Black Channels*.

While *Absolutions* refer to specific spells of power, *Black Channels* tend to vary with culture. The niceties of ritual and form mark the only great cultural distinctions between the sources of *Absolution*. *Black Channels*, however, produce widely differing results, many based on the preferences of ancestral prejudice.

The detailed effects of *Absolutions* are found in the Evil Cleric base list, Dark Channels. Specific aspects of *Black Channels* are also found on that list; nonetheless, most of the actual results of usage are dictated by cultural choice and spell variation. Thus, the chart below has been provided. Certain users of *Black Channels* may have a choice with regard to which type they use in a specific situation. Others will be bound by cultural/religious restrictions, and may use only one variation.

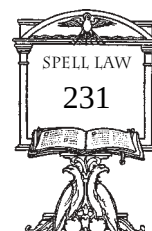
Section 7

Darkness and Blindness

Informational Spells

Dreams and Symbology

Fatal Channeling Projections



Section 7

Haste and
Speed Spells

“Path” Spells

Mind/Mental
Attack Spells

Illusions

BLACK CHANNELS CHART

Name	Range	RR Mod	Effect
Black Channel I			
1) Thrayn's Touch	Touch	-50	Disrupts Body Cells; Foe operates at -50
2) Eye of Nur	25'	-30	Knocks foe out; 25 hits
3) Uonic Curse	50'	-25	Any one limb useless for 1-10 days.
4) Tauric Finger	50'	-10	Blinds foe 1-10 days; +10 hits.
5) Londarin's Hand	100'	None	Nerve disruption; foe is sent into coma.
Black Channel II			
1) Womaw Finger	25'	-30	Destroys muscles and tendons in legs.
2) Urulic Eye	50	-25	Removes foe's hands.
3) Finger of Sart	75'	-15	Paralyzes foe entirely.
4) Channels of Chey	100'	-10	Severe brain disorder; convulsive spasms; foe operates at -75.
5) Umli Breeze	50'	None	Sends foe into a permanent coma; +10 hits.
Black Channel III			
1) Black Finger	25'	-50	Erases facial area.
2) Desert Curse	50'	-30	Blood Boils
3) Death's Wave	100'	None	Liquefies skeleton.

7.1.24 • HASTE AND SPEED SPELLS

A person under the effects of a *Haste* or *Speed* spell will have 200% activity each round, but must still abide by the turn sequence restrictions. The effects are summarized below.

Combat—Two melee or missile attacks may be made per round. All bleeding critical results applied to a *Hasted* individual are doubled, and rounds of stun, parry or no parry are applied at 2 per round.

Example: *Log the Orc has been hasted and has gleefully been attacking twice per round with his axe. Unfortunately, he takes a 'D' critical and receives 4 rounds of stun with no parry and a bleeding wound of 4/rnd. He will be stunned with no parry for 2 full rounds and will bleed for 16 hits in that time.*

Spells—Only one spell may be cast per round, no matter whether *Hasted* or not. In addition, all spells cast upon a *hasted* individual last their normal duration.

Cumulative Haste/Speed—Only one *Haste* or *Speed* spell may be in effect on an individual at any given time. In addition, as *Speed* requires a 50% activity penalty after the spell effects end, casting a *Speed* or *Haste* spell at that point will only bring a person to normal activity, rather than extending the 200% activity time ($50\% \times 2 = 100\%$).

7.1.25 • “PATH” SPELLS

The various “Path” spells (*Pathfinding*, *Path Lore*, etc.) share a common definition of “path.” A “Path,” for these purposes, is a road, track or way created or constructed for a purpose, and along which something travels or moves with at least moderate frequency. This may have been constructed by men, animals, or other means.

In addition, the bounds of the path, for the purposes of these spells, should be between those points at which a *larger* path, population center (e.g., village, town, city, etc.), or dead end intersects the original. For instance, if the PC casts a *Path Lore* on a secondary road between the King's Highway and the Imperial Road, those two larger “paths” will mark the endpoints of the path, even if the road extends beyond both.

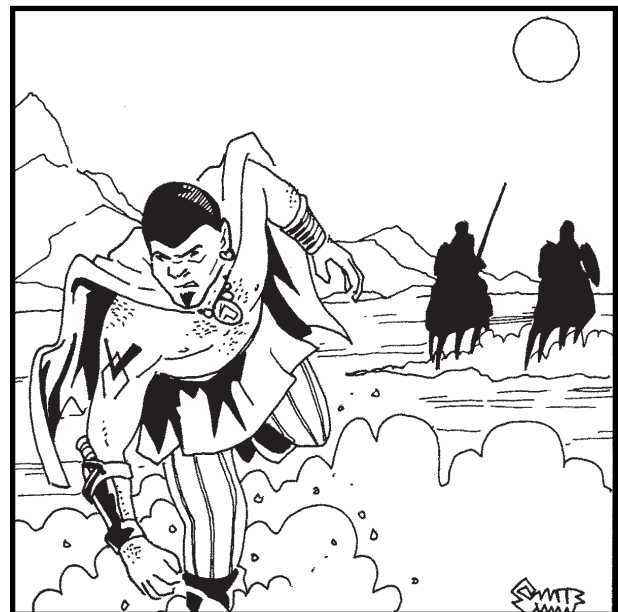
7.1.26 • MIND/MENTAL ATTACK SPELLS

Any spell marked with an ‘m’ is considered a mental attack spell, and is subject to effects and defenses that target mental or mind attacks. It should also be noted that these spells are ineffective against any creature or entity that does not have a “mind” per se (e.g., Undead, plants, politicians, etc.).

7.1.27 • ILLUSIONS

For the purposes of the guidelines outlined in this section, “illusions” include all “Elemental Type” spells (see page 6) that create or manipulate a physical element perceived by one of the six senses used in *Spell Law*: sight, hearing, smell, taste, touch (i.e., feel), and *Presence*. Such spells include: *Illusions*, *Phantasms*, *Mirages*, *Facades*, *Misfeels*, etc.

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



DISCOVERING AN ILLUSION

A target can “discover” if what he is sensing is an illusion by:

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

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

Option: A GM may require an open-ended d100 roll for each illusion to determine how accurately it is rendered by the spell. This roll would be modified by the caster's skill bonus for the list that the spell comes from and by a standard difficulty modification (i.e., +10 for *Light*, -10 for *Hard*, etc.) based on the intricacy and unusualness of the illusion.

Then he can allow each target that senses the illusion to make a *Perception* roll to “discover” the illusion (see above). Such a *Perception* roll is modified by subtracting the caster's modified roll. For example, if a caster's modified roll for an illusion is +75, then all such *Perception* rolls would be modified by -75.

FEEL ILLUSIONS

If one of the senses in an illusion is “feel,” then the illusion feels real to a target's touch senses. Striking part of such an illusion will cause the “feel” part of the illusion to be cancelled, but the rest of the illusion will remain for the normal duration of the spell. An illusion can be given multiple “feel” senses by using options from an *Illusion* # spell or a *Phantasm* # spell—in this case, each blow to the illusion cancels one of the “feel” senses.

A *Phantasm* with “feel” (as one of the senses used) can strike a blow against a target; the blow is the equivalent of a Rank I Martial Arts Strikes attack (i.e., a bare fist attack) with an OB equal to the caster's directed spell skill for *Phantasm* attacks. If a *Phantasm* has been given multiple “feel” senses by using options from a *Phantasm* # spell, each attack cancels one of the “feel” senses.

If a *Phantasm* has been given increased “size” by using options from a *Phantasm* # spell, the concussion hit damage from an attack is doubled for each option so used (e.g., if two options are used to increase the “size” to a 40'R, the attack's concussion hit damage is four times normal).

Even though the damage caused by a *Phantasm*'s strike is like a bare fist, the phantasm can seem to be striking with any weapon or attack (e.g., sword, Dragon claw, hoof, dagger, etc.).

7.1.28 • SPELL LIST AVAILABILITY

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

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

Another approach could be to make access to certain lists controlled by guilds or craft associations, who might jealousy guard their trade secrets from all but initiates. Some arts of magic (lists) might will be found only in rare, ancient tomes. There a variety of approaches to limiting the flow of magical knowledge, and the one used by any particular GM will be dependent upon his world system. However, there should always be certain lists that are more or less “common knowledge” for members of each profession; usually these will be the profession's Base Lists.

7.1.29 • LOCKS AND TRAPS

Locks and traps (and other mechanisms) are rated according to their complexity, which combines the sophistication of the device with the difficulty in unlocking/disarming it (or operating some other type of mechanism) That is, a device may be relatively simple in construction yet be extremely difficult to unlock/disarm (or operate).

This difficulty modifier follows the standard progression of:

Difficulty	Modifier
Routine	+30
Easy	+20
Light	+10
Medium	0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	at least -70

This modifier applies to any skill attempt to pick/unlock the device. If a spell (e.g., *Opening I*, *Disarm I*, etc) is used to attempt to pick/unlock a device, the chance of the spell successfully operating is modified by **half** of the modifier given above.

Some suggested difficulty modifiers are given on the table below:

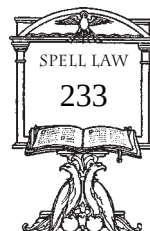
Device	Complexity
Simple Shackle Lock	Easy
Padlock	Medium to Hard
Tumbler Luck	Hard to Extremely Hard
Double Key Tumbler	Sheer Folly

Note: *Special tools or circumstances may further modify the Complexity. For instance, trying to pick a Tumbler lock with the point of a dagger would raise the complexity significantly.*

Section 7

Spell List
Availability

Locks and
Traps



Section 7

Curses And
Diseases

Demons and
Other Entities

7.1.30 • CURSES AND DISEASES

Curse and disease spells are handled in a special manner with regards to dispelling and canceling. Such a spell is normally unaffected by normal *Cancel* and *Dispel* spells.

Curse spells include all of the spells on the Curses list (Section 2.8.1) and a few other scattered spells. One of these spells can only be dispelled by *Uncurse* or *Remove Curse* spells.

Disease spells include all of the spells on the Diseases list (Section 2.8.4) and a few other scattered spells. One of these spells can only be dispelled by *Undisease* or *Remove Disease* spells. Alternatively, certain diseases may be “healed” by using normal healing treatments or healing spells.

7.1.31 • DEMONS AND OTHER ENTITIES

The “Entities” referred to in the Entity Summons spell list (Section 3.8.4) include Demons, Elementals, and any other extra-planar creatures that are appropriate to a GM’s world. *Creatures & Monsters* provides full discussions and descriptions of a wide variety of Demons and Elementals. This section provides a brief outline of some of the properties of Entities for use with the spells on the Dark Contacts and Entity Summons spell lists.

Entities are assumed to be beings of another plane who are brought into the caster’s plane through the use of an elemental force (usually one not of the Entity’s plane). Thus, the Entity and caster do not make RRs during the initial summons and contact. The Entity can only remain in the world (for more than 2 rounds) while under the influence of an *Entity Mastery* spell, a *Control Entity* spell, a *Demon Mastery* spell, or a *Control Demon* spell.

For the purposes of the *Spell Law* spells, the 6 Types of Entities be classified as follows:

Type	Level	Elemental Name
I	1-2	Elemental Servants
II	3-5	Weak Elementals
III	6-10	Guardian Elementals
IV	11-15	Strong Elementals
V	16-20	—
VI	21-40	—

Beyond the Pale 41-100+ —

DEMON SUMMONING

When a Demon is “summoned” (see the Entity Summons list, Section 3.8.4), it gradually materializes over the course of two rounds. If the Demon is not *Controlled* or *Mastered* (i.e., usually by one of the spells on the Entity Summons list) before the Demon materializes, make a d100 roll (open-ended) and add the Demon’s Type times 10. Use this roll to determine the effect that the caster suffers (no RR):

Roll

≤ 20

21-40

41-60

61-75

76-90

91-100

>100

Effect

Roll on the attack column of the Spell Failure Table 6.6, caster takes result.

Caster takes an ‘A’ Impact critical.

Caster takes a ‘B’ Impact critical.

caster takes a ‘C’ Impact critical.

caster takes a ‘D’ Impact critical.

caster takes an ‘E’ Impact critical.

Demon gives caster a *Quest* (GM discretion), see the Spirit Mastery list (Section 3.2.3).

The Demon always leaves if uncontrolled or unmastered. In order to handle the Types of Demons a GM uses in his world system, he may want to change the % chance of failure for summoning spells and the penalties outlined above.

DEMON CONTACTS

When a Demon is “contacted” (see the Dark Contacts list, Section 3.8.4), it contact is gradually established over the course of two rounds. If the Demon is not *Forced* (i.e., usually by one of the spells on the Dark Contacts list: *Force Analysis*, *Force Information*, or *Force Search*) before contact is established, the caster suffers an effect. Make a d100 roll (open-ended) and add the Demon’s Type times 10. Use this roll to determine the effect that the caster suffers (no RR):

- If the result is less than 90, roll on the attack column of the Spell Failure Table 6.6, caster takes the result.

- If the result is less than 90, the effect depends on the *Force* spell that the caster attempted:

No Force Spell: Caster takes d5 ‘A’ Impact criticals.

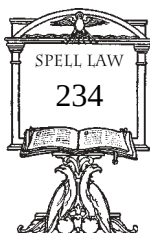
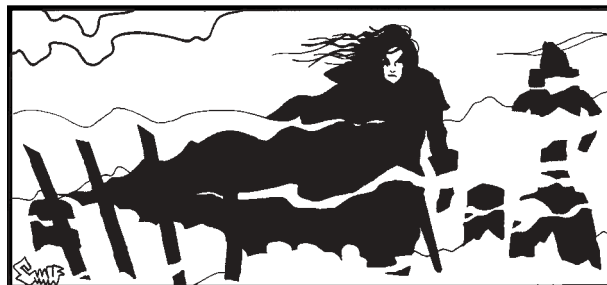
Force Analysis: Caster loses item to be analyzed;

Force Information: Caster is in a coma for d10 days;

Force Search: Demon gives caster a *Quest* (GM discretion), see the Spirit Mastery list (Section 3.2.3).

In order to handle the Types of Demons a GM uses in his world system, he may want to change the % chance of failure for contact spells and the penalties outlined above.

Note: Demons gain information by common knowledge among Demons, by contacting other Demons, or by observing the human plane (mentally and physically).



7.1.32 • SLAYING CRITICALS FOR SPELLS

When a certain type of spell delivers a critical to a specific Large or Super Large creature, a GM may want to treat the critical as “slaying” (i.e., use the Slaying columns on the Creature Critical Strike Table 6.5). This process should be used when a target is particularly vulnerable to the element or force of a spell. Some common examples include:

Creature	“Slaying” Spell
Air Elemental	Vacuum
Fire Drake	Fire Bolt
Cold Drake	Ice Bolt
Steel Golem	Lightning Bolt



7.2 HEALING, DEATH, AND INJURY

Section 7
Healing,
Death, and
Injury

Because so much of FRP action involves situations where characters are hurt or killed, **Rolemaster (RM)** provides detailed and comprehensive guidelines covering specific injuries, death, and healing. These rules around certain basic principals or assumptions.

BODY AND SOUL

In **RM**, life is a union of body and soul. The body is a physical (or, in rare cases, enchanted) construct which accommodates the intangible soul or spirit. In turn, the soul gives the body life. Without a body, a soul dissipates and cannot interact in normal affairs. Without a soul, a body is little more than an unordered organic sculpture destined to rot away.

Death occurs when the body can no longer function (i.e., it cannot convey the soul) or the soul withers away (i.e., it cannot convey life to the body). When the body can no longer function, this is referred to as physical death. When the soul withers away, this is referred to as soul death.

Physical death can occur in one of two ways. The first is from a critical wound, or series of critical wounds (i.e., critical strikes). The second is shut down due to pain or system shock (i.e., hits).

Soul death can occur in one of two ways. The first is through an *Absolution* spell (cast by an evil priest) or any other soul destroying spell in the realm of Channeling. The other form of soul death occurs through prolonged exposure to Undead (sometimes called Unlife, creatures of the night, etc.).

Once the body ceases to function, the soul will eventually depart. When the soul separates from the body, any prospects for recovery are remote.

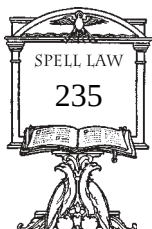
GENERAL DEGREES OF INJURY

These wound categories help a Gamemaster apply certain general rules regarding recovery and effect.

Light Injuries — If a specific injury results in a penalty of -0 to -20, it is considered “light.” In addition, light injuries include wounds which yield 1-5 hits per round as a result of bleeding.

Medium Injuries — Specific injuries which result in a penalty of -21 to -50 are considered to be of “medium” severity. Medium injuries also include wounds which yield 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries.

Severe Injuries — Should a specific injury result in a penalty of -51 or more, it is “severe.” In addition, severe injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound which destroys an organ (e.g., eye, kidney, etc.) or renders it inoperable for more than 1 day is also severe.



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HEALING RECOVERY CHART				
Burn	Lt. Wounds	Med. Wounds	Sev. Wounds	
-26 or less	4	20	48	
-25 – 15	3	15	36	
16 – 65	2	10	24	
66 or more	1	5	12	
Bone	Lt. Wounds	Med. Wounds	Sev. Wounds	
-26 or less	7	28	70	
-25 – 15	5	20	50	
16 – 35	3	12	30	
36 – 65	2	8	20	
66 or more	1	4	10	
Skin/Tissue	Lt. Wounds	Med. Wounds	Sev. Wounds	
-26 or less	5	25	40	
-25 – 15	3	15	24	
16 – 35	2	10	16	
36 or more	1	5	8	
Head	Lt. Wounds	Med. Wounds	Sev. Wounds	
-26 or less	13	78	130	
-25 – 15	10	60	100	
16 – 35	7	42	70	
36 – 65	5	30	50	
66 – 90	3	18	30	
91 – 105	2	12	20	
106 or more	1	6	10	
Organ	Lt. Wounds	Med. Wounds	Sev. Wounds	
-26 or less	13	65	130	
-25 – 15	9	45	90	
16 – 35	6	30	60	
36 – 65	4	20	40	
66 – 90	3	15	30	
91 – 105	2	10	20	
106 or more	1	5	10	
Muscle/Tendon	Lt. Wounds	Med. Wounds	Sev. Wounds	
-26 or less	11	44	88	
-25 – 15	7	28	56	
16 – 35	4	16	32	
36 – 65	3	12	24	
66 – 90	2	8	16	
91 or more	1	4	8	
Note: Some races might heal faster than others. When this is the case, the race will have a healing rate modifier given with the racial description. Check with your GM to for further details.				

HEALING SPELLS

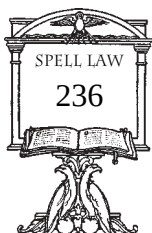
Spell Law provides several complete sets of spells for healing (Closed Channeling, Healer, Lay Healer, etc.). In a campaign game, healing spells might be available in towns and cities. The Gamemaster should experiment with costs and requirements for healing services. Options include everything from mercenary spell users requiring money for their services to suspicious channelers who will only heal “true believers” of their religion (or race). Large settlements might contain readily accessible healing runes.

NATURAL HEALING

The body often heals itself, albeit slowly. Even without aid of spells, herbs or medicine, an adventurer can rally from most injuries. The chart below shows the recovery

time for the most common types of injuries. Note that the chart below should only be used with wounds gained through critical strikes. Concussion damage taken (i.e., hits) heals in a different fashion (see the discussion on Recovery below).

To use the chart below, roll d100 (open-ended) and add three times the character’s Constitution bonus. Look up the result in the section for the most appropriate type of wound (the chart is subdivided into sections based upon types of damage) to determine the number days needed for a given wound to heal. Note that a separate roll should be made for each wound. See the section on injuries (below) for guidelines on how to classify wounds as Light, Medium, or Severe wounds.



A complete examination of the uses and effects of healing herbs, first aid and medicine can be found in *Gamemaster Law*.

SPRAINS

Sprains are the result of a wrenching or laceration of the ligaments of a joint. A sprain will heal normally as a medium muscle/tendon wound but must be protected from further strain during this time.

NERVE DAMAGE

Nerve damage is characterized as the severing or traumatization of a nerve or nerves vital to some body function. The effects of nerve damage can vary widely, from complete loss of feeling or control of a limb, to uncontrollable shaking or trembling, to unbearable and continuing pain. There are several circumstances under which nerve damage will be a result:

- If a Critical result specifically denotes nerve damage, then the full described penalty is ascribed to nerve damage.
- If a critical describes a limb or organ as useless or destroyed, nerve damage equal to the severity of the wound has occurred.

In addition, there is a chance that any wound will also yield nerve damage. The chance of nerve damage is equal to the penalty expressed as a percentage (i.e., -50 = 50%), if any. If nerve damage has occurred, then a nerve damage penalty **equal** to the original penalty is present. This penalty is not *cumulative* with the original penalty, but must be healed as if it were a separate wound, and recovery times are rolled on the chart for organ damage. Note that this may mean that the penalty due to the original wound may heal before the nerve damage associated with it does.

Example: *Blackfire (aka Uncle Skippy) has strained his shoulder trying to shave his back. After assessing the -30 penalty, the GM rolls d100 vs. the 30% chance that nerve damage has occurred. A 17 is rolled, and Uncle Skippy curses his luck. A roll for the strained muscles in the medium category results in a recovery time of 8 days, but the roll for recovery from the nerve damage results in a recovery time of 30 days. Uncle Skippy resolves in future to stretch out before attempting personal hygiene.*

The PC must make an open-ended d100 roll, adding his three times his Constitution bonus. If this modified result is less than or equal to the original penalty expressed as a positive number (i.e., -30 becomes “30” for this purpose), there is a permanent penalty equal to half the original penalty. If this roll is failed by over 50, a permanent penalty equal to the full original penalty is applied. This penalty can only be removed through magical healing, as the nerve damage is considered permanent.

Example: *Solrac (the Bringer of Death to you, buddy), has managed to injure himself reaching for the toilet paper. In the ensuing scuffle with a towel rack, Solrac deals himself an injury from a ‘D’ Grappling Critical, resulting in a -40 penalty of an unspecified duration, which makes it a medium injury. Solrac’s Constitution is a paltry 23 (with a -5 Constitution bonus, he doesn’t bring death to very many). Rolling the dice, he rolls (yipe!) an 09! The*

final modified roll is an 04, which means that Solrac will be operating under a permanent penalty of -20. Solrac’s player breathes a sigh of relief. Had he rolled 5 less on the dice, it would have been open-ended low, and he would likely have had a permanent penalty of -40! As it is, the nerve trauma is severe enough that Solrac will have to find a magical healer to repair the destroyed nerves. Solrac swears vengeance on the architect.

HEALING THE SOUL

Proximity to Undead can often “damage” the soul. In turn, this weakens the physical body. The only cures available for this type of healing are magical (via “soul healing” spells) or time and rest.

Damage to the soul from proximity to Undead must be tracked separately, but the effects are reflected in a temporary reduction of the Constitution stat. See the discussion on Recovery below for details on how to heal the soul.

HEALING ANIMALS

Most of the healing spells in *Spell Law* are intended for use in healing humans (and humanoids). The GM may decide to allow these same spells to heal animals of their wounds.

7.2.1 • DEATH

As noted above, death comes in more than one form, although it inevitably leads to the sundering of the body and soul. These unfortunately fatal situations require further elaboration.

MAJOR WOUNDS

Occasionally, a mortal blow or combination of blows will fell a character who has not yet fallen unconscious. In these cases, an attack or accident results in a critical strike that specifies damage to a particular part of the character’s body. Should the critical strike description specify that the effects are fatal, the character dies in the prescribed manner and at the specified time, unless someone or something intervenes.

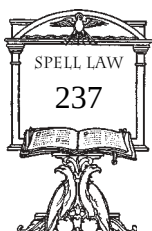
MASSIVE SHOCK

Each character has a number of concussion hits (or simply “hits”). These hits reflect the amount of pain and beating the character can withstand before succumbing to shock or unconsciousness. Once a character receives an amount of concussion damage equal to or greater than his hits, he passes out due to body shock.

Note: *The Rolemaster Standard System has a detailed description on how to determine how many concussion hits a character has.*

If a character receives more concussion hits than the sum of his total hits plus his Constitution stat (not his stat bonus), he begins to die. After a number of rounds equal to twelve (12) plus his Constitution bonus and the racial soul departure bonus. This process of dying can be halted by healing concussion hits on the character (i.e., casting simple healing spells). However, once a character is dead, the rules for death apply (see Effects of Death below).

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Example: *Jaide, a halfling (+6 racial soul departure bonus), has 34 concussion hits and a 90 Constitution (+5 Constitution bonus). He receives 125 hits after a few rounds of brutal fighting. Once he reaches 34 hits, he drops unconscious. Once he reaches 125 hits, begins to die of massive shock. If he does not receive aid within 23 rounds (12+5+6), he will be irrevocably dead (to normal efforts) due to soul departure.*

SOUL DEATH

There are a few spells (most in the realm of Channeling) that destroy or banish souls. When this occurs, the character is irrevocably dead. GMs should be aware that this is a particularly brutal (and powerful) way for a character to die and should control the availability of such spells.

UNDEAD

Undead are the antithesis of all that is living. They gain their power by draining life from the living. This is reflected by temporarily lowering a character's Constitution stat. If a character's Constitution drops to 0 (or less), the character's soul has withered away and he becomes an Undead himself. While this is a gruesome thing to have happen, it never happens quickly (and characters can work at healing this damage).

For a complete discussion on Undead, see *Creatures and Monsters*.

DEATH AND LIFEGIVING

When the body can no longer sustain life (due to system shock, organ failure, or other causes), the soul will leave the host as death occurs (*Absolution* spells can cause the soul to be removed from the body without causing actual death). To restore life it is necessary to first repair the damage that caused the body to become uninhabitable and then restore the soul (if the physical damage were not repaired, the soul would immediately leave the host again). Failure to restore the soul prevents the target from returning to life even after all physical damage is repaired (the body can sustain life at a minimal level without the soul, but once the life process is interrupted it cannot be restored without the soul). *Lifegiving* spells reunite the soul and the body, restoring the life process if the body is capable of sustaining it. Reuniting spells restore the soul to a still living body (only). Neither can restore a soul that is destroyed by *Dark Absolution*.

7.2.2 • EFFECTS OF DEATH

There are two major effects of death:

- 1) The deterioration of stats due to a lack of oxygen flow to the brain following "death," and
- 2) the departure of the soul from the body.

Spells or herbs can halt the process of dying at any point. A *Preservation* spell or its equivalent medicine halts the deterioration of the stats. A *Lifekeeping* spell delays the departure of the soul from the body (though *Lifekeeping* does not restore deteriorated stats). Healing the cause of death also halts both effects, but does not reverse them.

If the cause of death is healed before the soul leaves the body, the person is alive and functional (if there are no other injuries, and no stat is reduced to 0); however, any stat loss remains. If the soul has left the body before the cause of death is repaired, the body is functional, but the character is in a coma and at -100 for even subconscious activity. A *Lifegiving* spell must be cast on such a character before he can become functional once again (see *Spell Law* for specific spell descriptions).

STAT LOSS

The mental stats (Memory, Reasoning, Empathy, and Intuition) as well as the two partially mental stats (Self Discipline and Presence) will deteriorate first. Each round after death, consult the chart above to determine the die-type rolled to determine the amount each stat drops (to a minimum of 0).

Every hour after a temporary stat is reduced to 0, the potential for that stat is reduced by d10-1.

Ten minutes (60 rounds) after death, the physical stats (Constitution, Agility, Strength, and Quickness) begin to deteriorate. Each hour, roll d10-1 for each of these stats. The result is how many points the stat drops (to a minimum of 0). However, this process continues after a stat drops to 0, with all remaining loss taken from the stat's potential.

If any stat falls to 0, the character remains in a coma even if the cause of death is repaired (and the stat stays at 0). The character can be brought out of this coma if the stat(s) that is at 0 is raised above 0. Deteriorated temporary stats can be raised to previous levels by the following methods: normal level advancement, certain healing spells (or herbs), and/or by a normal healing rate of 1 point per stat per month. If potentials have deteriorated, stats cannot be raised above the new potentials (only very power magic can raise lowered potentials).

Example: *Snidepucker the Rogue dies after eating a poisoned bagel. Beginning the round after death, the GM rolls for stat loss on each mental stat and the two partially mental stats. Each result is subtracted from the temporary stat. Soon Snidepucker's temporary Memory reaches 0. The GM will now only roll once per hour for the Memory stat and all loss will now be applied to the potential stat. Sixty rounds after death, the GM begins the same process for Snidepucker's physical stats. He will continue to roll for loss until all potential stats fall to 0.*

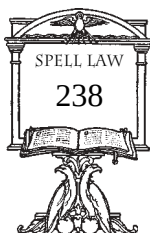
During a battle, the GM should keep track of how many rounds pass between death and the halting of the death process. After the resolution of the battle, he can perform all of the die rolls needed for stat reductions.

PRESERVATION

Note that the various *Preservation* spells prevent any and all stat loss or decomposition during the duration of the spell.

SOUL DEPARTURE

Normally, two minutes (12 rounds) after death, a character's soul leaves his body. The exact time for departure will vary by the race of the dead character. Once the soul departs from the body it can only be returned through the use of powerful spells or herbs (e.g., *Lifegiving*).





STAT LOSS CHART					
Rounds after Death	Race Type				
	1	2	3	4	5
1 – 6	0	1d2-1	1d5-1	1d5+1	1d10
7 – 18	1d2-1	1d5-1	1d5+1	1d10	2d10-1
19 and up	1d5-1	1d5+1	1d10	2d10-1	2d10+1
Race Type Key: 1 = Dwarves, Halflings; 2 = Other Races; 3 = Wood Elves; 4 = High Elves; 5 = Fair Elves.					

SOUL WITHERING

If a character's Constitution has been lowered to 0 because of proximity to Undead creatures, the character becomes an Undead himself. See *Creatures & Monsters* for a discussion on how Undead are created to determine the type of Undead the character might become.

7.2.3 • INJURIES

Although death is a looming danger, injuries are much more common. Some injuries, however, effectively disable a character. Most make adventuring tough and, given their frequency, can present the characters with significant obstacles, including penalties or prohibitions applicable to the use of appendages, the deployment of sense, maneuvers, combat or even simple travel.

Generally, injuries in **RM** only occur as a result of damage from a critical strike. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects and adds flavor to the game. It also requires a very specific healing system, spells, and herbs covering every possible plight. The healing spells found in **RM** are designed to provide detailed descriptions covering any injury that might arise in a game.

LIGHT INJURIES

If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, wounds that bleed at the rate of 1 to 5 hits per round are considered "light." No fracture or break is ever a light injury.

MEDIUM INJURIES

Specific injuries that result in a penalty of -21 to -50 are considered "medium" in severity. Medium injuries also include wounds that bleed at the rate of 6 to 10 hits per round. Fractures or breaks that result in an unspecified penalty are always considered medium in severity.

SEVERE INJURY

Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, severe injuries include shattered bones and wounds that bleed more than 10 hits per round. Any wound that destroys an organ, or renders an organ inoperable for more than one day is also severe.

TREATMENT

Even after an injury is treated, recovery is rarely instantaneous. The Gamemaster must still consider the effect of the wound after treatment. For instance, how long does it take to recover? Will there be any permanent damage (e.g., scars or a lowering of stats)? What effect does the wound have on the character while he is recovering?

The form of treatment for a given injury is normally prescribed by:

- 1) the description of the wound, or
- 2) by the explanation of the spell, medical technique, or herb employed.

For instance, some injuries are healed by spells with descriptions that require the victim to remain immobilized during treatment. Certain herbs must be administered with an external compress which cannot be jarred. Whatever the treatment, the procedures should be followed, or the wound is not considered healed (and recovery will not begin).

FIRST AID

First aid can be attempted by any character, but has limited effectiveness. To attempt to assist using first aid, a character must make a successful first aid static maneuver (see the **Rolemaster Standard Rules** for an explanation of how to perform this maneuver).

First aid skills allow a character to heal any "light" injury, if the necessary equipment is available (e.g., a compress and bandage for light bleeding, splints or slings for sprains, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries. For example, a severe bleeding wound (bleeding at more than 10 hits per round), can be slowed by 5 hits per round using first aid skills. First aid is not effective when dealing with medium or severe nerve or organ damage.

Once first aid has been applied, the victim cannot engage in any activity that might strain the wounded area without losing the benefits from the first aid. For example, a character cannot receive first aid for a wound and then move at a pace faster than a walk without "re-opening" the wound.

It should be noted that should a wound be reduced by first aid, it cannot then be further reduced by future first aid attempts.

WOUNDS

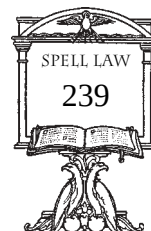
Wounds are generally defined as the specific damage taken from a critical hit. When an injury description specifies that the organ, appendage, etc. is useless, the penalty is considered -100. As a general rule, the recuperation period for multiple injuries equals that of the worst wound plus half the recovery time for all other wounds (cumulative).

Example: As a result of a swindle, Onree moves into an unsound tower. A storm erupts and the tower collapses in the wind. In the fall, Onree receives a severe head wound (recovery time 30 days), a medium bone wound (recovery time 8 days), and a light skin wound (recovery time 1 day). Assuming he is healed, his total recovery time is 34.5 days (30 + 4 + 0.5). Poor Onree.

While recovering, a character's penalties gradually lessen. To determine the rate at which the character returns to normal health, divide the total penalty by the recovery time (in days). The result is the daily reduction in the character's penalty. Round off any fractions and apply any leftover penalty to the amount recovered in the first day. If the recovery time is two days or less, the Gamemaster may want to determine recovery on an hourly basis.

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Example: Onree received a total penalty of -70 as a result of his accident. If his recovery time is 34.5 days, he divides 70 by 34.5, with a result of 2.03. He rounds this to 2. Thus, Onree's penalty is reduced by 2 each day of recuperation. Because 2 times 34.5 is only 69, there is an additional 1 remainder. This is applied to the first day of recovery (meaning that Onree's penalty is reduced by 3 during the first day).

HITS

Recovering from concussion hit loss occurs at the rate of 1 hit per hour of sleep or rest. While performing non-strenuous activities, recovery rate drops to 1 hit per 3 hours of activity. If the character is generally active (including traveling), no concussion hits will be regained (until such a time as the character can rest).

SOUL WITHERING

Soul damage is much slower in healing. The GM (and player) should keep track of the amount of Constitution lost to the effects of Undead. This damage normally heals at the rate of 1 point per day if the character is doing nothing but resting and recuperating. If the character is not travelling and generally staying in one place, he will heal up 1 point per week. This process can be expedited by spending time if the character is in a place soothing and sacred to him (2 points per day or 2 points per week).

It is possible to speed up the recovery from soul damage by spending time on "holy" or "consecrated" ground. A character will gain an extra d10 points of healing per day spent on this type of ground.

Finally, there are specific "soul-healing" spells that speed up the recovery process, or heal points directly. See the Cleansing spell list (Healer base).

PERMANENT DAMAGE

Permanent damage should be determined on a case-by-case basis by the Gamemaster. As a loose rule-of-thumb, a character should receive permanent damage only in the case of a severe wound. For each severe wound, the character should roll an open-ended d100 and add his current Constitution (the stat itself, not the bonus). If the roll is greater than 100, no permanent damage is sustained. If the roll falls short of 100, the GM should assign permanent damage based upon how short the roll was from 100.

The exact nature of the permanent damage should be decided by the Gamemaster, but should be appropriate to the wound. For example, having an arm severed and then reattached might result in a permanent loss of agility (and a scar); physical death following by a re-uniting of the soul and body might cause some experience loss; etc.

7.3

EVIL SPELL LISTS

Evil spell lists are included for evil spell users in all three realms: Channeling, Essence, and Mentalism. These lists reflect the dark sides of Essence, Channeling and Mentalism. A GM should realize that this is a high subjective and flexible concept and should reflect this in his world system. This could range from an evil spell user being perverted and manipulated by evil gods and power sources to minimal effects like the disapproval of superstitious peasants.

Evil spell users are always pure spell users (i.e., they have access to only one realm). They are the Evil Magician, the Evil Cleric, and the Evil Mentalist. An evil spell user has the five evil lists of his realm as his standard set of base lists as well as the six base lists of the corresponding profession for that realm (e.g., an Evil Magician would have the Magician base lists as his additional base lists). An evil spell user should **not** be allowed to choose additional base lists as outlined in Section 5.4.

Option 1: An evil spell user only gets the six evil lists as automatic base lists; but he is allowed to choose five additional base lists from that realm's open lists, that realm's closed lists, and the base lists of the corresponding profession of that realm (e.g., Magician, Cleric, or Mentalist lists).

Option 2: An evil spell user only gets the six evil lists as automatic base lists; but he is allowed to choose five additional base lists from the base lists of one other pure spell user profession of that realm. Such evil spell users could be Evil Illusionists, Evil Animists, Evil Seers, etc.



7.4

ALCHEMIST LISTS AND ITEM CREATION

This section presents guidelines for item creation using the Alchemist spell lists presented in Section 9.2. This material is intended for GMs that do not use the **RM Standard System**, but it can also be used by **RM** GMs when the *Alchemy Companion* is not available.

In any comprehensive world system for a long-running campaign, attention must be paid to explaining where magic items come from. Of course, the simplest solution to this is to say that spells and items come from the gods (or some other external force) and allow no research in terms of the game. If this is the case, the Alchemist spell lists and this section should be ignored. The following sections contain some of the suggested rules for item creation in conjunction with using *Spell Law*.

• • •

Alchemical research is the only way in which a spell user can make a specific magic item, potion, or enchanted material (as opposed to Lord Research, Section 7.4.6, which is essentially random). Under our system, the Alchemist Base spell lists (Section 9.2) provide the necessary framework for making specific items; they are usually usable only by Alchemists (see Section 7.4.7 for some suggested exceptions). Making a magic item consists of simultaneously:

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

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

7.4.1 • CREATING THE BASE ITEM

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

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

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

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

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

- *Work xxx* — always required, even if the material to be worked, *xxx*, is already in the desired shape/form.
- *Make xxx* — required if the material to be worked, *xxx*, is only available in the form of raw materials; see the individual spell descriptions (e.g., to make a steel weapon from available iron, a *Make Steel* spell is required).
- *Make Wand*, *Make Rod*, or *Make Staff* — required to make a Wand, Rod, Staff so that it can be charged with an imbedded spell; see Section 7.4.3.

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

THE BASE ITEMS

The properties of the base items is summarized on the Items Characteristics Chart.

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

Rune Paper — Spell users must have rune paper in order to inscribe runes (see the Open Essence list, *Rune Mastery*, Section 3.1.8). The various *Rune Paper #* spells allow rune paper to be made which will hold various level spells (e.g., rune paper made with a *Rune Paper III* spell will only hold 1st, 2nd, and 3rd level spells).

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

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

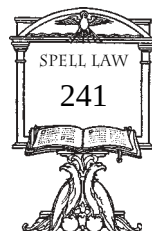
If they are created out of superior materials (assuming iron as a normal, non-bonus material), weapons, armor, and other items can have bonuses that are non-magical. In this case, creating a base item need not be accompanied by enchantment or imbedding a spell.

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

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

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7.4.2 • ENCHANTING AN ITEM

Enchanted properties of an item do not normally require Attunement (i.e., Staves & Wands) skill to use. Standard enchantments include:

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

When an Alchemist wishes to enchant an object, he must perform the enchantment process simultaneously with the creation of the base item and the imbedding of spells (if any). The enchantment process consists of casting the appropriate spell from the Enchanting Ways list once per day during the item creation process (e.g., to make an item enchanted with “Low Intelligence”, the spell *Low Intelligence* must be cast 1/day while the item is being created).

INTELLIGENCE

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

In terms of **Rolemaster**, intelligence allows any character to use spells “imbedded” in items (see Section 7.4.3) without having to successfully use his Attunement skill. Normally, a spell may not be cast from an item unless: the wielder has made a successfully Attunement skill maneuver for the item or the item has the intelligence necessary for casting the spell as outlined below.

The following is a summary of the effects of various intelligences that can be placed in an item by the corresponding spells on the Enchanting Ways list (Section 9.2.1):

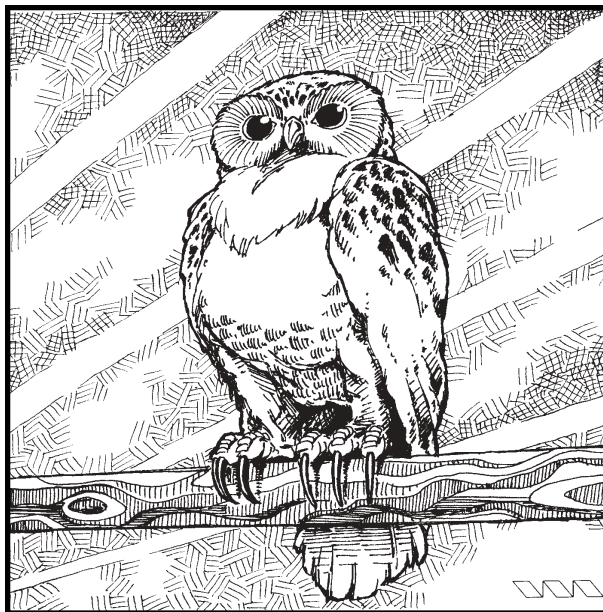
Intelligence	Allows
Empathy	Casting of 1st lvl spells
Low	Casting of 2nd lvl spells
Medium	Casting of 5th lvl spells
High	Casting of 10th lvl spells
Very High	Casting of 20th lvl spells

BONUSES

Bonuses fall into three categories:

- **Weapons** — Normally a weapon bonus gives an additional bonus to the wielder’s Offensive Bonus. *Weapon I* gives a weapon a magical +5 bonus, *Weapon II* gives a magical +10 bonus, etc.
- **Armor & Shields** — Normally a shield bonus or an armor bonus gives a bonus to wielder’s Defensive Bonus. *Armor I* gives a shield or a suit of armor a magical +5 bonus, *Armor II* gives a shield or a suit of armor a magical +10 bonus, etc.
- **General** — Normally a general item bonus gives a bonus when performing the normal function of the item. *General I* gives a “specific use” item (e.g., a grappling hook, a bridle, a ink pen, etc.) a magical +5 bonus, *General II* gives a “specific use” item a magical +10 bonus, etc.

The general category also handles creating power point multipliers and adders. A *+# General* spell will enchant either “+# adder” or a “x (# – 1) multiplier.”



Example: A +10 *Lockpick* fall into the *General* category and would give an additional +10 bonus when used to pick locks. A +4 *General* spell can be used to create a +4 spell adder or a x3 power point multiplier.

Note: A weapon bonus gives a specific add to the combat attack of the character using that weapon; each “I” of an enchantment gives a bonus of +1 to the combat roll under a 1-20 system, and +5 under a 1-100 system. Similarly, each +1 for an armor bonus (or shields) gives a subtraction to the attack roll of persons attacking the character who is wearing the armor. The +1 general category is meant for the miscellaneous items which exist in various world systems (e.g., +1 rings, or cloaks).

SPECIAL ENCHANTMENT

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

If a GM feels that a special enchanted ability is standard for Alchemists in his world system, he may place a spell for enchanting that ability at any level on the Enchanting Ways list that he deems appropriate. Otherwise, an Alchemist should be required to research the enchantment spell for that ability using the spell research rules detailed in Section 7.5. This research should require that the researcher cast the 1st level *Research* spell on the Enchanted Ways list once per day.

Example: An Alchemist wishes to enchant a sword to be an Orc-slaying weapon. If the GM decides that the ability is a known Alchemist enchantment, he might assign it a level of 15. If not, he could still assign it a level of 15, but the Alchemist would be required to research the spell for 11 months and 1 week as required in Section 7.5. It might even take longer if the Gamemaster decides the ability is really obscure and requires the research time for a spell not on a normal list; triple normal time: 2 years, 9 months and 3 weeks.

7.4.3 • IMBEDDING SPELLS

Spells can be imbedded in items by casting the appropriate spell or spells from one of the Alchemist Base lists, Imbed Essence or Imbed Mentalism/Channeling. While a Base Item (see Section 7.4.1) is being created, several procedures must be performed in order to imbed a spell:

- 1) The appropriate *Imbed #* spell for the appropriate realm must be cast on the item once a day (that's why the Duration of many Alchemist Base spells is 24 hours).
- 2) The spell to be imbedded must also be cast on the item once a day while creating the item (this spell can be cast by the Alchemist, an item, or another spell user).
- 3) If the item is to be a Wand, a Rod, or a Staff, then the appropriate *Charge xxx* spell must be cast on the item once a day.
- 4) If the item is to be a Daily item, or a Constant item, then the appropriate *Daily #* or *Constant* spell must be cast on the item once a day.

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

NORMAL IMBEDDING

If only procedures 1 and 2 above are performed, the spell imbedded can only be used **once**. After such a spell is cast, it is gone and cannot be recharged.

CHARGED ITEMS: WANDS, RODS, STAVES

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

- The base item must be of the appropriate type (i.e., Wand, Rod, or Staff; see Section 7.4.1).
- The appropriate *Charge xxx* spell must be cast on the item (in addition to the other required spells) once per day while the item is being created.

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

Option: If a GM does not wish to keep track of the charges on items in his world, he may wish to roll (1-100) each time a *Charged Item* is used. If the roll is less than a certain number, then the last charge in the item has been used. The suggested values for the chance of charge depletion are provided on the Item Characteristics Chart: 1-10 (10%) for Wands, 1-4 (4%) for Rods, and 1-1 (1%) for Staves. Note that this is not cumulative, thus a *Charged Item* will continue to function until a low enough roll is made, and may potentially function forever).

DAILY ITEMS

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

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

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

CONSTANT ITEMS

A spell can be imbedded in an item so that the imbedded spell works continuously (i.e., constantly). This requires the appropriate *Constant* spell be cast once a day while creating the item.

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

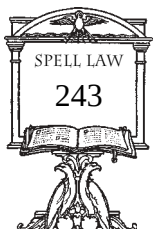
Note: One viable option for a GM is to only allow rings to be Constant items. Only one spell per ring can be imbedded. Only two rings can be worn and used per character (except in extreme circumstances to be determined by the GM).

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ITEM CHARACTERISTICS CHART

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



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RESEARCHING IMBED SPELLS

If a GM feels that a more specific *Imbed* spell is standard for Alchemists in his world system, he may place such a spell at any level on the appropriate Imbedding list. Otherwise, an Alchemist should be required to research the Imbed spell using the spell research rules detailed in Section 7.5. This research should require that the researcher cast the 1st level *Research* spell on the appropriate Imbedding list once per day.

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

7.4.4 • THE COST OF MAKING MAGIC ITEMS

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

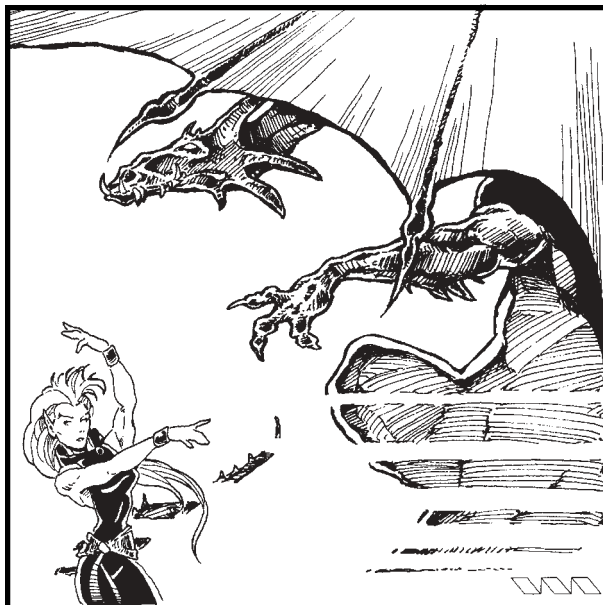
- Time (see below).
- Required spells and Power Points (see Sections 7.4.1-7.4.3)
- Material and possibly money (depends upon world system)
- Standard research costs if necessary (see Section 7.5)

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

TIME COST

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

- 1) Creating the **base item** — This costs one week per level of spell used in creating the base item; see Section 7.4.1 for the list of required spells. The spells normally cast for the base item are:
 - The *Work xxx* spell
 - A *Make xxx* spell (if there is one)
 - A *Make Wand, Rod, or Staff* spell (if there is one)
- 2) Placing an **enchanted ability** in the item — There can be multiple enchanted abilities in an item; for the purposes of time cost (see below) treat each enchanted ability as a separate *capability*. See Section 7.4.2 for required spells. Only one spell from the Enchanting Ways list is normally required for an enchanted ability.
- 3) Placing an **imbedded spell** in the item — There can be multiple imbedded spells in an item; for the purposes of time cost (see below) treat each imbedded spell as a separate *capability*. See Section 7.4.3 for the list of required spells. The spells normally cast for an imbedded spell are:
 - The spell imbedded
 - The *Imbed #* spell
 - A *Charge xxx, Daily #, or Constant* spell (if one)



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

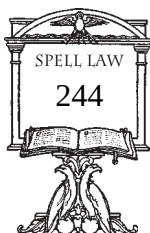
Capability Time Costs: For these cost calculation purposes, a *capability* refers to an enchanted ability **or** an imbedded spell. Basically, the time required for each capability is:

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

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

Total Time Cost =

- 1 wk per lvl of spells for the base item
- + 1 wk per lvl of spells for 1st capability
- + 2 wk per lvl of spells for 2nd capability
- + 3 wk per lvl of spells for 3rd capability
- + etc.



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

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

- [15 weeks for the base item]
- + [19 weeks for imbedding the Haste VI spell]
- + [2 x 15 weeks for the Orc-slaying enchanted ability]
- = 15 + 19 + 30
- = 64 weeks

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

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

- [30 weeks for the base item]
- + [13 weeks for imbedding Sudden Light spell]
- + [2 x 10 weeks for the +2 spell adder enchanted ability]
- + [3 x 8 weeks for +10 wp. enchanted ability]
- = 30 + 13 + 20 + 24
- = 87 weeks

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

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

REQUIRED SPELL CASTING COSTS

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

MATERIAL AND MONEY

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

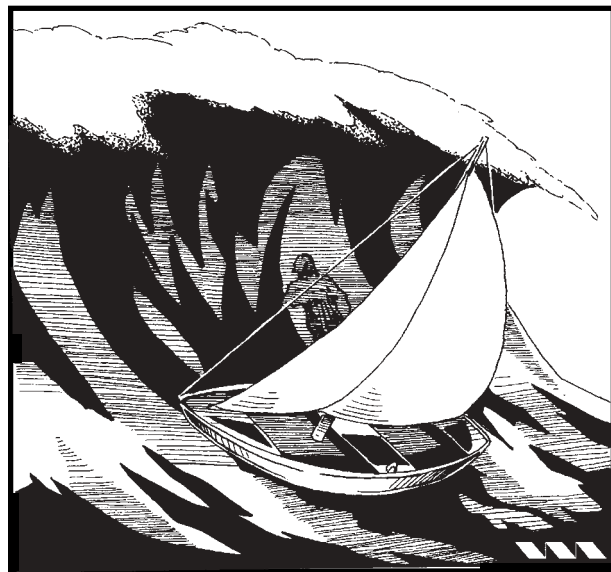
Example: Suppose the GM ruled that the Mithril hammer in the example above requires 1 pound of Mithril (i.e., the rest of the weight is a wood or metal shaft and a steel core). The Alchemist would have to obtain the pound of Mithril. If a Mithril piece (.25 oz) is worth 100 gold pieces, 1 pound of Mithril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

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7.4.5 • MAKING “ARTIFACTS”

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



7.4.6 • LORD RESEARCH

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

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

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

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

7.4.7 • SPECIAL RESEARCH

Of course, special research rules may be instituted by the Gamemaster as he sees fit. We present a few which might be appropriate.

LIMITING ALCHEMIST RESEARCH

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

CREATION OF ITEMS BY NON SPELL USERS

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

7.5

SPELL RESEARCH

This section presents guidelines for spell research. This material is intended for GMs that do not use the **RM Standard System**, but it can also be used by **RM** GMs when other, more detailed guidelines are not available.

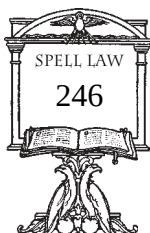
Spell research is the development of new spells to go on existing spell lists or new spells that do not fit on any existing list. Potentially, an entire new spell list might be researched by some powerful character, and the knowledge of it passed on to his friends and followers.

In any comprehensive world system for a long-running campaign, attention must be paid to spell research. This is essential for explaining how spells are developed. Of course, the simplest solution to this is to say that spells come from the gods (or some other external force) and allow no research in terms of the game. If the material in this section should be ignored. The following sections contain some of the suggested rules for conducting research in conjunction with using *Spell Law*.

7.5.1 • LIMITATIONS

The GM should first determine if the proposed spell is acceptable for his world system. He is the final authority on the inclusion of a researched spell into his game and should examine each prospective spell closely. He may wish to introduce his own spell lists or spells to be available for the characters and non-player characters in his game.

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



Definition of Realm — The GM should determine the realm of the proposed spell, (i.e., is the spell an Essence spell, a Mentalist spell, a Clerical spell, or perhaps a Hybrid spell). The introductions to the various spell books are useful for this purpose, and it should be noted that certain concepts have been deliberately left off certain lists with this restriction in mind (e.g., Clerics do not throw lightning bolts).

Normally, a character may not research a spell outside of his realm of magic. Hybrid spell users may research spells in either of their two realms, but they are severely limited in the power of the spells they can research that do not fit on their base lists (i.e., since they cannot easily learn other lists beyond level 10, they could not research such spells).

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

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

7.5.2 • REQUIREMENTS FOR SPELL RESEARCH

After satisfying himself that the researcher can learn the spell desired, the GM must establish that the character has access to the research material necessary (which may well involve payment) and subsistence. Other activity should be severely curtailed (i.e., he should plan to spend at least 8-10 hours a day doing the research). The researcher may then proceed to do his studying; the total amount of time required is discussed below.

Researching Spells on Known Lists — If the spell is on an existing spell list, and the researcher knows that spell list to the level the Gamemaster determines the spell to be, the amount of time shown by the following chart must be spent in research.

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

SPELL RESEARCH TIME CHART

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

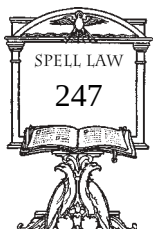
Section 7

Spell Research

Spell Research Time Chart

7.5.3 • SUCCESSFUL RESEARCH

Upon completing the required research, the researcher rolls once on one of the “General” column of the Basic Attack Table 5.1. Any non-failure result indicates that the spell has been successfully learned. The researcher now knows the spell (and only the researcher). He may teach it to an associate at one fourth of the original research cost in time for both him and his pupil. The Gamemaster may wish to eventually allow certain researched spells to become a part of the list system for his world.



Section 8

How to Use
Spell Law
Without
Rolemaster

Dice Rolling
Conventions

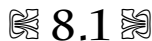
Definitions

APPENDIX B — HOW TO USE SPELL LAW WITHOUT ROLEMASTER

This section presents a set of guidelines for using *Spell Law* if you do not have access to the full *Rolemaster* system. Certain rules have been simplified or changed to make it easier to use for those unfamiliar with *Rolemaster*.

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DICE ROLLING CONVENTIONS

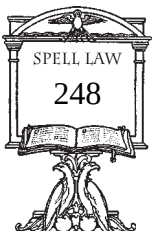
Each *die* used in *Spell Law* is a 10-sided die which gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. However, results between 1 and 100 are the primary basis of *Rolemaster* (i.e., it is a “percentile” system).

Note: Dice can be obtained at your local game stores.

PERCENTILE (“1-100”) ROLLS

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

Example: The GM asks a player to make a 1-100 roll. The two dice are rolled; the tens die is a “4” and the ones die is a “7.” Thus the result is “47.”



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

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

High Open-ended Roll — To obtain a “high open-ended roll” first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

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

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

NON-“1-100” ROLLS

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

1-5 Roll — Roll one die, divide by 2 and round up (“D5”).

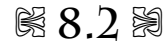
1-8 Roll — Roll one die; if the result is 9 or 10, reroll until a 1 to 8 result occurs (“D8”).

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

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

UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts with a UM. For example, all spell attack rolls of 01-02 indicate immediate spell failure, regardless of target, caster, or any other considerations.



DEFINITIONS

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

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

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

Basic Attack Spell: A spell that attacks a target, but which is not an Elemental Attack spell.

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

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

Channeling: One of the realms which provide the source of power for spells.

Closed Spell List: A spell list that is learnable only by the pure and hybrid spell users of the spell list’s realm.

Concussion Hits: See “Hits.”

Critical Strike: Unusual damage due to particularly effective Elemental Attacks. **Note:** *The term “critical” will often be used instead of “critical strike.”*

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender’s advantages.

Dice Roll: See Roll.

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

Essence: One of the realms which provide the power for spells.

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

Failure: See “Spell Failure.”

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

Gamemaster (GM): The gamesmaster, judge, referee, etc. The person responsible for giving life to a FRP game by creating the setting, world events and other key ingredients. He interprets situations and rules, controls non-player characters, and resolves conflicts.

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

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

Level: See “Experience Level.”

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

Maneuver Roll: A roll that is used to determine the results of a maneuver.

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

Mentalism: One of the realms which provide the source of power for spells.

Missile Weapon: In *RM*, this indicates a low-velocity airborne projectile, usually from a manually fired weapon (or thrown). Such weapons include an arrow from a bow, a quarrel from a crossbow, a stone from a sling, etc.

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

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

Offensive Bonus (OB): Each character has an “offensive bonus” when he is making an attack—this OB includes bonuses for the character’s stats, superior weapon, skill rank, magic items, etc.

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

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

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

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

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

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

Pure Spell User: A spell user who can only cast spells in one of the three realms.

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

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

Roll: In *Spell Law* two different colored 10-sided dice are used to resolve any activity requiring a “Roll”; such dice are available in most hobby and toy stores. Each of these dice has two sets of the numbers: 0,1,2,3,4,5,6,7,8, and 9. These dice can be used to obtain a variety of results.

Round: The time (10 seconds) required to perform one action.

Semi Spell User: A spell user with some spell casting capability in one realm, but also with considerable non-spell capabilities. A character is a Semi spell user by virtue of his profession only.

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. “Skill Rank” is a measure of the effectiveness of a particular skill.

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

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

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

Spell List: A grouping and ordering of related spells based upon a correlation of level, intricacy, and potency of the spells.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops his skills, moves, fights, takes damage, absorbs information, etc. To convert from a 3-18 scale, simply multiply by 5 and add 5.

Stat Bonus: Each stat is assigned a bonus that is used to modify maneuvers and skill checks. When a stat bonus is needed, check the chart below.

Stat Bonus Chart

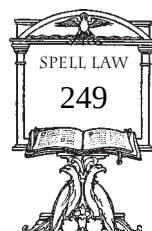
1-100 Stat	3-18 Stat	Stat Bonus
102+	20+	+35
101	19	+30
100	18	+25
98-99	17	+20
95-97	16	+15
90-94	15	+10
75-89	13-14	+5
25-74	9-12	+0
10-24	7-8	-5
5-9	6	-10
3-4	5	-15
2	4	-20
1	3	-25

Static Action (Static Maneuver): An action performed by a character which requires unusual concentration, or thought under pressure, and does not involve much physical movement.

Swing: A melee attack (noun) **or** to make a melee attack (verb).

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

Section 8 Definitions



Section 8

Realms of
Power

Spell User
Classifications

Pure
Spell Users

Hybrid
Spell Users

8.3

REALMS OF POWER

Spell usage falls into three separate realms each of which concerns a different source of the power required to cast a given spell **and** a different set of spell lists. Similar spells exist in more than one realm, but the source of the power for the spells is dependent on the realm from which that power comes. Except for the hybrid spell users, spell users can only use one of the realms of power. These realms of power are Essence, Channeling, and Mentalism.

CHANNELING

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is spiritual in nature and independent of the Essence. A spell user of Channeling draws directly on the power of his deity, even though this doesn't "usually" require the conscious cooperation of the deity. Thus, as long as the spell user is using relatively subtle spells (e.g., healing, detection, etc.), spell casting is handled normally. More powerful and significant spells such as death spells and revival of the dead might require active consent of a deity, depending upon the world system being used by the Gamemaster.

Restriction: *Metal interferes with the drawing of power from deities, so no metal may be worn when casting or using a Channeling spell (any spell of this realm). In addition, only a small amount of metal may be **carried** on the person of a spell user of Channeling when casting or using spells; this should be determined by the Gamemaster dependent upon his world system.*

ESSENCE

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, The Force, etc. A spell user of the Essence taps this power, molds it, and diverts it into his spells. Most of his powerful spells reflect this and are elemental in nature: fire, earth, water, wind, light, cold, etc.

Restriction: *The more inert material that is on the person of the spell user of Essence, the more difficult it becomes to manipulate the Essence. Thus, when casting or using an Essence spell no armor, heavy clothing, or helmet may be worn. When the cooperation of more than one party is necessary for the casting of the Essence spell, all parties must abide by the above restriction.*

MENTALISM

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

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

ARMS

Arms is not a realm of magical power and is merely mentioned for completeness. Non spell users are classified as concentrating in this realm and are especially adept at armed combat and maneuvering.

8.4

SPELL USER CLASSIFICATIONS

Spell users are classified according to their realm of power and their profession. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a "profession." Many "professions" are described below; however, Gamemasters may wish to initiate others or use those of different systems. The professions mentioned below are discussed only in terms of their spell casting capabilities and most of their other capabilities are left to whatever character development system is being used.

8.4.1 • PURE SPELL USERS

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

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

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

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

Lay Healer — Lay healers are pure spell users of Mentalism who have concentrated on spells which heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

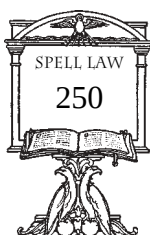
Magician — Magicians are pure spell users of Essence who have concentrated in the elemental spells. Their base spells deal mainly with elements: earth, water, air, heat (e.g., fire), cold (e.g., ice), and light (e.g., electricity).

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

8.4.2 • HYBRID SPELL USERS

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

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



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

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

8.4.3 • SEMI SPELL USERS

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

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

Dabbler — Dabblers are Semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with stalking, hiding, and other subterfuge activities.

Magent — Magents are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with intrigue and information gathering.

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

Paladin — Paladins are Semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with combat, healing and service to their deity.

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

8.4.4 • NON SPELL USERS

Members of these professions have no inherent magical realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamemaster's discretion). Even then their spells are of very limited potency. If a non spell user does learn to cast spells, he is restricted to spells from one realm only. He makes his choice of realm during his adolescence development.

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

Rogue — Rogues are characters with some expertise in thieflly abilities and more specialized knowledge of arms than that possessed by Fighters. Normally a Rogue will be almost as good as a Fighter with one weapon of his choice. The cost of developing his thieflly skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession.

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

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

8.5 SPELL LISTS

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). This section covers the use of *Spell Law* spell lists.

Note: *An experience level is an abstract measure of the capabilities of a fantasy role playing character. This "level" is a factor determined by the character system being used by the Gamemaster. For systems not normally using levels, the Gamemaster may have to make up some measure of power (i.e., skills, talents, etc.) to rank his characters within a level system that defines level 0 as a young townsman and level 20 as a "Lord" in his respective profession.*

8.5.1 • CONCEPT AND DESCRIPTION

A spell list is an ordering of spells based upon the correlation of spell level, intricacy of the spell and potency of the spell. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are learned in stages, as the character progresses in experience, knowledge and power. It is quite often the case that a character has learned a list only to a certain level. In such a case, the character would know, and potentially be able to cast, all the spells on that list up to the level to which the list was known. The spell user gains the ability to cast these spells when his experience level is greater than or equal to the level of each spell.

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

Note: *A spell user who learns a spell list or part thereof immediately acquires the ability to use the spells he now knows (of his level or below).*

8.5.2 • CLASSIFICATIONS

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

BASE SPELL LISTS

There are six Base spell lists for each spell user profession. These lists may only be learned by members of that profession. These spell lists represent professional specialties.

CLOSED SPELL LISTS

Closed spell lists involve the deepest and most powerful concepts common to each realm of magic, requiring tremendous dedication and specialization to master or learn at all. Pure spell users may learn the use of closed lists in their realms. Hybrid spell users may, with some difficulty and limitations, learn the use of closed spell lists in either or both of their two realms of power. Semi spell users and non spell users may never learn closed spell lists of any realm.

OPEN SPELL LISTS

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

Section 8

Spell User
Classifications

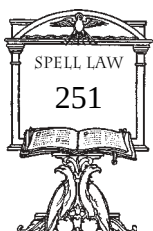
Hybrid
Spell Users

Semi
Spell Users

Non
Spell Users

Spell Lists

Concept and
Description





8.5.3 • LEARNING LISTS

Spell users learn lists up to and including certain levels by choosing “portions.” This is the crucial point in this system and must be carefully considered by the Gamemaster. Allow too many *portions* and spell lists are obtained too easily; too few *portions* and not enough flexibility is obtained. The suggested number of “portions” is one per experience level for pure and hybrid spell users (with a very small chance of one more—this chance should be dependent upon the effort spent leaning the list; their aptitude, time, research, etc., might affect the chance). It is suggested that Semi spell users be given a chance at one *portion* per level (25-50%) and perhaps a very, very slim chance (5%) for non spell users making a special effort. No spell user may select a *portion* from a list outside his own realm (for this purpose non spell users should choose a realm at level one).

TYPES OF PORTIONS

A portion, when chosen, allows the character to learn some of the spells on a single spell list. From one to ten new spells may become known to the spell user for each portion he chooses (dependent upon the level and profession of the spell user, the list on which the portion is chosen, and the prior knowledge of that list that the spell user had). Remember that the spell user does not gain the ability to cast these spells until he reaches their level, and that even then he must abide by all of the normal restrictions for casting spells. There are five types of “portions” that may be made. Generally, a profession will be restricted to using certain types of portions on certain types of lists (reflecting the relative difficulty of learning these lists). Certain professions cannot choose certain types of portions at all, and others may be restricted from choosing certain types of spells or spells beyond a certain level.

- “A” **Portion:** An “A” Portion includes all spells on the list up to and including level 5 (1-5th level).
- “B” **Portion:** A “B” Portion includes all spells on the list up to and including level 10 (1-10th level).
- “C” **Portion:** A “C” Portion can only be learned if an “A” Portion has already been learned for the spell list and the spell user is level 5 or higher. (In effect, he can already cast the spells of lower level than the ones he is attempting to learn). A “C” Portion includes all spells on the list up to and including level 10 (5-10th level).
- “D” **Portion:** A “D” Portion can only be learned if a “B” Portion has already been learned for the spell list and the spell user is level 10 or higher. A “D” Portion includes all spells on the list through level 20 (10-20th level).
- “E” **Portion:** An “E” Portion can only be learned if the spells on the list have already been learned to level 20 (through a “B” Portion and a “D” Portion previously learned). This Portion includes a single 25th, 30th or 50th level spell. All spells of lower level on this list must have already been learned (including the 25th level spell if the 30th level spell is the one being learned, or both of the above if a 50th level spell is the one to be learned). In addition, the spell user must be at least the same level as that of the spell being learned.

PORTIONS AVAILABLE

A spell user may only learn certain “portions” of spell lists (see above), dependent upon the “portions” (see above) he may make. These restrictions are summarized in the following chart:

	Base List	Open List	Closed List
Pure Spell Users	B, D, E	B, D	B, D
Hybrid Spell Users	B, D, E	B	A, C
Semi Spell Users	B, D, E	A, C	—
Non Spell Users	—	A	—

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

Example: Suppose a Magician reaches 26th level, and knows one of his base lists to level 20, one of his closed lists to level 20 and another to level 10. With one choice he can (a) learn a new spell list up to and including 10th level, (b) learn the 25th level spell on the base list he already knows to 20th level, or (c) learn the 11th–20th level spells on the second closed list (the one he already knows to 10th level). Note that because the other closed list is not a base list, he could not learn its 25th spell as a type “E” portion.

8.5.4 • EXTRA BASE LISTS

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

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

8.6 CASTING SPELLS

Once a list is known (i.e., learned) to a given level, a spell user can cast those spells he knows at his level or lower. Normally, however, a spell user is restricted in how long it takes to cast a spell and how many spells he can cast before resting.

8.6.1 • CASTING CAPABILITIES

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

INHERENT CAPABILITIES

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

Realm	PP Stat
Channeling	Intuition (wisdom, insight, luck)
Essence	Empathy (intelligence, bardic voice)
Mentalism	Presence (charisma, mental discipline)

A GM who is using a 2-12 or a 3-18 stat system may use the appropriate column on the *Stat Bonus Chart* to obtain a character's power points per level. This is dependent upon his game's character creation system, but for a character of extraordinary faculties it could be as high as three or four points.

Example: Suppose a 15th level Cleric had an Intuition (Wisdom) of 92 (or 15 under a 3-18 system), then the Cleric would have 15 power points each day (1/level x 15th level). If his Intuition was 95 (or 16), then he would have 30 (2x15) PPs per day. If his Intuition was 100 (or 18), he would have 45 (3x 15) PPs per day. Assuming the last PP total (45) the Cleric could cast 3 of his highest level spells (15th); or 4 of his 10th level spells and a 5th level spell, or any combination of spell levels adding to 45.

Under certain circumstances, the GM may find it desirable to allow all spell users to have a minimum of one power point per level. (non spell users should not get this benefit.) Although spell users should be rare in any environment, they are among the most interesting characters to play in any fantasy game and a player wishing to have a spell using character may be severely handicapped if his PP stat is not high enough to give him inherent PPs.

Note: Certain spells allow the transfer of PPs between characters; a character cannot receive more than twice his inherent PP total.

BONUS ITEMS

Certain magic items, bonus items, can enable characters to cast more spells per day.

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

Spell Adders — Each +1 on a spell adder means that the owning spell user may cast (once) any one spell which he can normally cast, and not expend any PPs. These spell items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain his own PPs).

Example: Suppose the 15th level Cleric in the example above had an Intuition of 92 (15 power points) and a +2 spell adder. He may cast any combination of spells he knows costing up to 15 PP and he may cast any 2 other spells that he knows (the levels of these two additional spells would not matter at all for the purposes of calculating the PPs he had expended). If the same Cleric had a "x2" power point multiplier, he would have 30 power points to expend in the normal manner.

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

- Only one bonus item should be usable by any one character between rest periods (possession of 2 "x2" PP multipliers doesn't multiply your spell points by 4).
- Bonus items should be usable by only 1 character per day.
- Bonus items should be required to be held (or at least worn) when used (e.g., a Magician would have to carry his wand in his hand if that were his bonus item).
- It is also suggested that bonus items be restricted to working in only one realm of power, except for hybrid spell user bonus items.

HYBRID POWER POINTS

Inherent power points for hybrid spell users are obtained by averaging the key mental statistics for their two realms of power, and then using that to look up the PPs per level from the *Stat Bonus Chart*. A hybrid spell user can still utilize only one bonus item between periods of rest, but he can use an item from either of his realms of power. However an item keyed to only one realm will only work on spells from that realm, so a hybrid spell user would need a special item keyed to his combination of realms to use the bonus on his base spells. Such an item will work on spells from either of his realms and for any spell user of his profession. If a multiplying item from one of the two realms involved is being used by the hybrid, only the power points he naturally had available could be used outside that realm.

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

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

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

A +2 spell adder for a Mystic (Essence & Mentalism) would allow him to cast any 2 spells he knows.

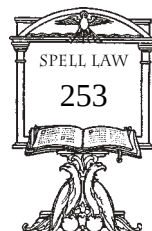
MISCELLANEOUS

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a Cleric's deity might result in increased power points, or areas of rich or poor Essence might exist on a world which would affect a Magician's power points. This is a factor which is decided by the Gamemaster.

Section 8

Casting Spells

Casting Capabilities



8.6.2 • TIME REQUIRED TO CAST A SPELL

Time
Required to
Cast a Spell

Casting Spells
From Items

The Tactical
Combat
Sequence

The time required to cast a spell will be described in terms of rounds. (We suggest 10 second rounds, but this may vary from game system to game system.) The time required to cast a spell is based on the level of the spell user and the spell he is trying to cast. Most spells become easier to throw as the caster becomes more familiar with them, a factor that is reflected in game terms by comparing his level to that of the spell being cast.

During spell preparation, a spell caster must concentrate and be relatively inactive (10% of normal activity or movement allowed). On the round of spell *effect* (i.e., when it is actually “cast” or “thrown”) a spell caster may operate with 25% of normal activity (which means he may not cast another spell). If a caster is dropped, stunned, or killed during preparation, the spell is canceled but no power points are expended.

Note that certain spells are instantaneous in effect and do not require preparation. Treat these as Class I spells (see below) regardless of the level of the caster. Instantaneous spells are marked as such on the spell lists and in the descriptions.

Option: A Gamemaster may wish to allow 90% of normal activity (instead of 25%) for the caster of an instantaneous spell. If this option is chosen, the GM should still only allow one spell to be cast per round.

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

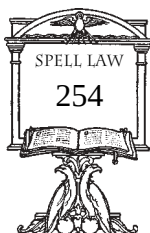
Class II Spells — Class II spells require two rounds to cast; one round of preparation, and one round for effect. Class II spells have a level of three less than the caster, four less than the caster, or five less than the caster (e.g., a spell user of level 7 would have all of his 2nd, 3rd, and 4th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

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

8.6.3 • CASTING SPELLS FROM ITEMS

When an imbedded spell is cast from an item, three things must be considered:

- **First**, the character using the item must be able to use such an item. A spell user may automatically use any rune or item which he creates (i.e., he need not make an “item use” roll or a “read runes” roll). Once a character “learns to use” a reusable item (e.g., Wand, Rod, Staff, Daily item, etc.), he may freely use the item without having to make further “use items” rolls.
- **Second**, the *level of effect* of the spell cast is the level of the spell itself (on whatever list it might appear) and not the level of the character using the item.
- **Third**, the number of rounds required to prepare and cast the spell depends upon the level of the character as detailed in Section 8.6.2. If the spell would normally be a Class II spell for him, he would require one round for preparation and one round for effect (exactly as if he were casting a Class II spell normally). If the character using the item is of a lower level than the spell being cast from the item, the spell is treated as Class III for preparation and effect timing.



8.7 THE TACTICAL COMBAT SEQUENCE

This tactical combat sequence is based on a time frame of 10 second battle rounds and one minute turns (i.e., 6 rounds equal one turn). Normally, each combatant is allowed one attack roll per round, whether it be a spell, missile (bow and thrown fire), or melee. The rationale behind allowing missile and melee combatants only one roll every ten seconds is that, though he or she may actually swing or fire more often than this, only one effective attack is made in a round. The other swings/shots are assumed to be nullified by a shield, movement, a weapon, and/or fate.

The basic principle to keep in mind is that each action takes a percentage of a round to complete. For example, one can view a physical attack as at least a 50% activity, casting a spell as a 75% activity, preparing a spell as a 90% activity, and movement as a 0-100% activity. Thus someone that casts a spell may not also make a physical attack.

The time allotted to each round may vary with the game system and the preference of the GM, but the following sequence of action is recommended with rounds or turn segments of 6 to 10 seconds each.

8.7.1 • THE BATTLE ROUND SEQUENCE

A battle round sequence for use without *Rolemaster* is provided below.

- 1 — Spell Action Phase
- 2 — Spell Results Phase
- 3 — Spell Orientation Phase
- 4 — Fire Phase—A
- 5 — Fire Result Phase—A
- 6 — Movement/Maneuver Phase
- 7 — Fire Phase—B
- 8 — Fire Result Phase—B
- 9 — Melee Phase
- 10 — Melee Result Phase
- 11 — Final Orientation Phase

SPELL ACTION PHASE (75% OR 90%)

All combatants who will cast (or prepare) a spell during this round must specify any pertinent information to the GM (spell type, target, option to wait for opportunity fire, etc.).

- Movement/Maneuver is reduced to a maximum of 25% of normal for those who have cast a spell this round, and 10% for those who have prepared a spell.

SPELL RESULTS PHASE

All “cast” (not prepared) spells specified in the previous phase are resolved simultaneously, unless an exception is indicated by the system or the GM. Effects are applied immediately, except spells held on opportunity.

- Movement/Maneuver is reduced to a maximum of 25% of normal for those who have cast a spell this round, and 10% for those who have prepared a spell.

SPELL ORIENTATION PHASE

All combatants who performed unusual activities during the previous phase (e.g., Teleportation, etc.) must make an orientation roll to determine how well they have adapted themselves to their new surroundings. An exceptionally low roll might incapacitate them for the remainder of the round and prejudice their chance for successful action in the next round, while an exceptionally high roll would indicate the best possible result (intermediate values should be adjusted by the GM if necessary). The GM must determine what constitutes unusual activity within the context of the situation.

FIRE PHASE—A (50%)

All combatants who will fire during this phase must specify missile type, target/target area, and any other pertinent information. Users of self-reloading weapons (e.g., usually automatic/semi-automatic projectile weapons) are able to fire in both this and Fire Phase B. Users of missile (bow) weapons and thrown weapons may fire in either phase, but only one. Exception: theoretically a character with a throwable weapon in each hand may throw one in Fire Phase (A) and one in Fire Phase (B).

- Spell casters/preparers may not fire.

FIRE RESULT PHASE—A

All missile attacks specified in the previous phase are resolved simultaneously, unless an exception is indicated. All results are applied immediately. In the subsequent phases, all Phase—A firers have 50% of their activity left and thus may:

- Move/maneuver at 50% of normal.
- Fire normally in Fire Phase (B) (self-reloading weapons only).
- Melee with a -50 mod to OB.

MOVEMENT/MANEUVER PHASE (0-100%)

All combatants in play may move up to the maximum of their movement allowance (depending on any activity engaged in during the earlier phases, and the movement system being used).

- Normally, drawing a weapon takes 20% of normal activity while changing weapons takes 50% of activity.
- Dropping a weapon and drawing one takes 25% of activity.

FIRE PHASE—B

Same as Fire Phase—A, except that a character may not fire if he has done any of the following this round:

- Cast/prepared a Spell.
- Fired in Fire Phase—A and moved/maneuvered.
- Moved/maneuvered more than 50% of normal allowance.
- Been incapacitated and/or failed an orientation or maneuver roll.

FIRE RESULT PHASE—B

The same as Fire Result Phase—A.

MELEE PHASE (50%-100%)

All characters may make a melee attack except those who have used more than 50% of their activity for the round. That is, they may not have done any of the following this round:

- Cast or prepared a spell.
- Fired in Fire Phase—A and moved/maneuvered.
- Moved/maneuvered and fired in Fire Phase—B.
- Fired in Fire Phase—A and fired in Fire Phase—B.
- Moved/maneuvered more than 50% of normal allowance.
- Been incapacitated and/or failed an orientation or maneuver roll.

MELEE RESULT PHASE

Within each group of combatants attempting to melee attack each other, attacks are resolved in the following sequence:

- 1) Determine order in which combatants will attack by comparing initiative (quickness, and other factors, depending on circumstance); see Section 5.6.

- 2) First combatant attack and result are applied immediately.
- 3) Second combatant, third combatant, etc., attack and apply results in order.
- 4) First combatant attacks with any usable second weapon, if any (e.g., he entered melee with a weapon in each hand, he is hasted, etc.).
- 5) 2nd, 3rd combatants, etc., attack with any 2nd weapon.

FINAL ORIENTATION PHASE

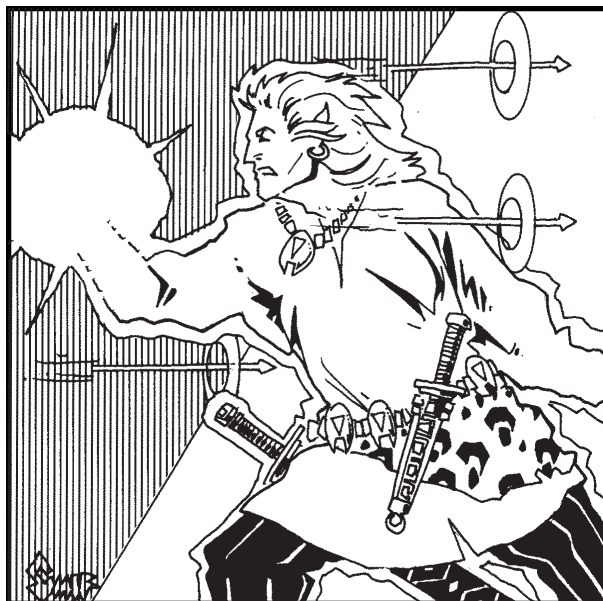
In the judgment of the GM, any combatant who has been under significant pressure (e.g., surprise), or has made an unusual maneuver may be required to make an orientation roll, which may affect his ability to act in the next round.

8.7.2 • EXCEPTIONS

OPPORTUNITY ACTION

Combatants may plot *opportunity action* if they wish to perform a combat activity in a following phase of the current round or a following round. For example, a combatant may wish to withhold casting a spell until he sees who is moving where, and then cast. Opportunity action is announced during the correct phase for the desired action. Movement restrictions apply as if the combatant had actually performed the action during the correct phase. A combatant who has planned opportunity action can take no other action (except reduced movement) until the action is performed or canceled. Opportunity action occurs first in a phase, unless otherwise indicated by the GM.

Example: During the spell phase, a combatant with a prepared spell announces opportunity spell casting. He may then cast the spell in any of the following phases of this and following rounds. Until he casts the spell, he may neither melee, fire, nor make maneuvers. He is also reduced to 25% of his normal movement until the round after he casts the spell or until he cancels this opportunity action. During a fire phase of some following round, a character attempts to fire a bow. The spell user who has planned opportunity fire now casts his spell, resolving it before the bow is fired. If the Bowman is incapacitated, the bow attack will not occur.



Section 8

The Tactical
Combat
Sequence
Exceptions

Section 8

The Tactical
Combat
Sequence
Exceptions
Orientation
Rolls
Movement
Conflicts

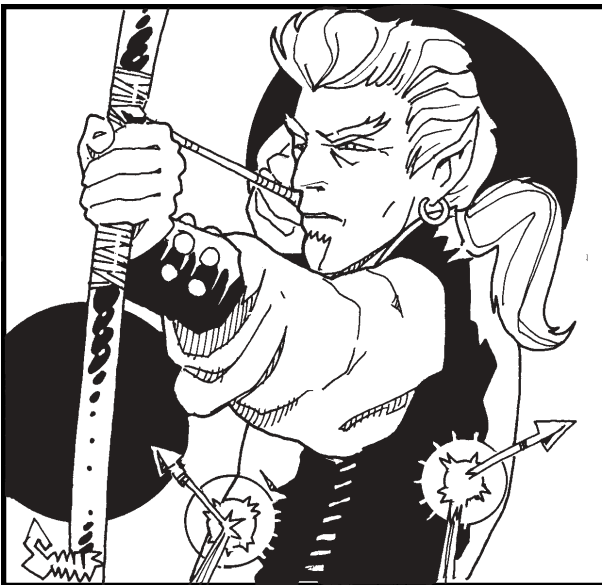
OPPORTUNITY FIRE

A combatant may claim Opportunity Fire during any phase of the combat round that he would normally be able to fire, and does not (see above). He may then fire normally during a subsequent phase of the same round or a following round (and would resolve his fire before other combatants). Opportunity Fire must be claimed against a known foe (or group of foes in the same location). It may also be claimed against a terrain feature or specific area (like a window, portal, the corner of a building, etc.).

Example: *Aurum is in combat with several minions of Traegon. During Fire Phase-A, he claims Opportunity Fire on a specific minion he knows is hiding behind a big rock. During the Movement and Maneuver Phase of the next round, the minion breaks from cover and tries to run to a gully where all of his buddies are. He never makes it; Aurum throws his dagger during the Movement and Maneuver Phase and drops him.*

Movement is restricted to 25% of normal until the action is taken or canceled. A combatant who has declared Opportunity Fire may take no other action (except reduced movement) until the Opportunity Fire is performed or canceled. Opportunity Fire occurs first in any given phase unless otherwise indicated by the GM. No character may fire more than once in a given phase.

Example: *Assume the same situation as given in the example above. However, this time the minion steps out from behind the rock during the Movement and Maneuver Phase, but Aurum holds his Opportunity Fire. The next phase of the combat round is Fire Phase (B). Aurum decides that he wants to take his shot now, and fires (i.e., throws) first. Aurum's player also wants to take his normal Fire Phase (B) shot with the dagger in his other hand, but the GM indicates (quite correctly) that no combatant may fire twice in the same phase. Aurum's player says that is unfair. The GM says (quite correctly) that Aurum's player is unreasonable.*



OB PENALTIES FROM MOVEMENT/MANEUVER

If a character moves/maneuvers and then fires in Fire Phase (B) or melees in Melee Phase, he takes an OB mod to that attack. The OB mod is -5 for every 5% moved/maneuvered. In order to fire or melee, the character must have moved/maneuvered less than 51% of his normal allowance **and** may not have performed any other activity.

USING MISSILE FIRE WHILE IN MELEE

Normally, a combatant cannot throw or fire missiles while engaged in melee. For these purposes, a combatant is engaged in melee if:

- 1) A foe attacked him in the previous melee phase, **and**
- 2) That foe is still within striking distance (i.e., usually within 5-10'), **and**
- 3) That foe's action for the current round is to melee the combatant.

8.7.3 • ORIENTATION ROLLS

When required by the GM, a combatant must make an orientation roll to determine his degree of self-control and awareness. Roll an open-ended 1-100 roll and add the most applicable stat bonus (usually a "self-control" stat). Cross index the result on the Maneuver/Movement Chart. The result is the percentage chance that the character has of orienting on the situation. Failure means disorientation and no further action is allowed for that round. Success means that the combatant is under control and aware of the situation, and may take further action that he would normally be allowed.

Example: *Suppose a minion of Traegon sneaks up on Black Oak the Druid, who is preparing to cast a divination spell. During the final orientation phase, the GM directs Black Oak to make an orientation roll to see if he notices the minion sneaking up behind him. Because the minion made a successful maneuver (a stalking maneuver) to sneak up on Black Oak, the GM assigns a degree of difficulty of "Very Hard." Black Oak's roll will be modified by +15 for his good Self Discipline and by -20 because Black Oak is unusually unobservant when preparing spells. He rolls a 76 for a net maneuver roll of 71 (76 + 15 - 20). Cross-indexing on the Maneuver/Movement Chart, we get a result of "30." This means that Black Oak only has a 30% chance of noticing the minion; Black Oak makes a second roll of 72 and thus is completely oblivious to the danger approaching him from the rear. The GM should not allow Black Oak to take any actions to react to the threat of the minion.*

8.7.4 • MOVEMENT CONFLICTS

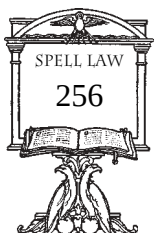
When two or more combatants attempt to perform conflicting movements or maneuvers (such as two characters who are headed for the same space), the GM may choose to resolve the conflict by having the combatants in question make maneuver rolls. If one character succeeds and the other fails, the result is obvious. Otherwise:

- The conflict can be considered a draw, and movement for the involved parties can be terminated at the point of conflict;

or

- The GM can use a comparison of maneuver rolls (higher roll having choice of position) and by common sense. A combination of the two is possible, where one of the characters, due to position, might have an add to his maneuver roll, but phenomenal luck could still beat him.

In these cases of conflicting movement, the GM will ultimately have to decide the outcome of the conflict. The maneuver rolls of the involved parties are intended to aid him in his decision.



8.7.5 • CANCELING ACTION

During a round an action declared by a combatant may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions:

- Melee with half of his normal ability.
- Move half his normal (not running) movement.
- Make a maneuver modified by -30.

The alternative action chosen **must** be performed when the other actions of that type are normally resolved.

8.7.6 • HASTE

Certain spells will modify the normal turn sequence to some degree. The most common of these modifications will be *Haste*. A person who is hasted will basically have 200% normal activity, but must abide by the sequence restrictions. That is, whatever activity the person takes will have to occur in the proper phase (thus, a hasted person could not move, fight and then move again). A hasted person could fire a bow, move, and then melee, **or** attack twice in a melee phase (once at the beginning and once at the end).

- A hasted character may not fire more than twice a round.
- Casting more than one spell/round is still prohibited.

Note: *Haste also has certain liabilities: e.g., a hasted character expends exhaustion points at double normal rate, a bleeding wound bleeds at double normal rate, all other wounds have a 25% chance of "bleeding" 1 point per round, etc.*

Example:

Spell Class	When takes effect	Remaining Activity
I	Spell Effects Phase	125%
II	Spell Effects Phase	35%
III	Next round	25% (next round)

In the case of a Class III spell prepared by a hasted caster, it should be treated as a Class I spell next turn (when it takes effect, and for the purposes of determining the movement allowed to the caster afterwards) whether the caster is hasted that round or not.

Note: *If the GM is prohibiting the casting of two spells in a round, as suggested, he may wish to prohibit the preparation of a 2nd spell in the same round another is cast.*

Note: *Both Speed and Haste spell may begin their effect in the round after they are cast.*

8.7.7 ARMOR

Rolemaster (RM) armor is the basic protective capability assigned to the material covering the body, and is divided into five categories of four *Armor Types* (ATs) each (a total of 20 types).

Cloth-Skin Base
Soft Leather Base
Rigid Leather Base
Chain Mail Base
Plate Base

CLOTH-SKIN BASE

Normal cloth attire, robes, and normal animal hides.

Skin (AT 1): Normal clothing, assumed if other covering is not specified.

Robes (AT 2): Full-length robes normally worn by spell users and certain other combatants.

Light Hide (AT 3): The natural hide of common classes of animals (e.g., Deer, Dog, Wolf).

Heavy Hide (AT 4): The natural hide of uncommon classes of animals (e.g., Buffalo, Elephant, Bear). The GM will have to decide on the armor type of the creatures that populate his game.

SOFT LEATHER BASE

The heavy outer garments normally worn as weather protection by certain civilians and as combat protection by some militia and irregulars.

Leather Jerkin (AT 5): A leather vest-like covering without arms and reaching only to the waist or mid-thigh.

Leather Coat (AT 6): A leather coat covering the arms and to mid-thigh.

Reinforced Leather Coat (AT 7): A leather coat covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

Reinforced Full-Length Leather Coat (AT 8): A reinforced leather coat (as above) that covers to the lower leg.

RIGID LEATHER BASE

Rigid leather armor and the rigid hide covering of certain reptiles and of fantastic creatures such as Dragons.

Leather Breastplate (AT 9): A rigid breastplate covering the torso to mid-thigh and part of the upper arms.

Leather Breastplate and Greaves (AT 10): As above, but with leather greaves covering the forearms and lower legs.

Half-Hide Plate (AT 11): Rigid-leather armor that covers the body completely; includes the hide of certain creatures that contain at least a few rigid plates (e.g., Rhinoceros, Alligator).

Full-Hide Plate (AT 12): As half-hide plate (above), except that the rigid leather or plates are harder and/or more plentiful (e.g., Turtles, certain Dragons, Giant Crabs).

CHAIN MAIL BASE

Chain link armor, scale armor, and the hides of certain fantastic creatures.

Chain Shirt (AT 13): A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

Chain Shirt and Greaves (AT 14): As above, but with greaves on the forearms and lower legs.

Full Chain (AT 15): Chain mail covering most of the body and legs in the form of a shirt and leggings.

Chain Hauberk (AT 16): A full-length chain mail coat split from the waist in the front and back to facilitate movement. Certain Dragons may also be of this armor type.

PLATE BASE

Rigid armor of metal plates and the heaviest animal hides.

Metal Breastplate (AT 17): A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

Metal Breastplate and Greaves (AT 18): As above, but with greaves on the forearms and lower legs.

Half Plate (AT 19): Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

Full Plate (AT 20): Rigid plate armor as half plate above, but with plates overlapping at joints, and plate armor covering the legs.

ARMOR PENALTIES

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, defend, and throw/fire missiles.

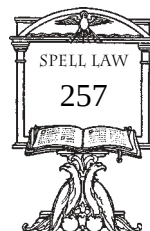
Section 8

The Tactical
Combat
Sequence

Canceling
Actions

Haste

Armor



Section 8

Resolving
Spell Effect

Non-attack
Spells

Basic Attack
Spells

8.8

RESOLVING SPELL EFFECT

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

8.8.1 • NON-ATTACK SPELLS

Non-attack spells include those which cannot adversely effect an opponent. These spells are indicated in the spell descriptions and include all spells marked: informational, defensive, etc. When a non-attack spell is cast, the caster makes a 1-100 roll:

- If the roll is 03-00, the spell *succeeds*.
- If the roll is 01-02, the spell *fails*. A high open-ended roll is made and applied to the non-Attack Section of the Spell Failure Table 6.6; using either the Information column (if the spell is trying to determine information) or the Other column (for all other non-attack spells). Finally, the result is immediately applied to the spell or to the caster (whichever is indicated by the result). If a spell cast from an item “fails,” the failure is handled just like any other spell failure.

8.8.2 • BASIC ATTACK SPELLS

Basic Attack spells include all spells which are not non-attack spells (how surprising) and which are not “elemental attack spells.” Usually a Basic Attack spell is directed at a target that is a creature (or an unusual object) that gets to attempt to resist the effects of the spell.

Basic Attack spells are resolved by the caster making an attack roll (**not** open-ended) and then applying the results to a Resistance Roll (open-ended) made by the target (or Gamemaster). This net Resistance Roll (RR) will indicate if the spell has affected the target.

BASIC ATTACK ROLLS

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

UNMODIFIED ROLLS

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

- An unmodified roll of 01-02 indicates automatic spell failure.
- An unmodified roll of 96-00 indicates a higher than normal Resistance Roll modification.

MODIFICATIONS TO THE BASIC ATTACK ROLL

If the original roll was *not* 01-02 or 96-00, the following modifications are added to the Basic Attack Roll to obtain the Modified BAR. If the BAR thus modified is less than 03, the Modified BAR is 03. If the modified roll is greater than 95, the Modified BAR is 95.

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

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

Range — There is a modification to the BAR based upon the distance from the caster to the target. The modifications are provided below and on the Basic Attack Table:

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

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

Cover and Situation — Certain situations can result in modifications being given by the Gamemaster. Some suggested modifications are indicated below.

Situation	Mod	Notes
Full Cover	-20	Detected but not sighted
Partial Cover	-10	Less than 1/2 target sighted
Static Target	+10	No cover, target is surprised or prone

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

BASIC ATTACK TABLE

The Basic Attack Table has nine columns based upon the effect certain armor has on the three realms of power. To find the appropriate column, first find the heading for the realm of power of the spell being cast (Essence, Channeling, or Mentalism). Then choose one of the three columns *under that realm* which applies to the target.

EFFECTS OF THE BASIC ATTACK ROLL

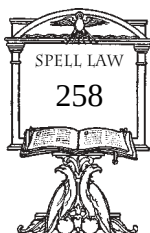
The Modified BAR is cross-indexed with the appropriate column and the spell result is read off the Basic Spell Attack Table 5.1.

Spell Failure — An “F” Result indicates that the spell has failed. A high open-ended roll must be made and applied to the Attack Section of the Spell Failure Table 6.6 (using the Force column). The result is immediately applied to the spell or caster (as indicated by the result). If a spell cast from an item “fails,” the failure is handled just like any other spell failure.

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

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

If the Magician rolls 01-02, the spell fails automatically. If the Magician rolls a 03-10, the Modified BAR is between 05 and 12, which still indicates a spell failure. If the roll is 11-46, the Modified BAR would be between 13 and 48, resulting in a modification to the RR favorable to the Fighter. If the roll is 55-95, the Modified BAR is between 57 and 95 (96 and 97 would be treated as 95s) and would result in a modification to the RR unfavorable to the Fighter (the spell is particularly well cast). Of course, and unmodified roll of 96-100 would result in a very large modification to the RR.





8.8.3 • RESISTANCE ROLLS

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

MODIFICATIONS TO THE RESISTANCE ROLL

Modifications to the RR are additions or subtractions to the RR which result in the Modified RR.

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

Stat Bonus — A stat bonus modification is added to the RR; this bonus is based upon the realm of the spell cast and one of the stats of the target. The stat bonus for a RR against a hybrid spell user's base spells is obtained by averaging the stat bonuses for the two realms involved. The values of these modifications are given in the Stat Bonus Chart in Section 8.2. The suggested stats are:

Realm of the Spell	Target's RR Stat
Channeling	Intuition [wisdom]
Essence	Empathy [intelligence]
Mentalism	Presence [charisma]

Race — Certain races are unusually magic resistant and may be given a modification by the Gamemaster based upon his world system, (e.g., Demons and Dwarves).

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

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

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

THE RESISTANCE ROLL TABLE

To use the Resistance Roll Table 5.10, cross-index the attack level (usually the level of the caster) with the level of the target. If the Modified RR is greater than or equal to the result obtained by the cross-indexing, the target has resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell (Sections 2.0-4.0).

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

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

Critical Hit Tables — Some spell attacks require a roll on one of the Critical Hit Tables. In these cases, the BAR and Resistance Rolls are made as usual, and, if the target fails his RR, the spell user casting the spell then makes an unmodified roll on the appropriate column of the chart indicated. (E.g., a target in the radius of a first round *Stun Cloud* on the Magician Base list, Wind Law, is subjected to a 'C' electricity critical if he fails his RR.) See Section 8.8.6 for details on resolving criticals.

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

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

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

Section 8

Resistance Rolls

8.8.4 • ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of Essence (earth, water, air, heat, cold or light) into a physical attack on the target. Since such a spell concentrates elemental force to attack its target physically, the target is **not** entitled to a Resistance Roll. Each spell of this type has a separate attack table (Tables 5.2-5.8) differentiating its varying effects based upon the target's Armor Type and mobility.

ELEMENTAL ATTACK ROLLS

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

UNMODIFIED ROLLS

An EAR of 01-02 or 96-00 may indicate an immediate effect and no modifications are applied. These rolls are marked on the elemental attack tables (5.2-5.8) with a "UM."

- An unmodified roll of 01-02 indicates automatic spell failure.
- An unmodified roll of 96-00 for Area spells (e.g., *Cold Ball*, *Fire Ball*, etc.) indicates a very severe attack result.
- An unmodified roll of 00 for non-Area spells (e.g., *Ice Bolt*, *Lightning Bolt*, etc.) indicates a very severe attack result.
- If an unmodified roll is not indicated, then rolls of 01-05 and 96-00 are treated as normal open-ended rolls (see Section 8.1).

CASTER MODIFICATIONS TO THE EAR

If the original EAR was not an unmodified result, the following Caster modifications are added to the EAR. These modifications are summarized in Table 5.9.

Caster Level — If the caster is a pure spell user or a hybrid spell user, his level is added to the EAR.

Caster Agility — The caster's Agility stat bonus may modify the EAR (see the Stat Bonus Chart in Section 8.2). *This modification is not applicable to Area Spells (e.g., Cold Ball, Fire Ball, etc.).*

Directed Spells Skill Bonus — This is based upon the caster's Directed Spells Skill with the spell being cast. *This modification is not applicable to Area Spells (e.g., Cold Ball, Fire Ball, etc.).*

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

Range — There is a modification to the EAR based upon the distance from the caster to the target. These modifications range from +35 to -75 and are provided on the elemental attack tables (5.2-5.8). The standard modifications are provided below:

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

Position — Certain situations can result in modifications being given by the GM; suggested values are given in Table 15.3.

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

TARGET MODIFICATIONS TO THE EAR

These modifications are summarized in Table 5.9.

Target Quickness — The target's Quickness stat bonus may modify the EAR (see the Stat Bonus Chart in Section 8.2). This only applies if the target is moving; stationary targets receive cover and position modifications rather than Quickness bonuses. The target's Quickness bonus may be modified by the armor he is wearing.

Shields & Helmets — A helmet and/or shield which faces the caster gives the target modifications as indicated below and on Table 5.9. *Shield modifications are not applicable to Area Spells (e.g., Cold Ball, Fire Ball, etc.).*

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

Cover and Position — At times, the target may be in an advantageous position. For example, partially behind a tree and this should be reflected in a subtraction from the EAR (to be determined by the GM). Note that, at times, the defender's position may be so advantageous that he cannot be affected by the attack (use common sense). Some suggested modifications are indicated below and on Table 5.9.

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



DIRECTED SPELL SKILL

By spending time and effort in practice and use, a caster may develop Directed Spell skill in using certain elemental attack spells. This is dependent upon the character development system used.

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

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

GMs employing this rule may want to allow extra development of Directed Spell skill through practice and/or research.

AREA SPELLS

Certain Elemental Attack spells are called Area spells (*Fire Ball*, *Cold Ball*, etc.). These spells attack all targets in their radius.

Modifications to the EAR due to caster's Agility, caster's skill, and target's shield *do not* apply; all other modifications do apply. In addition, there is a +20 EAR modification for any target at the center point (chosen by caster) of the spell's effect.

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

RESULT DETERMINATION

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

The Modified EAR is cross-indexed with the target's Armor Type on the appropriate elemental attack table (5.2-5.8). The results vary from spell failure to critical strikes as follows:

Spell Failure — A "F" result indicates that the spell has failed. A high open-ended roll must be made and applied to the Attack Section of the Spell Failure Table 6.6 (using the Elemental column). The result is immediately applied to the spell or caster (as indicated by the result). If a spell cast from an item "fails," the failure is handled just like any other spell failure.

Concussion Hits — A number result (e.g., "8") indicates the number of concussion hits the target receives. Each target is limited in the number of concussion hits that he can take. When this limit is passed, the target is unconscious (if living). He can take no further action until he is once again under the limit. Death may be caused if this limit is exceeded by a certain amount. The point at which death occurs is proportional to the combatant's physical constitution, and depends on the system used in the game for deriving physical characteristics. The GM will have to decide on the point at which death results (e.g., 2 times the number of concussion hits causing unconsciousness could result in the victim's death, or, alternatively, the number of concussion hits causing unconsciousness added to the victim's Constitution).

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

Example: 8B indicates that the target takes 8 concussion hits and a critical strike of severity 'B'. The type of critical strike depends on the spell and is printed on the appropriate elemental attack table (5.2-5.8). For example, a *Fire Bolt* gives *Heat* criticals while an *Ice Bolt* gives *Impact* criticals and possibly *Cold* criticals.



Section 8

Elemental
Attack Spells

Critical
Strikes

CRITICAL STRIKE TABLES

The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe) with letters 'F' through 'J' indicating multiple criticals as detailed below and on the individual elemental attack tables (5.2-5.8).

When a critical is indicated, a second (1-100, not open-ended) roll is then made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The results are immediately applied to the target; see Section 8.8.6.

Certain critical strikes fall in the range of 'F', 'G', 'H', 'I', or 'J'. These results indicate two or three normal critical strikes to be applied to the target. A separate roll is made for each critical and all results are applied cumulatively. The number of critical strikes and their severity is given by the following table. This information along with the critical types are provided on each of the individual elemental attack tables (5.2-5.8).

Critical Severity	Primary Critical	Secondary Critical	Tertiary Critical
F	E	A	—
G	E	B	—
H	E	C	A
I	E	D	B
J	E	D	C

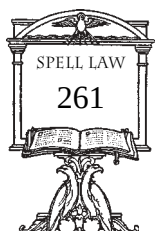
Example: Suppose a 12th level Magician wants to cast a "Lightning Bolt" spell at a 9th level Fighter.

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

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

The net modification to the die roll is -18 (22 - 40). Assuming the Fighter is wearing a leather breastplate and greaves (AT 9) and the Magician rolls an EAR of 90, the Modified EAR is 72 (90 + -18). Cross-indexing the result with AT 9, we see the result is "7A" — the Fighter takes 7 concussion hits and an 'A' electricity critical. The critical result is obtained by making a 1-100 roll and cross-indexing it with the 'A' column on the Electricity Critical Strike Table 6.2.

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



Section 8

Large and
Super Large
Creatures

Spell Attacks
Against Items

LARGE AND SUPER LARGE CREATURES

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

- *Large Creatures* (Trolls, Giants, Demons, and Undead, etc.).
- *Super Large Creatures* (Dragons, very powerful Demons, etc.).

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

LARGE CREATURE CRITICAL STRIKES

Only critical strikes of severity 'B', 'C', 'D', or 'E' affect Large creatures (i.e., 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Large Creature, Normal" column on the Creature Critical Strike Table 6.5, to obtain a result that is applied immediately. Note that the severity of the critical strike is irrelevant, except that it must be of 'B' severity or higher. This reflects the fact that such creatures present such a large target that they are much more difficult to seriously hurt.

SUPER LARGE CREATURE CRITICAL STRIKES

Only critical strikes of severity 'D' or 'E' affect Super Large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Super Large, Normal" column on the Creature Critical Strike Table 6.5, to obtain a result that is applied immediately.

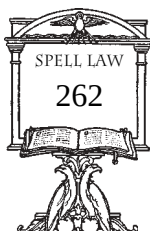
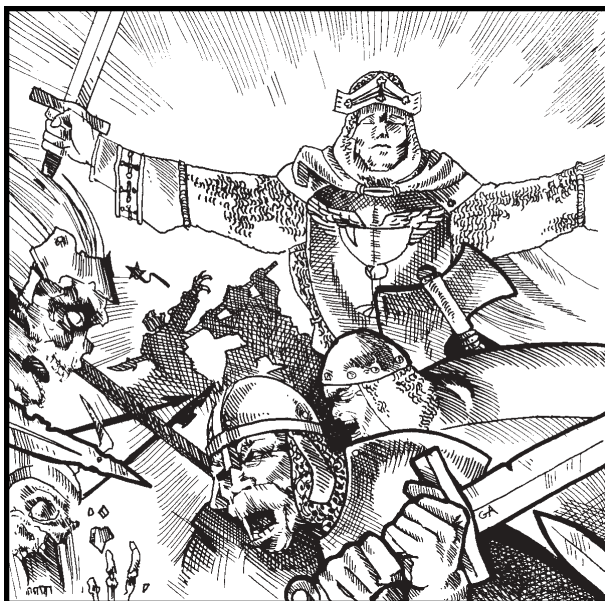
This table should be consulted of only for creatures such as Dragons, Dinosaurs, and the most powerful Demons.

SLAYING CRITICALS

Some Large and Super Large creatures are especially vulnerable to certain types of spell criticals (e.g., Metal Golems are likely to be relatively vulnerable to electricity criticals, Fire Dragons are likely to be relatively vulnerable to cold criticals, etc.). In such cases, if a Large or Super Large critical is to be resolved, use the appropriate "Slaying" column on the Creature Critical Strike Table 6.5 instead of the "Normal" column.

IMMUNE CREATURES

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



8.8.5 • SPELL ATTACKS AGAINST ITEMS

Certain spells can attack items or non-living substances (e.g., the *Unmetal* spell on the Sorcerer Base List destroys metal). If such a spell is cast against an item, a BAR is made by the caster (use the most appropriate column) and a RR is made by the Gamemaster (or player) for the item.

- If the item is being carried by a living being (i.e., in his "Essence Aura"), its target level is equal to the being's level.
- If the item is magic, its target level is 5 levels per **RM** +5 bonus (see the Stat Bonus Chart, Section 8.2) **or** 5 levels per +1 for a spell adder **or** 5 levels per x1 for a power point multiplier.
- If the item is both on a living being and magic, it uses the higher of the two target levels (i.e., do not combine the two potential target levels).
- If none of these cases occur, use a target level of one.

Some materials are highly resistant and would have a higher level as a base for their resistance roll (this should be determined by the GM). Magic items without specific quantitative bonuses (e.g., a ring of invisibility) would also require that the GM assign a level based on its magic abilities.

Note: *Unless otherwise specified, a spell which affects a target may also affect objects that he is carrying. An exception may be made for certain unusual items. When computing the effects of an Elemental Attack Spell, always make a distinction between the target and the items he bears; simply follow the appropriate results on the tables.*

8.8.6 • CRITICAL STRIKE RESULTS

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

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

OVERALL GUIDELINES

- All damage (including concussion hits), unless otherwise noted, is only applicable to the target (or targets).
- Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain.
- *Next roll* can refer to a missile attack, maneuver, or spell attack, as well as to a melee attack.
- If a target takes a critical result that lasts for a certain number of rounds and he has not yet performed his action for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.
- If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material (e.g., Mithril) or it is incredibly magical (e.g., an Artifact). In this case, if the GM allows it, the item may make a RR as described in Section 8.8.3 to avoid destruction.



Section 8

Critical & Failure Results



CRITICAL & FAILURE RESULTS

All of the tables in this section have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.
- The mechanics information is the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:

$+ \beta H - \beta \Sigma - \beta \Pi - \beta f - \beta(-\alpha) - \beta(+\alpha)$

where α and β are numbers. In general:

H = hits
 Σ = rounds of stun
 Π = rounds of no parry
 π = rounds of must parry
 f = hits per round
 $(-\alpha)$ = penalty
 $(+\alpha)$ = bonus

Sometimes, the second and third items are combined (reading as $\Sigma \Pi$). Also, sometimes the third item is replaced with $\beta(\pi - \alpha)$ (there can never be both a Π and a π entry). Below is a more detailed explanation of the entries.

- $+ \beta H$ — This indicates that the target of the attack takes an additional β hits of damage.

- $\beta \Sigma$ — This indicates that the target of the attack is stunned for β rounds. While stunned, the target may only parry with half of his normal ability; the only other allowed actions are maneuvering (modified by at least -50). When β is not specified, it is assumed to be 1.
- $\beta \Pi$ This indicates that the target of the attack cannot parry for β rounds. The only allowable actions are maneuvering (modified by at least -75). This result is often accompanied by a Σ result (see above). When β is not specified, it is assumed to be 1.
- $\beta(\pi - \alpha)$: This indicates that the target of the attack must parry for his next β actions with a penalty of α . When β is not specified, it is assumed to be 1. When α is not specified, it is assumed to be zero.
- βf : This indicates that the target of the attack will lose β hits every round until the wound is healed. "Bleeding" represents not only actual blood loss, but also represents ongoing pain. When β is not specified, it is assumed to be 1.
- $\beta(-\alpha)$: This indicates the target of the attack suffers a penalty of α for β rounds. When β is not specified, the penalty is assumed to last until the wound is healed.
- $\beta(+\alpha)$: This indicates that the attacker gains a bonus of α for β rounds. When β is not specified, it is assumed to be 1.

OTHER SPELL LISTS

INTRODUCTION

This section contains three sets of spells lists for three professions that can be found in previous editions of Rolemaster. Though these professions are no longer included in the Rolemaster Standard Rules, they will be covered in detail in upcoming Rolemaster products (e.g., Essence Companion, Channeling Companion, Mentalism Companion, etc.). These lists are included for completeness (to be compatible with previously published Rolemaster support material).

Note: *The Alchemist profession has been reintroduced to RMSS in **Treasure Companion** (and all of the Alchemist base lists have been revised). The Astrologer and the Seer will likewise be reintroduced in a future companion. The lists presented here may be used if other companions are not available.*

HOW TO USE THESE LISTS

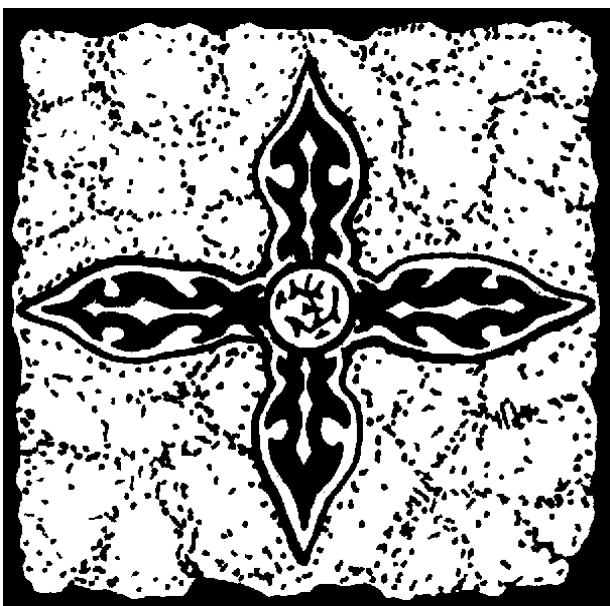
It is strongly recommended that player characters not be allowed to develop these lists. These lists are intended for use by non-player characters (if they are used at all).

If these lists are used, treat them as normal base lists (belonging to a particular profession; all outside that profession must spend extra development points to learn the lists). They are organized and presented just like all of the other lists in this book. All of the standard abbreviations and codes will be used with these lists.

Note: *If you are not using **Rolemaster (RM)**, you should examine all of the Appendices for notes on how to use these tables effectively.*

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ENCHANTING WAYS

1. **Research** — Allows the caster to research enchanted abilities to be placed in items.
2. **Empathy** — Allows the caster to enchant an item with “empathy.” See Section 7.4 for more information on this type of enchantment.
3. **Low Intelligence** — As *Empathy*, except “low intelligence” can be enchanted.
4. **Weapon I** — Allows the caster to enchant a +5 bonus (magical) into a weapon.
5. **Armor I** — As *Weapon I*, except armor and shields can be enchanted.
6. **General I** — As *Weapon I*, except general type magic items with bonuses can be enchanted. Also, items like spell adders and spell multipliers are described in Section 8.6.1.
7. **Medium Intelligence** — As *Empathy*, except “medium intelligence” can be enchanted.
8. **Weapon II** — As *Weapon I*, except +10 bonuses can be enchanted.
9. **Armor II** — As *Armor I*, except +10 bonuses can be enchanted.
10. **General II** — As *General I*, except +10 bonuses can be enchanted.
12. **High Intelligence** — As *Empathy*, except “high intelligence” can be enchanted.
13. **Weapon III** — As *Weapon I*, except +15 bonuses can be enchanted.
14. **Armor III** — As *Armor I*, except +15 bonuses can be enchanted.
15. **General III** — As *General I*, except +15 bonuses can be enchanted.
20. **Weapon IV** — As *Weapon I*, except +20 bonuses can be enchanted.
25. **Armor IV** — As *Armor I*, except +20 bonuses can be enchanted.
30. **Very High Intelligence** — As *Empathy*, except “very high intelligence” can be enchanted.
50. **General IV** — As *General I*, except +20 bonuses can be enchanted.

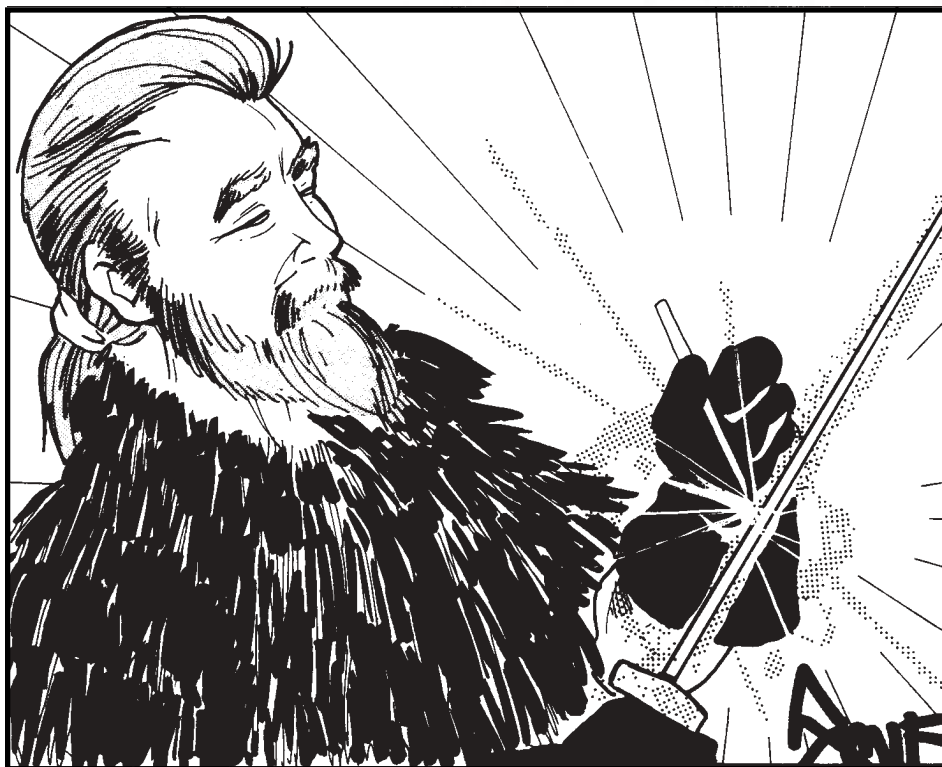
SPECIAL NOTES

- 1) Special enchanted abilities are left off, because a Gamemaster must decide which abilities he wants items to have in his world system (e.g., slaying weapons, holy weapons, weapons with bonuses vs. certain creatures, etc.).
- 2) See Section 7.4 for more information on using alchemy.

ALCHEMIST BASE 9.1.1

ENCHANTING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Research	caster	24 hr	self	I
☐ 2)	Empathy	1 item	24 hr	touch	F
☐ 3)	Low Intelligence	1 item	24 hr	touch	F
☐ 4)	Weapon I	1 weapon	24 hr	touch	F
☐ 5)	Armor I	1 armor	24 hr	touch	F
☐ 6)	General I	1 item	24 hr	touch	F
☐ 7)	Medium Intelligence	1 item	24 hr	touch	F
☐ 8)	Weapon II	1 weapon	24 hr	touch	F
☐ 9)	Armor II	1 armor	24 hr	touch	F
☐ 10)	General II	1 item	24 hr	touch	F
☐ 11)					
☐ 12)	High Intelligence	1 item	24 hr	touch	F
☐ 13)	Weapon III	1 weapon	24 hr	touch	F
☐ 14)	Armor III	1 armor	24 hr	touch	F
☐ 15)	General III	1 item	24 hr	touch	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Weapon IV	1 weapon	24 hr	touch	F
☐ 25)	Armor IV	1 armor	24 hr	touch	F
☐ 30)	Very High Intelligence	1 item	24 hr	touch	F
☐ 50)	General IV	1 item	24 hr	touch	F



ALCHEMIST BASE 9.1.2

ESSENCE IMBEDDING

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Research	caster	24 hr	self	I
☐ 2)					
☐ 3)	Imbed I	caster	24 hr	self	F
☐ 4)	Charge Wand	caster	24 hr	self	F
☐ 5)	Imbed II	caster	24 hr	self	F
☐ 6)	Daily I	caster	24 hr	self	F
☐ 7)	Imbed III	caster	24 hr	self	F
☐ 8)	Charge Rod	caster	24 hr	self	F
☐ 9)	Imbed IV	caster	24 hr	self	F
☐ 10)	Daily III	caster	24 hr	self	F
☐ 11)	Imbed V	caster	24 hr	self	F
☐ 12)	Charge Staff	caster	24 hr	self	F
☐ 13)	Imbed VI	caster	24 hr	self	F
☐ 14)	Daily V	caster	24 hr	self	F
☐ 15)	Imbed VII	caster	24 hr	self	F
☐ 16)					
☐ 17)	Imbed VIII	caster	24 hr	self	F
☐ 18)					
☐ 19)	Imbed IX	caster	24 hr	self	F
☐ 20)	Imbed X	caster	24 hr	self	F
☐ 25)	Daily True	caster	24 hr	self	F
☐ 30)	Constant	caster	24 hr	self	F
☐ 50)	Imbed True	caster	24 hr	self	F

SPECIAL NOTES

See Section 7.4 for more information on alchemy.



ESSENCE IMBEDDING

- Research** — Allows the caster to research special imbedding spells to be used in creating items.
- Imbed I** — Allows the caster to imbed a first level Essence spell in an item or potion.
- Charge Wand** — Allows the caster to charge a wand that casts Essence spells (or has Essence abilities) back to its full number of charges.
- Imbed II** — As *Imbed I*, except up to a second level spell can be imbedded.
- Daily I** — Allows the caster make an imbedded first level spell (in an item) usable once per day. Note that the caster must also cast an *Imbed* spell to place the spell in the item.
- Imbed III** — As *Imbed I*, except up to a third level spell can be imbedded.
- Charge Rod** — As *Charge Wand*, except rods (with Essence spells/abilities) can be charged.
- Imbed IV** — As *Imbed I*, except up to a fourth level spell can be imbedded.
- Daily III** — As *Daily I*, except the item can have up to a third level spell that can be cast either three times per day (for a first level spell) or one time per day (for a second or third level spell).
- Imbed V** — As *Imbed I*, except up to a fifth level spell can be imbedded.
- Charge Staff** — As *Charge Wand*, except staves (with Essence spells/abilities) can be charged.
- Imbed VI** — As *Imbed I*, except up to a sixth level spell can be imbedded.
- Daily V** — As *Daily I*, except the item can have up to a fifth level spell that can be cast either four times per day (for a first level spell), three times per day (for a second level spell), two times per day (for a third level spell), or one time per day (for a fourth or fifth level spell).
- Imbed VII** — As *Imbed I*, except up to a seventh level spell can be imbedded.
- Imbed VIII** — As *Imbed I*, except up to an eighth level spell can be imbedded.
- Imbed IX** — As *Imbed I*, except up to a ninth level spell can be imbedded.
- Imbed X** — As *Imbed I*, except up to a tenth level spell can be imbedded.
- Daily True** — As *Daily I*, except the item can have up to a tenth level spell that can be cast either five times per day (for a first level spell), four times per day (for a second or third level spell), three times per day (for a fourth or fifth level spell), two times per day (for a sixth or seventh level spell), or one time per day (for an eighth, ninth, or tenth level spell).
- Constant** — As *Daily True*, except certain spells can be imbedded to operate constantly. See Section 7.4 for restrictions on what spells can be made constant.
- Imbed True** — As *Imbed I*, except any level spell can be imbedded (will only be castable once if the spell is over tenth level).

INORGANIC SKILLS

1. **Work Iron** — For the duration of this spell, the caster will gain the ability to work iron.
2. **Work Steel I** — As *Work Iron*, except steel can be worked (to make +5 nonmagic items).
3. **Work Normal Metals** — As *Work Iron*, except any single normal metal other than iron and steel can be worked (if the material would make an item with no bonuses).
4. **Work Alloy I** — As *Work Iron*, except certain alloys can be worked. Items made from these alloys will have no bonuses.
5. **Make Steel** — For the duration of this spell, the caster can make steel from iron. The amount that can be made in a day depends on the available equipment.
6. **Work Steel II** — As *Work Steel I*, except steel can be worked to make +10 nonmagic items.
7. **Make Alloys** — As *Make Steel*, except alloys of normal metals may be made if the component metals are available.
8. **Work Stone** — As *Work Iron*, except the caster can work stone if, for some reason, he wishes to make a stone item.
10. **Work Alloy II** — As above, except allows working of alloys that could create up to +15 nonmagic items.
11. **Work Jewels** — As *Work Iron*, except allows caster to work jewels.
15. **Work Mithril** — As *Work Iron*, except allows caster to work any inorganic mineral that would create an item with a +20 bonus (Mithril is an example of this).
20. **Work Laen** — As *Work Iron*, except caster can work any inorganic material that would make +25 items (Laen is a superhard volcanic glass that could be used in a world system to fit this description).
25. **Work Eog** — As *Work Iron*, except caster can work any inorganic material that would make +30 items. (Eog is an extremely dense, hard metal that is very difficult to work and find; it could be used to fit this description.)
30. **Make Eog** — Allows caster to make any metal or glass from the appropriate source material(s).
50. **Make/Work** — Allows caster to make and work any metal, alloy, or inorganic mineral (e.g., Kregora is an alloy that has intense anti-Essence, anti-Channeling and anti-Mentalism properties, it could only be worked through the use of this spell).

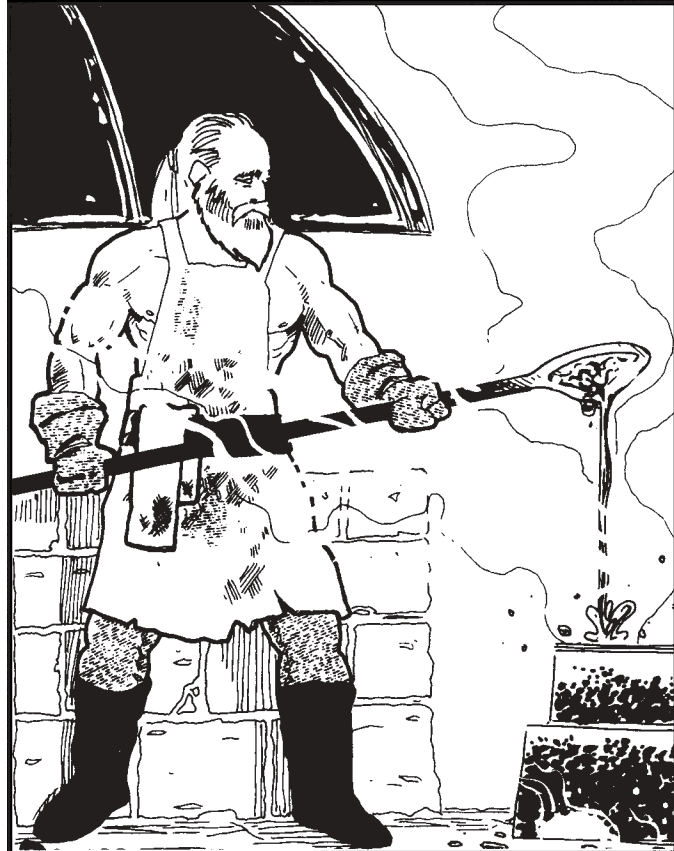
SPECIAL NOTES

- 1) The spells manipulating material for nonmagic weapons can also be used to make other nonmagic objects with bonuses where strength and durability are essential (usually armor and shields).
- 2) See Section 7.4 for more information on alchemy.

ALCHEMIST BASE 9.1.3

INORGANIC SKILLS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Work Iron	caster	24 hr	self	F
☐ 2)	Work Steel I	caster	24 hr	self	F
☐ 3)	Work Normal Metals	caster	24 hr	self	F
☐ 4)	Work Alloy I	caster	24 hr	self	F
☐ 5)	Make Steel	caster	24 hr	self	F
☐ 6)	Work Steel II	caster	24 hr	self	F
☐ 7)	Make Alloys	caster	24 hr	self	F
☐ 8)	Work Stone	caster	24 hr	self	F
☐ 9)					
☐ 10)	Work Alloy II	caster	24 hr	self	F
☐ 11)	Work Jewels	caster	24 hr	self	F
☐ 12)					
☐ 13)					
☐ 14)					
☐ 15)	Work Mithril	caster	24 hr	self	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Work Laen	caster	24 hr	self	F
☐ 25)	Work Eog	caster	24 hr	self	F
☐ 30)	Make Eog	caster	24 hr	self	F
☐ 50)	Make/Work	caster	24 hr	self	F



ALCHEMIST BASE 9.1.4 LIQUID-GAS SKILLS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Work Liquid	caster	24 hr	self	F
☐ 2)					
☐ 3)	Potion I	caster	24 hr	self	F
☐ 4)	Minor Poison	caster	24 hr	self	F
☐ 5)	Work Gas	caster	24 hr	self	F
☐ 6)	Potion II	caster	24 hr	self	F
☐ 7)					
☐ 8)					
☐ 9)	Potion III	caster	24 hr	self	F
☐ 10)	Major Poison	caster	24 hr	self	F
☐ 11)					
☐ 12)	Potion IV	caster	24 hr	self	F
☐ 13)					
☐ 14)					
☐ 15)	Potion V	caster	24 hr	self	F
☐ 16)					
☐ 17)	Potion VII	caster	24 hr	self	
☐ 18)					
☐ 19)	Potion IX	caster	24 hr	self	
☐ 20)	Potion X	caster	24 hr	self	F
☐ 25)	Poisons True	caster	24 hr	self	F
☐ 30)	Multiple Doses	caster	24 hr	self	F
☐ 50)	Lord Potion	caster	24 hr	self	F

LIQUID-GAS SKILLS

- Work Liquid** — Allows caster to work with non-magic liquids.
- Potion I** — Allows caster to make one dose of a potion that can have a first level spell imbedded in it. The caster must also cast an *Imbed* spell to place the spell into the potion.
- Minor Poison** — Allows caster to safely handle, prepare, and process minor poisons.
- Work Gas** — As *Work Liquid*, except allows caster to work with nonmagic gas.
- Potion II** — As *Potion I*, except up to a second level spell can be imbedded.
- Potion III** — As *Potion I*, except up to a third level spell can be imbedded.
- Major Poison** — As *Minor Poison*, except works with all but the most deadly poisons.
- Potion IV** — As *Potion I*, except up to a fourth level spell can be imbedded.
- Potion V** — As *Potion I*, except up to a fifth level spell can be imbedded.
- Potion VII** — As *Potion I*, except up to a seventh level spell can be imbedded.
- Potion IX** — As *Potion I*, except up to a ninth level spell can be imbedded.
- Potion X** — As *Potion I*, except up to a tenth level spell can be imbedded.
- Poisons True** — As *Major Poison*, except works with all poisons.
- Multiple Doses** — As *Potion I*, except allows a *Potion #* spell to be used to create multiple doses. For example, a *Potion V* could be used to create 5 doses of a first level spell, **or** 1 dose of a 3rd lvl spell and 1 dose of a 2nd **or** 2 doses of a 2nd lvl spell and 1 dose of a 1st **or** etc.
- Lord Potion** — As *Potion I*, except up to a twentieth level spell can be imbedded.

SPECIAL NOTES

See Section 7.4 for more information on alchemy.



MENTALISM/CHANNELING IMBEDDING

1. **Research** — Allows caster to research special imbedding spells to be used in creating items.
3. **Imbed I** — Allows the caster to imbed a first level Mentalism or Channeling spell in an item or potion.
5. **Charge Wand** — Allows the caster to charge a wand that casts Mentalism or Channeling spells (or has Mentalism or Channeling abilities) back to its full number of charges.
6. **Imbed II** — As *Imbed I*, except up to a second level spell can be imbedded.
7. **Daily I** — Allows the caster make an imbedded first level spell (in an item) usable once per day. Note that the caster must also cast an *Imbed* spell to place the spell in the item.
9. **Imbed III** — As *Imbed I*, except up to a third spell can be imbedded.
10. **Charge Rod** — As *Charge Wand*, except rods (with Mentalism or Channeling spells/abilities) can be charged.
11. **Daily III** — As *Daily I*, except the item can have up to a third level spell that can be cast either three times per day (for a first level spell) or one time per day (for a second or third level spell).
12. **Imbed IV** — As *Imbed I*, except up to a fourth level spell can be imbedded.
14. **Imbed V** — As *Imbed I*, except up to a fifth level spell can be imbedded.
15. **Daily V** — As *Daily I*, except the item can have up to a fifth level spell that can be cast either four times per day (for a first level spell), three times per day (for a second level spell), two times per day (for a third level spell), or one time per day (for a fourth or fifth level spell).
16. **Imbed VI** — As *Imbed I*, except up to a sixth level spell can be imbedded.
18. **Imbed VIII** — As *Imbed I*, except up to a eighth level spell can be imbedded.
20. **Charge Staff** — As *Charge Wand*, except staves (with Mentalism or Channeling spells/abilities) can be charged.
25. **Imbed X** — As *Imbed I*, except up to a tenth level spell can be imbedded.
30. **Daily X** — As *Daily I*, except the item can have up to a tenth level spell that can be cast either five times per day (for a first level spell), four times per day (for a second or third level spell), three times per day (for a fourth or fifth level spell), two times per day (for a sixth or seventh level spell), or one time per day (for an eighth, ninth, or tenth level spell).
50. **Constant** — As *Daily True*, except certain spells can be imbedded to operate constantly. See Section 7.4 for restrictions on what spells can be made constant.

SPECIAL NOTES

See Section 7.4 for more information on alchemy.

ALCHEMIST BASE 9.1.5

MENT./CHAN. IMBEDDING

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Research	caster	24 hr	self	I
☐ 2)					
☐ 3)	Imbed I	caster	24 hr	self	F
☐ 4)					
☐ 5)	Charge Wand	caster	24 hr	self	F
☐ 6)	Imbed II	caster	24 hr	self	F
☐ 7)	Daily I	caster	24 hr	self	F
☐ 8)					
☐ 9)	Imbed III	caster	24 hr	self	F
☐ 10)	Charge Rod	caster	24 hr	self	F
☐ 11)	Daily III	caster	24 hr	self	F
☐ 12)	Imbed IV	caster	24 hr	self	F
☐ 13)					
☐ 14)	Imbed V	caster	24 hr	self	F
☐ 15)	Daily V	caster	24 hr	self	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Charge Staff	caster	24 hr	self	F
☐ 25)	Imbed X	caster	24 hr	self	F
☐ 30)	Daily X	caster	24 hr	self	F
☐ 50)	Constant	caster	24 hr	self	F



ALCHEMIST BASE 9.1.6

ORGANIC SKILLS

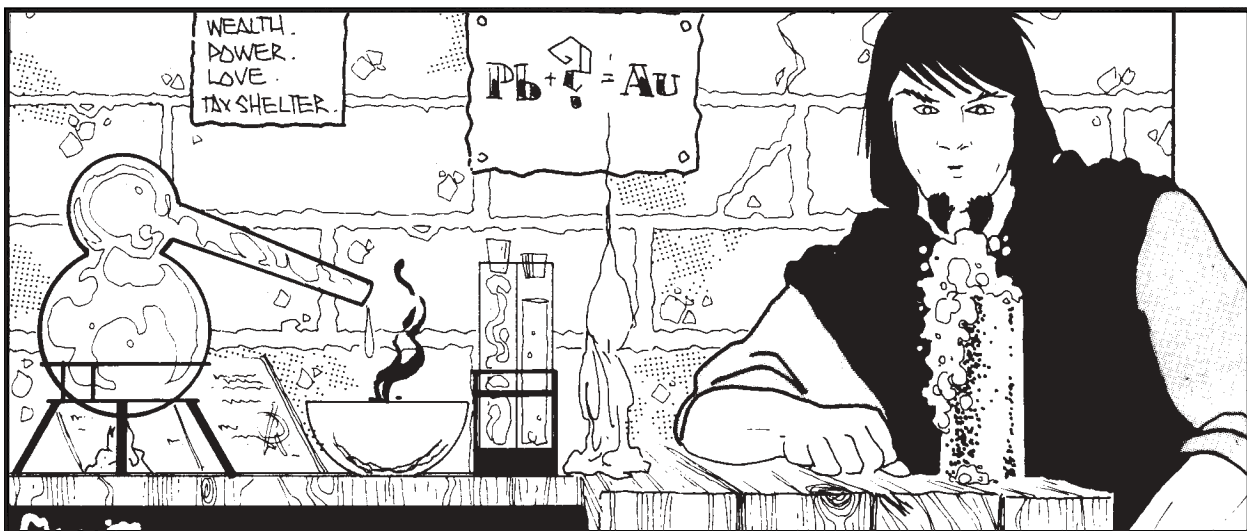
Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Work Wood	caster	24 hr	self	F
☐ 2)	Rune Paper I	caster	24 hr	self	F
☐ 3)	Work Cloth	caster	24 hr	self	F
☐ 4)	Rune Paper II	caster	24 hr	self	F
☐ 5)	Make Wand	caster	24 hr	self	F
☐ 6)	Work Organic	caster	24 hr	self	F
☐ 7)	Rune Paper III	caster	24 hr	self	F
☐ 8)					
☐ 9)	Rune Paper V	caster	24 hr	self	F
☐ 10)	Make Rod	caster	24 hr	self	F
☐ 11)					
☐ 12)	Rune Paper VII	caster	24 hr	self	F
☐ 13)					
☐ 14)	Rune Paper X	caster	24 hr	self	F
☐ 15)	Make Staff	caster	24 hr	self	F
☐ 16)	Rune Paper XIII	caster	24 hr	self	F
☐ 17)					
☐ 18)	Rune Paper XVI	caster	24 hr	self	F
☐ 19)					
☐ 20)	Work Organic True	caster	24 hr	self	F
☐ 25)	Lord Rune Paper	caster	24 hr	self	F
☐ 30)	Work Magic Wood	caster	24 hr	self	F
☐ 50)	Rune Paper True	caster	24 hr	self	F

ORGANIC SKILLS

- Work Wood** — For the duration of this spell, the caster may work nonmagic wood.
- Rune Paper I** — For the duration of this spell, the caster can make a sheet of paper that will hold one first level spell. Creation takes one week per level of spell that the rune paper can hold.
- Work Cloth** — As *Work Wood*, except cloth may be worked.
- Rune Paper II** — As *Rune Paper I*, except paper will hold up to a second level spell.
- Make Wand** — Allows the caster to make a “wand.” Note that this spell does not put any spells into the wand; it simply creates the physical object.
- Work Organic** — As *Work Wood*, except allows caster to work ordinary organic material.
- Rune Paper III** — As *Rune Paper I*, except paper will hold up to a third level spell.
- Rune Paper V** — As *Rune Paper I*, except paper will hold up to a fifth level spell.
- Make Rod** — As *Make Wand*, except a “rod” can be made.
- Rune Paper VII** — As *Rune Paper I*, except paper will hold up to a seventh level spell.
- Rune Paper X** — As *Rune Paper I*, except paper will hold up to a tenth level spell.
- Make Staff** — As *Make Wand*, except a “staff” can be made.
- Rune Paper XIII** — As *Rune Paper I*, except paper will hold up to a thirteenth level spell.
- Rune Paper XVI** — As *Rune Paper I*, except paper will hold up to a sixteenth level spell.
- Work Organic True** — As *Work Organic*, except any organic material can be worked (e.g., this might be required to work the skins of dragons or other “enchanted” creatures).
- Lord Rune Paper** — As *Rune Paper I*, except paper will hold up to a twentieth level spell.
- Work Magic Wood** — As *Work Wood*, except magic wood may be worked.
- Rune Paper True** — As *Rune Paper I*, except paper will hold any level spell.

SPECIAL NOTES

- Rune Paper may be re-used. Each sheet may hold only one spell at a time, and that spell is gone when used, but the same paper may then be re-inscribed with the same or different runes.
- Section 7.4 for more information on alchemy.



FAR VOICE

1. **Star Voice** — Caster may mentally speak with another Astrologer.
2. **Mind Voice I** — Caster may mentally speak with any thinking being.
4. **Mind Voice III** — As *Mind Voice I*, except range is 300'.
5. **Star Voice True** — As *Star Voice*, except caster may speak to another Astrologer as far as the horizon if it is clear and night (500' at any other time).
6. **Mind Voice V** — As *Mind Voice I*, except range is 500'.
8. **Mind Voice X** — As *Mind Voice I*, except range is 1000'.
10. **Star Merge** — On a clear night outdoors caster may interchange thoughts with a willing target. If both are Astrologers, the two may interchange power points.
12. **Waiting Voice** — As *Mind Voice I*, except caster leaves a message of 25 words or less, set to be triggered by a specific mental pattern (known through *Mind Store*;) or a time limit.
14. **Greater Mind Voice** — As *Mind Voice I*, except range is one mile. The target must be located by *Finding* or other means.
15. **Ready Merge** — As *Star Merge*, except caster and target must have merged before and the range is up to horizon, outdoors on a clear night (100' at any other time).
20. **Lord Voice** — Caster can cause his voice to be heard at a point up to 100' per level away (in amplified tones). If the location is out of sight, the caster must have been there.
25. **Mind Voice True** — As *Mind Voice I*, but range is 1 mile per level.
30. **Far Voice** — As *Mind Voice I*, except range is unlimited.
50. **True Voice** — As *Lord Voice*, except range is unlimited.

ASTROLOGER BASE 9.2.1

FAR VOICE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Star Voice	1 target	C	100'	I
☐ 2)	Mind Voice I	1 target	C	100'	I
☐ 3)					
☐ 4)	Mind Voice III	1 target	C	300'	I
☐ 5)	Star Voice True	1 target	C	varies	I
☐ 6)	Mind Voice V	1 target	C	500'	I
☐ 7)					
☐ 8)	Mind Voice X	1 target	C	1000'	I
☐ 9)					
☐ 10)	Star Merge	1 target	C	touch	I
☐ 11)					
☐ 12)	Waiting Voice	1 target	24 hr	10'	F
☐ 13)					
☐ 14)	Greater Mind Voice	1 target	C	1 mile	I
☐ 15)	Ready Merge	1 target	C	varies	I
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Lord Voice	1 point	C	100'/lvl	F
☐ 25)	Mind Voice True	1 target	C	1 mi/lvl	I
☐ 30)	Far Voice	1 target	C	unlimited	I
☐ 50)	True Voice	1 point	C	unlimited	F



HOLY VISION

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Starpaths	caster	C	self	I
☐ 2)	Dream I	caster	sleep	self	I
☐ 3)	Origins	1 item	—	touch	I
☐ 4)	Text Analysis	1 text	—	touch	I
☐ 5)	Item Vision	1 item	varies	touch	I
☐ 6)	Dreams II	caster	sleep	self	I
☐ 7)					
☐ 8)					
☐ 9)	Dreams III	caster	sleep	self	I
☐ 10)	Commune I	caster	—	self	I
☐ 11)					
☐ 12)	Origins True	1 item	—	touch	I
☐ 13)					
☐ 14)					
☐ 15)	Commune III	caster	C	self	I
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Dreams True	caster	sleep	self	I
☐ 25)	Commune True	caster	C	self	I
☐ 30)	Dream Mastery	caster	sleep	self	I
☐ 50)	High Prayer	caster	C	self	I

HOLY VISION

- Starpaths** — Caster (on a clear night, when stars are visible) gains perfect directional and distance sense. For the duration of this spell, he will always know where he is in relation to known landmarks.
- Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work).
- Origins** — Gives a general idea of the place of origin of an item.
- Text Analysis** — Caster knows whether a text is cursed, what language it is in, and other general information; but only understand basic concepts of it.
- Item Vision** — Gives a vision of a significant event in the item's past.
- Dreams II** — As *Dreams I*, except limit is 2 dreams per night on different topics.
- Dreams III** — As *Dreams I*, except limit is 3 dreams per night on different topics.
- Commune I** — Caster receives (usually from his patron deity) a "yes" or a "no" to a question on a single topic. This spell may be used a maximum of once per day.
- Origins True** — As *Origins*, but caster gets clear vision of the location of origin of an item, including creator and approximate date.
- Commune III** — As *Commune I*, except caster receives answers to three questions.
- True Dreams** — As *Dream I*, except limit is 5 dreams per night on any combination of topics the caster chooses.
- Commune True** — As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only 1 concept.
- Dream Mastery** — As *Dream I*, except caster is able to manipulate his dream in a limited way to gain more information on a specific topic. For example, while he is in the dream he can ask a question (but there is no guarantee it will be answered).
- High Prayer** — Caster receives detailed information from his deity on a single topic question.

SPECIAL NOTES

See Section 7.1.2 for more on dreams and symbology in divination.



STARLIGHTS

1. **Projected Light** — Beam of light (like flashlight) springs from the caster's palm (with a 50' effective range). If the caster closes his hand (into a fist), the light will "turn off." If the fist is opened before the duration expires, the light will "turn on."
2. **Self Aura** — Generates a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
3. **Light II** — Lights a 20'R area about the point touched. If the point is on a mobile target, it will move with the target.
4. **Light Eruption** — [RR Mod: -10] Causes a 10'R sphere of intense light, all within are stunned for 1 round per 10 failure.
5. **Shock Bolt I** — A bolt of intense, charged light is shot from the palm of the caster. The attack is resolved on the Shock Bolt Attack Table.
8. **Flare** — A 6" R ball of light is shot from the palm of the caster. It will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can raise to its full range. The flare drops 10' per round. If fired at a target, resolve the attack as a Shock Bolt that delivers Heat criticals.
10. **Beacon** — A ray of light (any color) springs from caster's palm. This ray can be up to 5 miles long.
11. **Light VI** — As *Light*, except that the range is 100' and caster may generate a single source of up to 60'R or three 20'R sources
14. **Lord Aura** — As *Self Aura*, except spell subtracts 15 from all attacks.
15. **Blinding** — Brilliant flash blinds target for 1 round per 10 failure.
20. **Aura Blaze** — Caster is illuminated in a blinding light. All within 10' suffer must resist as in *Blinding*. All attacks against the caster subtract 25.
25. **Starfires** — Focuses star or moonlight as a lens, must be focused initially on a fixed point. After 1 round it can be moved at the rate of 1' per round. It will burn through a 1' diameter at a rate of 6" per round (in wood), 1" per round (in stone), or 0.5" per round (in metal).



ASTROLOGER BASE 9.2.3

STARLIGHTS

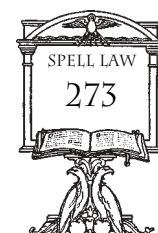
Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	F
2)	Self Aura	caster	10 min/lvl	self	F
3)	Light II	20'R	10 min/lvl	touch	F
4)	Light Eruption	10'R	—	100'	F
5)	Shock Bolt I	1 target	—	100'	E
6)					
7)					
8)	Flare	500'R	3 rnd/lvl	500'	F
9)					
10)	Beacon	5 mi ray	C	self	F
11)	Light VI	60'R	10 min/lvl	100'	F
12)					
13)					
14)	Lord Aura	caster	10 min/lvl	self	F
15)	Blinding	1 target	1 rnd/10 fail	100'	F
16)					
17)					
18)					
19)					
20)	Aura Blaze	10'R	1 rnd/lvl	self	F
25)	Starfires	1 point	C	500'	E
30)	Starhand	1 point	C	6"	E
50)	Starfires True	1 point	C	varies	E



SPECIAL NOTES

None of the *Aura* spells are cumulative with each other or *Blur*.

30. **Starhand** — As *Starfires*, except the range and focus is 6" from open palm of caster (caster is immune) and it can be moved at the rate of 10' per round. It can be used in a combat, striking as a Fire Bolt with an OB of 30 (plus the caster's directed spell bonus with *Starhand*). Concentration is not required if being used in melee.
50. **Starfires True** — As *Starfires* or *Starhand*, but star/moonlight is not required.



STARSENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Presence	10'R/lvl	C	self	P
☐ 2)					
☐ 3)	Location	caster	1 min/lvl	100'	P
☐ 4)					
☐ 5)	Mind Store	1 target	—	10'/lvl	
☐ 6)	Finding	1 target	C	100'/lvl	
☐ 7)					
☐ 8)					
☐ 9)	Mind Typing	1 target	—	10'/lvl	I
☐ 10)	Direction	1 target	—	1000'/lvl	I
☐ 11)					
☐ 12)					
☐ 13)	Awareness	10'R/lvl	C	self	I
☐ 14)					
☐ 15)	Starfinding	1 target	—	unlimited	
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Lord Location	caster	1 min/lvl	20 miles	P
☐ 25)	Direction True	1 target	—	unlimited	I
☐ 30)	Finding True	1 target	—	unlimited	I
☐ 50)	Tracking	1 target	—	unlimited	I

STARSENSE

- Presence** — Caster is aware of the presence of all sentient/ thinking beings within his range.
- Location** — Gives the direction and distance to any specific object or place that the caster is familiar with **or** has had described in detail.
- Mind Store** — Caster stores mental pattern of target. This information can be used later to recognize the target **or** locate the target through *Finding*.
- Finding** — Caster gets direction and distance to any one unshielded *Mind Stored* target within range.
- Mind Typing** — Caster learns the race, the profession, and the level of target.
- Direction** — Caster gets direction to any unshielded *Mind Stored* target within range.
- Awareness** — As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).
- Starfinding** — As *Finding*, but both the caster and target must be outdoors while stars are visible.
- Lord Location** — As *Location*, except range is 20 miles.
- Direction True** — As *Direction*, except no range limitations.
- Finding True** — As *Finding*, except no range limitations.
- Tracking** — As *Finding True*, except Caster can 'track' target for the next 24 hours without further power point expenditure (though he must concentrate). He simply needs to concentrate for a round to determine current distance and direction.

SPECIAL NOTES

When using any Location spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item within range can possible match the description).



TIME'S BRIDGE

1. **Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
2. **Intuition I** — Caster gets a vision of what will happen in the next minute if he takes a specified action.
4. **Intuition III** — As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
5. **Vision Guide** — This spell gives the caster the ability to scan the past by “feeling the temporal location for significant events.” The caster must cast a *Vision Behind* spell within one minute after completing this spell.
6. **Vision Behind III** — Caster gets a vision up to 1 hour per level into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as he concentrates.
7. **Anticipation** — Predicts most probable action of a being in the next round. The target must declare one of his actions for the next round, before the caster declares his action. The target is free to change his action, but must suffer the penalties for changing actions once the round has begun. If the target's action includes affecting someone else, the caster does not gain that information (e.g., the target would have to reveal that he was attacking, but not who he was attacking). If the target's action includes casting a spell, he only has to reveal the Type of spell being cast, not the actual spell (e.g., the target would have to reveal that he is casting a Force spell, but not that he is casting a *Sleep V*).
8. **Intuition V** — As *Intuition I*, except caster gets to gaze 5 minutes into the future.
10. **Vision Behind IV** — As *Vision Behind I*, except caster can view up to 1 day per level into the past.
11. **Spell Anticipation** — As *Anticipation*, except if action is to cast a spell, the exact spell and target are learned.
12. **Anticipation III** — As *Anticipation*, except caster can either predict the actions of three beings for the next round or the actions of one being for the next three rounds.
13. **Intuition X** — As *Intuition I*, except caster gets to gaze 10 minutes into the future.
15. **Intuition True** — As *Intuition I*, except caster gets to gaze into the future for a number of minutes equal his level.
20. **Vision Behind V** — As *Vision Behind I*, except caster can view up to 1 yr/lvl into the past.
25. **Anticipation True** — As *Anticipation*, except caster can predict actions of all beings within 100' of him.
30. **Vision Behind VII** — As *Vision Behind I*, except caster can view up to 100 yr/lvl into the past.
50. **Time Returning** — Caster is able to travel physically up to 10 year per level into the past for the duration of the spell. Caster's actions in the past may alter the present, at the Gamemaster's discretion.

SPECIAL NOTES

When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased (see Section 7.1.4).

ASTROLOGER BASE 9.2.5 TIME'S BRIDGE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Guess	caster	—	self	I
☐ 2)	Intuition I	caster	—	self	I
☐ 3)					
☐ 4)	Intuition III	caster	—	self	I
☐ 5)	Vision Guide	caster	varies	touch	I
☐ 6)	Vision Behind III	caster	C	touch	I
☐ 7)	Anticipation	1 target	—	100'	I
☐ 8)	Intuition V	caster	—	self	I
☐ 9)					
☐ 10)	Vision Behind IV	caster	C	touch	I
☐ 11)	Spell Anticipation	1 target	—	100'	I
☐ 12)	Anticipation III	3 targets	—	100'	I
☐ 13)	Intuition X	caster	—	self	I
☐ 14)					
☐ 15)	Intuition True	caster	—	self	I
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Vision Behind V	caster	C	touch	I
☐ 25)	Anticipation True	varies	—	100'R	I
☐ 30)	Vision Behind VII	caster	C	touch	I
☐ 50)	Time Returning	caster	1 min/lvl	self	F

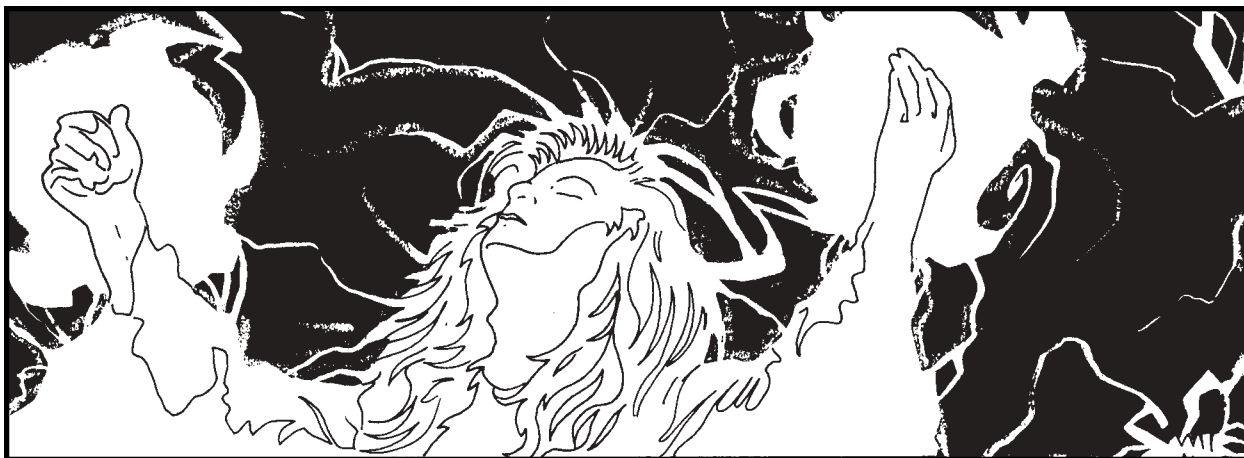


ASTROLOGER BASE 9.2.6 WAY OF THE VOICE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Speech I	caster	C	self	P
☐ 2)	Question	1 target	—	10'	M
☐ 3)					
☐ 4)					
☐ 5)	Speech II	caster	C	self	P
☐ 6)					
☐ 7)	Lesser Mind Speech	10'R	C	self	I
☐ 8)	Suggestion	1 target	varies	10'	M
☐ 9)	Speech III	caster	C	self	P
☐ 10)	Voice Of Command	1 target	C	50'	M
☐ 11)	Mind Speech I	100'R	C	self	I
☐ 12)					
☐ 13)					
☐ 14)	Mind Speech III	300'R	C	self	I
☐ 15)	Word of Command	1 target	—	50'	
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Speech True	caster	C	self	P
☐ 25)	Mind Shout	10'R	—	self	M
☐ 30)	Mind Speech True	10'R	C	self	I
☐ 50)	Great Control	1 target	1 min/lvl	100'	M

WAY OF THE VOICE

- Speech I** — Caster is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, peace, etc.). For the duration of this spell, the caster has the equivalent of skill rank 2 in the language.
- Question** — Target must answer one single concept question.
- Speech II** — As *Speech I*, except caster can communicate in more complex concepts, although there is a good chance of misinterpretation. For the duration of this spell, the caster has the equivalent of skill rank 4 in the language.
- Minor Mind Speech** — Caster can broadcast his thoughts to minds within the area of affect.
- Suggestion** — Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- Speech III** — As *Speech I*, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation. For the duration of this spell, the caster has the equivalent of skill rank 6 in the language.
- Voice Of Command** — Target is forced to obey caster as in *Suggestion*, for as long as caster concentrates and speaks to the target. Caster can concentrate on this spell and a *Speech* spell at the same time.
- Mind Speech I** — As *Minor Mind Speech*, except range is 100'.
- Mind Speech** — As *Minor Mind Speech*, except range is 300'.
- Word of Command** — Target is forced into complete inaction for that round (the caster must command the target to stop).
- Speech True** — As *Speech*, except caster is absolutely fluent, has an accent as a native, and has complete idiomatic knowledge of language. For the duration of this spell, the caster has the equivalent of skill rank 4 in the language.



- Mind Shout** — Everyone within the area of effect, is stunned for 1 round per 10 failure (the caster is immune).
- Mind Speech True** — As *Mind Speech*, except caster can limit broadcast to desired beings.
- Great Control** — Target is forced to obey caster in all things, including suicide and similar actions.

FUTURE VISIONS

1. **Intuitions I** — Caster gets a vision of what will happen in the next minute if he takes a specified action.
3. **Intuitions III** — As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
4. **Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work).
5. **Intuitions V** — As *Intuitions I*, except caster gets to gaze 5 minutes into the future.
6. **Anticipations I** — Predicts most probable action of a being in the next round. The target must declare one of his actions for the next round, before the caster declares his action. The target is free to change his action, but must suffer the penalties for changing actions once the round has begun. If the target's action includes affecting someone else, the caster does not gain that information (e.g., the target would have to reveal that he was attacking, but not who he was attacking). If the target's action includes casting a spell, he only has to reveal the Type of spell being cast, not the actual spell (e.g., the target would have to reveal that he is casting a Force spell, but not that he is casting a *Sleep V*).
8. **Dream II** — As *Dreams I*, except limit is 2 dreams per night on different topics.
9. **Spell Anticipations** — As *Anticipation*, except if action is to cast a spell, the exact spell and target are learned.
10. **Intuitions X** — As *Intuitions I*, except caster gets to gaze 10 minutes into the future.
11. **Dreams III** — As *Dreams I*, except limit is 3 dreams per night on different topics.
13. **Anticipations III** — As *Anticipations I*, except caster can either predict the actions of three beings for the next round **or** the actions of one being for the next three rounds.
15. **Intuitions True** — As *Intuitions*, except caster gets to gaze 1 minute per level into the future.
20. **Anticipations V** — As *Anticipations I*, except actions of 5 beings may be predicted **or** the actions of one being for the next five rounds.
25. **Dream True** — As *Dream I*, except limit is 5 dreams per night on any combination of topics the caster chooses.
30. **Anticipations True** — As *Anticipation I*, except caster can predict actions of all beings within 100' of him.
50. **Spell Anticipation True** — As *Anticipations True*, except spell type and target are known as well as the actions.

SPECIAL NOTES

See Section 7.1.2 for more on dreams and symbology in divination.

SEER BASE 9.3.1

FUTURE VISIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Intuitions I	caster	—	self	I
☐ 2)					
☐ 3)	Intuitions III	caster	—	self	I
☐ 4)	Dream I	caster	sleep	self	P
☐ 5)	Intuitions V	caster	—	self	I
☐ 6)	Anticipations I	caster	—	100'	P
☐ 7)					
☐ 8)	Dream II	caster	sleep	self	P
☐ 9)	Spell Anticipations	caster	—	100'	P
☐ 10)	Intuitions X	caster	—	self	I
☐ 11)	Dreams III	caster	sleep	self	P
☐ 12)					
☐ 13)	Anticipations III	caster	—	self	P
☐ 14)					
☐ 15)	Intuitions True	caster	—	self	P
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Anticipations V	caster	—	self	P
☐ 25)	Lord Dream	caster	sleep	self	P
☐ 30)	Anticipations True	caster	—	self	P
☐ 50)	Spell Anticipation True	caster	—	self	P

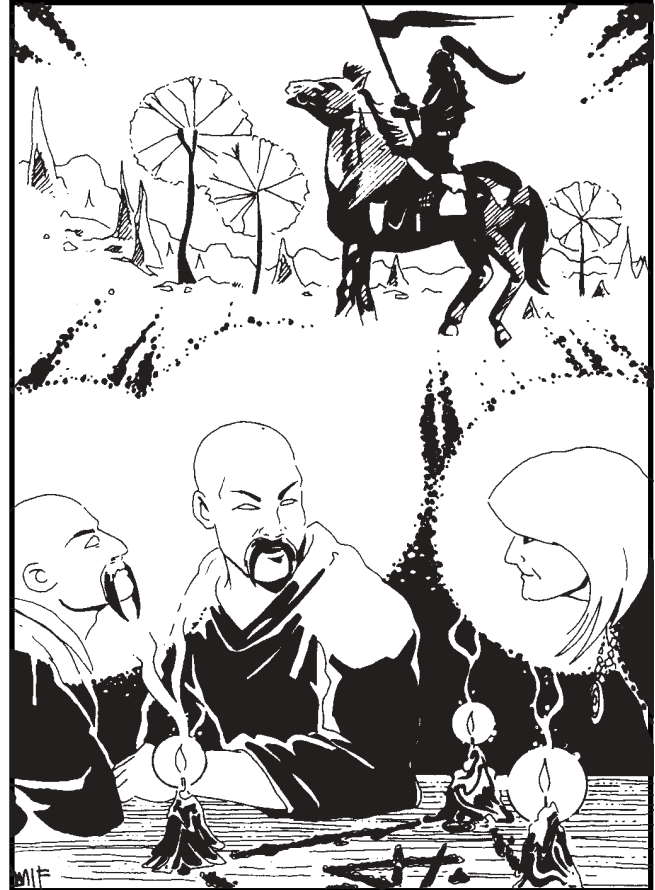


MIND VISIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Question I	1 target	—	10'	M
☐ 2)					
☐ 3)	Question III	1 target	3 rnds	10'	M
☐ 4)					
☐ 5)	Thoughts	1 target	1 rnd/lvl	100'	M
☐ 6)	Mind Typing	1 target	—	10'/lvl	I
☐ 7)	Truth I	caster	1 min	10'R	I
☐ 8)	Truth	1 target	C	100'	I
☐ 9)					
☐ 10)	Inner Thoughts	1 target	1 rnd/lvl	100'	M
☐ 11)	Truth III	caster	3 min	10'R	I
☐ 12)					
☐ 13)	Truth V	caster	5 min	10'R	I
☐ 14)	Long Truth	1 target	C	10'/lvl	I
☐ 15)	Mind Scan	1 target	1 rnd/lvl	100'	M
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Past Truth	caster	1 min	10'R	I
☐ 25)	Mind Probe	1 target	1 rnd/lvl	100'	M
☐ 30)	Thought Steal	1 target	1 rnd/lvl(C)	100'	M
☐ 50)	Truth True	varies	V	varies	I

MIND VISIONS

1. **Question I** — Target must answer one single-concept question. Question is asked and answered mentally.
3. **Question III** — As *Question I*, except target must answer 3 questions (a new question can be asked each round).
5. **Thoughts** — Caster receives surface thoughts from target. If the target makes his RR by more than 50 he realizes what is happening. Caster can concentrate on one target each round.
6. **Mind Typing** — Caster learns the race, profession, and level of the target.
7. **Truth I** — Caster knows when anyone within the radius is lying.
8. **Truth** — Caster knows if the target is lying.
10. **Inner Thoughts** — As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.
11. **Truth III** — As *Truth I*, except duration is 3 minutes.
13. **Truth V** — As *Truth I*, except duration is 5 minutes.
14. **Long Truth** — As *Truth*, except range is 10' per level of the caster.
15. **Mind Scan** — As in *Inner Thoughts*, except caster also gets target's conscious memories (at a rate of 1 scene each round).
20. **Past Truth** — As *Truth I*, except that it can be cast during a *Vision Behind* spell on the (see the Past Visions spell list). This spell detects lying from anyone speaking in the vision.
25. **Mind Probe** — As *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).
30. **Thought Steal** — Caster can remove one thought or memory from the target's mind each round.
50. **Truth True** — As *Truth I* with a duration of 1 minute per level or as *Truth* with a range of 100' per level.



PAST VISIONS

1. **Origins** — Gives a general idea of the place of origin of an item.
2. **Detect Curse** — Determines if there is a curse is on an item.
3. **Vision Behind I** — Caster gets a vision up to 1 minute per level into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as he concentrates.
4. **Power Lore** — Gives the origin of an item's power.
5. **Vision Guide** — This spell gives the caster the ability to scan the past by "feeling the temporal location for significant events." The caster must cast a *Vision Behind* spell within one minute after completing this spell.
6. **Item Vision** — Gives a vision of a significant event in an item's past.
7. **Vision Behind II** — As *Vision Behind I*, except time limit is 10 minutes per level.
9. **Vision Behind III** — As *Vision Behind I*, except time limit is 1 hour per level.
10. **Delving** — Gives significant details concerning an item's construction and purpose (not specific powers).
11. **Vision Behind IV** — As *Vision Behind I*, except time limit is 1 day per level.
13. **Past Store** — Caster may cast this spell while in a *Vision Behind*; it saves an image of a person or place that can later be used by another *Vision Behind* to key in on the saved image in another place or time.
14. **Curse Analysis** — Gives an analysis of the origin of a curse, the source of its power, and an idea of its effectiveness (i.e., level).
15. **Vision Behind V** — As *Vision Behind I*, except time range is 1 year per level.
20. **Vision Location** — If caster has general information concerning an event or place, casting this spell before a *Vision Behind* will cause the *Vision Behind* to key in on the event most closely matching the description.
25. **Vision Behind** — As *Vision Behind I*, except time limit is 10 years per level.
30. **Vision Behind** — As *Vision Behind I*, except time limit is 100 years per level.
50. **Vision Behind** — As *Vision Behind I*, except there is no time limit.

SEER BASE 9.3.3

PAST VISIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Origins	caster	—	touch	I
2)	Detect Curse	caster	—	touch	I
3)	Vision Behind I	caster	C	touch	I
4)	Power Lore	caster	—	touch	I
5)	Vision Guide	caster	varies	touch	I
6)	Item Vision	caster	—	touch	I
7)	Vision Behind II	caster	C	touch	I
8)					
9)	Vision Behind III	caster	C	touch	I
10)	Delving	caster	—	touch	I
11)	Vision Behind IV	caster	C	touch	I
12)					
13)	Past Store	caster	—	self	I
14)	Curse Analysis	caster	—	touch	I
15)	Vision Behind V	caster	C	touch	I
16)					
17)					
18)					
19)					
20)	Vision Location	caster	—	self	I
25)	Vision Behind VI	caster	C	touch	I
30)	Vision Behind VII	caster	C	touch	I
50)	Vision Behind True	caster	C	touch	I



SENSE THROUGH OTHERS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Animal Sight I	caster	C	100'	P
☐ 2)					
☐ 3)	Animal Sense I	caster	C	100'	P
☐ 4)					
☐ 5)	Sight Merge I	caster	C	100'	P
☐ 6)	Animal Sight III	caster	C	300'	P
☐ 7)					
☐ 8)	Animal Sense III	caster	C	300'	P
☐ 9)					
☐ 10)	Sight Merge III	caster	C	300'	P
☐ 11)	Animal Sight V	caster	C	500'	P
☐ 12)	Sensory Merge I	caster	C	100'	P
☐ 13)	Animal Sense V	caster	C	500'	P
☐ 14)					
☐ 15)	Sight Merge V	caster	C	500'	P
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Animal Sense True	caster	C	1 mi/lvl	P
☐ 25)	Sight Merge True	caster	C	1 mi/lvl	P
☐ 30)	Sensory Merge II	caster	C	1 mi/lvl	P
☐ 50)	Sensory Merge True	caster	C	unlimited	P

SENSE THROUGH OTHERS

1. **Animal Sight I** — Caster can see through the eyes of any non-intelligent animal in range. The animal must be seen or located via *Presence* or located via *Mind Store & Finding* (for the initial contact only).

3. **Animal Sense I** — As *Animal Sight*, except all of the animal's senses can be used.

5. **Sight Merge I** — As *Animal Sight*, except any being may be used.

6. **Animal Sight III** — As *Animal Sight I*, except the range is 300'.

8. **Animal Sense III** — As *Animal Sense I*, except the range is 300'.

10. **Sight Merge III** — As *Sight Merge I*, except the range is 300'.

11. **Animal Sight V** — As *Animal Sight I*, except the range is 500'.

12. **Sensory Merge I** — As *Sight Merge I*, except all of the being's senses can be used.

13. **Animal Sense V** — As *Animal Sense I*, except the range is 500'.

15. **Sight Merge V** — As *Sight Merge I*, except the range is 500'.

20. **Animal Sense True** — As *Animal Sense I*, except the range is 1 mile/lvl.

25. **Sight Merge True** — As *Sight Merge I*, except the range is 1 mile per level of the caster.

30. **Sensory Merge II** — As *Sensory Merge I*, except the range is 1 mile per level.

50. **Sensory Merge True** — As *Sensory Merge I*, except the range is unlimited.



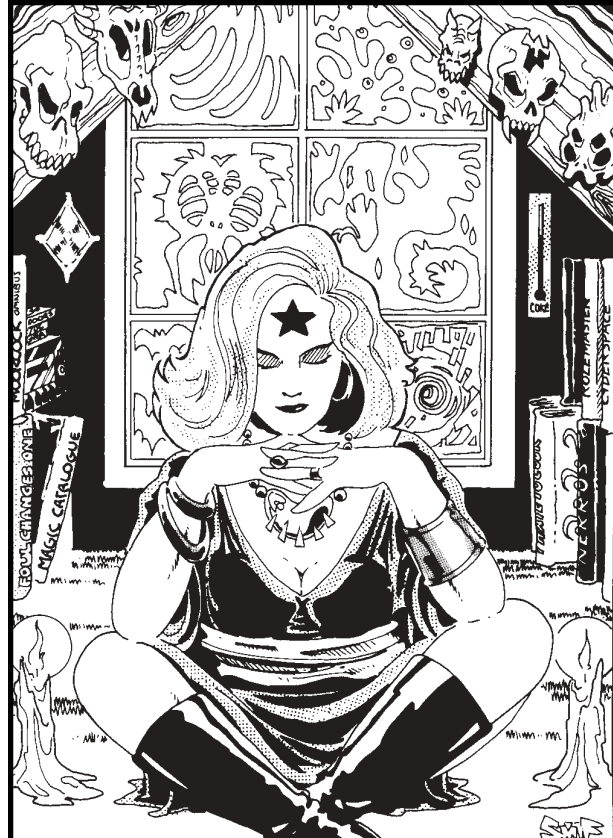
TRUE PERCEPTION

1. **Presence** — Caster is aware of the presence of all thinking/sentient beings within his range.
2. **Detect Illusion** — Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
3. **Mind Store** — Caster stores the mental pattern of target; can be used later to locate specific person through *Finding*.
4. **Analysis** — Caster can determine one of the following concerning a target: profession, race, or level.
5. **Minor Finding** — Caster gets direction & distance to a unshielded mind which he has a mental pattern of from *Mind Store*.
6. **Mind Typing** — As *Analysis*, except caster learns race, profession, and level.
7. **Awareness III** — As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).
8. **Long Ear** — Caster's point of hearing may be moved up to 10'/lvl away (moves at 10'/rnd); he must be physically able to go there (e.g., he could not send his point of hearing through walls or closed doors).
10. **Awareness True** — As *Awareness III*, except radius is 10'/lvl.
11. **Long Mind Store** — As *Mind Store*, except range is 100'/lvl if the target is sensed (mentally or by sight).
13. **Long Mind Typing** — As *Mind Typing*, except range is 100'/lvl if target is sensed (mentally or by sight).
14. **Finding I** — As *Minor Finding*, except range is 1 mi/lvl.
15. **Long Sense** — As *Long Ear*, except all senses are involved.
20. **Finding V** — As *Minor Finding*, except range is 5 miles/lvl.
25. **Greater Long Sense** — As *Long Sense*, except range is 1 mile/lvl.
30. **Long Sense True** — As *Long Sense*, except range is unlimited.
50. **Finding True** — As *Finding*, except no range limit.

SEER BASE 9.3.5

TRUE PERCEPTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Presence	caster	C	10'/lvl	P
2	Detect Illusion	5'R	—	100'	U
3	Mind Store	1 target	—	10'/lvl	I
4	Analysis	1 target	—	10'/lvl	I
5	Minor Finding	caster	C	100'/lvl	I
6	Mind Typing	1 target	—	10'/lvl	I
7	Awareness III	caster	C	30'R	I
8	Long Ear	caster	C	10'/lvl	U
9					
10	Awareness True	caster	C	10'R/lvl	I
11	Long Mind Store	1 target	—	100'/lvl	I
12					
13	Long Mind Typing	1 target	—	100'/lvl	I
14	Finding I	caster	C	1 mi/lvl	I
15	Long Sense	caster	C	10'/lvl	U
16					
17					
18					
19					
20	Finding V	caster	C	5 mi/lvl	I
25	Greater Long Sense	caster	C	1 mi/lvl	U
30	Long Sense True	caster	C	unlimited	U
50	Finding True	caster	C	unlimited	U



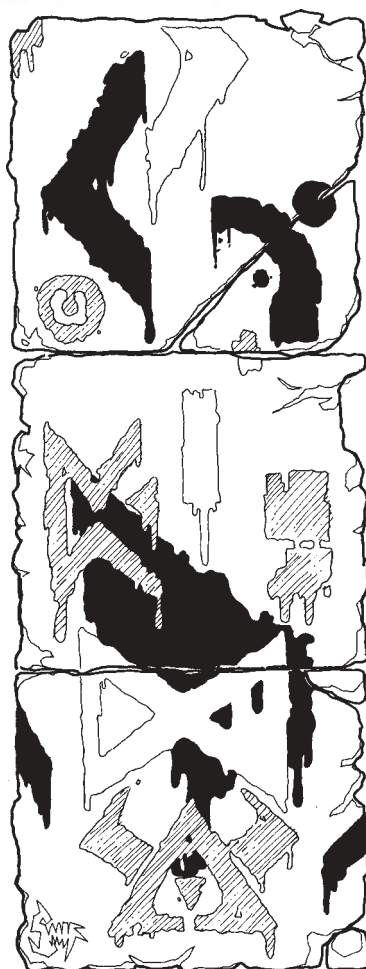
SEER BASE 9.3.6

TRUE SIGHT

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Watersight	caster	C	self	U
☐ 2)	Nightsight	caster	C	self	U
☐ 3)	Woodsight	caster	C	self	U
☐ 4)	Watch I	caster	C	10'	U
☐ 5)	Long Eye I	caster	C	10'/lvl	U
☐ 6)	See Invisible	caster	C	self	U
☐ 7)	Stonesight	caster	C	self	U
☐ 8)	Ironsight	caster	C	self	U
☐ 9)	Illusionsight	caster	C	self	U
☐ 10)	Watch II	caster	C	10'/lvl	U
☐ 11)	Metalsight	caster	C	self	U
☐ 12)	Utterdarksight	caster	C	self	U
☐ 13)	Greater Watch	caster	C	100'	U
☐ 14)	Watch III	caster	C	100'/lvl	U
☐ 15)	Waiting Watch	caster	1 day/lvl	100'/lvl	U
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Wallsight	caster	C	self	U
☐ 25)	Long Eye II	caster	C	100'/lvl	U
☐ 30)	Watch True	caster	1 min/lvl	100'/lvl	U
☐ 50)	Sight True	caster	1 min/lvl	self	U

TRUE SIGHT

- Watersight** — Caster can see through 10' of water per level (even murky water) as if it were day.
- Nightsight** — As *Watersight*, except caster can see in normal darkness.
- Woodsight** — As *Watersight*, except caster can see through 1' of wood per level.
- Watch I** — Caster can pick a point up to 10' away and he will have a field of vision from that point. He can rotate the point of vision, but not move it (there can be intervening objects between the caster and the point).
- Long Eye I** — Caster's point of sight may be moved independently up to 10' per level away (moves at the rate of 10' per round). The caster must be physically able to go there (e.g., he could not send his point of sight through walls or closed doors).
- See Invisible** — As *Watersight*, except caster can see invisible objects.
- Stonesight** — As *Woodsight*, except caster can see through 6" of stone per level.
- Ironsight** — As *Woodsight*, except caster can see through 1" of iron or steel per level.
- Illusionsight** — As *Watersight*, except caster can see through all illusions.
- Watch II** — As *Watch I*, except point of vision can be up to 10' per level away.
- Metalsight** — As *Ironsight*, except any "non-enchanted" metal can be seen through.
- Utterdarksight** — As *Nightsight*, except caster may also see through magically created darkness.
- Greater Watch** — As *Watch*, except 2 points up to 100' away may be observed simultaneously.
- Watch III** — As *Watch I*, except range is 100' per level.
- Waiting Watch** — As *Watch III*, except caster doesn't have to concentrate until the spell is triggered by some movement that could be seen from the *Watch* point. The caster must be within 100' per level when the spell is triggered.
- Wallsight** — As *Woodsight*, except caster can see through any "non-enchanted" wall.
- Long Eye II** — As *Long Eye I*, except range is 100' per level.
- Watch True** — As *Watch III*, except caster need not concentrate (i.e., he just glances once every couple of rounds), and the duration is 1 minute per level.
- Sight True** — Caster can see through any and all inanimate material within 10' per level.



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