

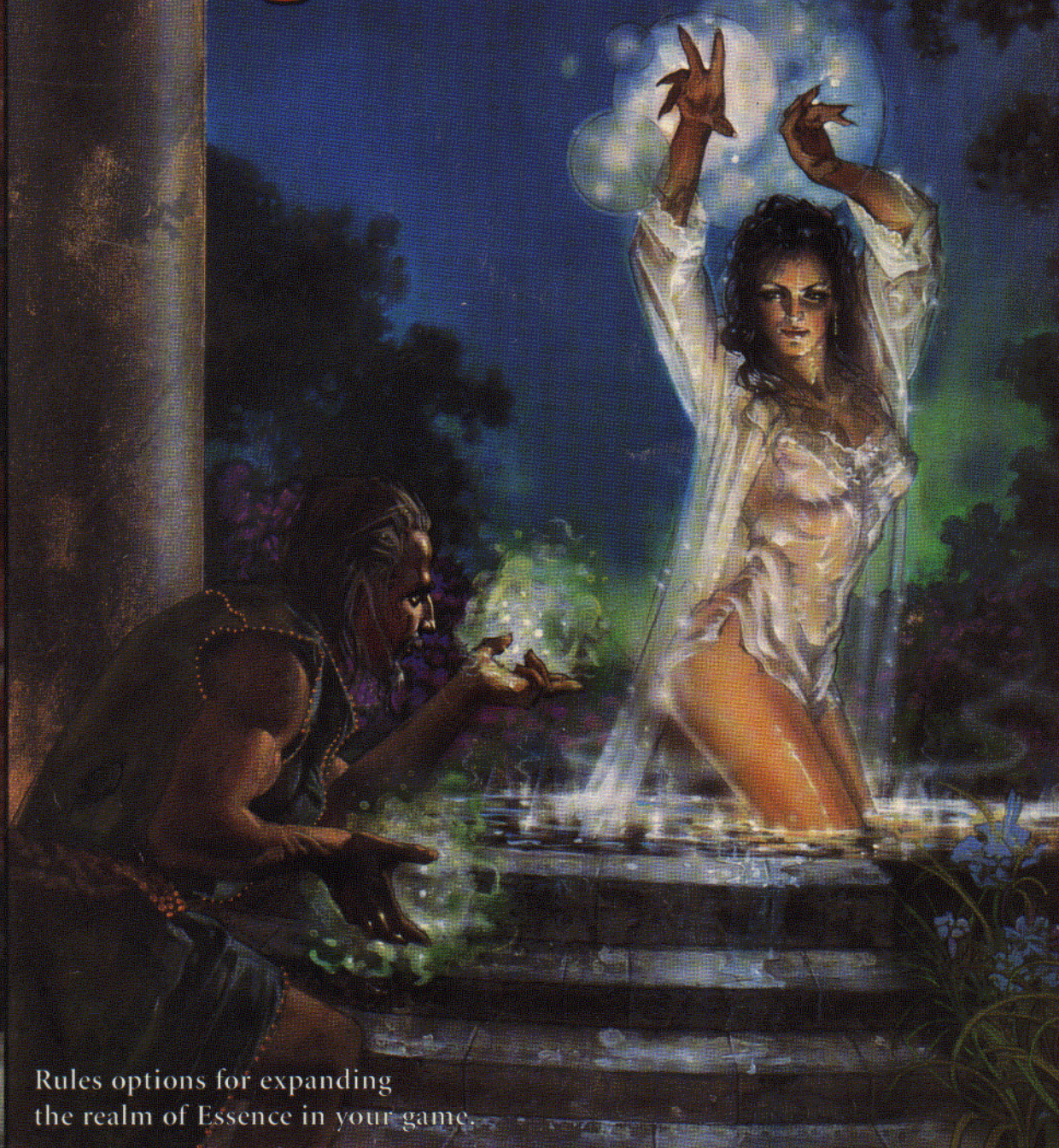
#5603

ROLEMASTER
THE STANDARD SYSTEM

Companion



ESSENCE COMPANION™



Rules options for expanding
the realm of Essence in your game.

ESSENCE COMPANION™



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WELCOME

Welcome to the *Essence Companion*. This companion is "theme" oriented. That is, everything in this book centers around a single theme (Essence magic). If you are not looking to add this theme to your campaign, do not use this book! Also, do not presume what is written on these pages is the absolute rule. Instead, think of it as a text book from which you will learn how to incorporate certain concepts into your game. It is possible that what you learn here will contradict the things that you want to pursue in your game. Remember that when anything is in doubt, the GM's game takes precedence, not the rules shown here!

The *Essence Companion* is optional—everything within it is optional (the professions, the spell lists, etc.). Your GM must study what is presented here and decide if the concepts are appropriate to his gaming world. Adopting the contents of this book into a game will change the power balance of the game. The GM must decide whether this is good or bad for his game. Because this book is theme oriented, the GM will most likely want to adopt it as a whole or only a very few select pieces. Be very careful when adopting only certain pieces of this book into a game, as this book presumes that you are using the whole of the book along with the whole of the rules presented in the *RMSR*.

Note: For readability purposes, this book uses the standard masculine pronoun when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey non-gender specific meanings: he/she, her/him, etc.

AUTHORIAL OBSERVATIONS

First of all, thank you for purchasing this book. If you are standing in the store trying to decide whether or not to buy this book, consider that "thank you" conditional on you forking over the dough. I thank you for purchasing this book because it means that you are not only interested in our ideas, but you are also willing to invest a little time and effort in learning about our ideas. I sincerely hope that you end up spending many more hours enjoying this book than I spent agonizing over all of the details, minutiae and balance issues. While I would like to pre-emptively blame any errors that might crop up in this book on my co-author, I can't. So instead I will blame it on the publishers. Of course, there will be no errors, so you are welcome to ignore both of those comments and move on to the core of the book. Besides, if you are reading this, you have probably owned the book for about four months and never considered reading these comments. If it weren't for the fact that you must have accidentally spilled pizza sauce on the front page, we wouldn't even be having this conversation. Ah, the accidents of life.

Seriously, though, I hope that you really do find a lot of useful material for your game. And as a final note, I just want to annotate a comment I made in the Special Thanks of *Castles & Ruins*. I dedicated that book to my son Nicholas Drake Reeves. Since then, his mother Tiffany has graciously agreed to let me change his name. So please go back to your copy of *Castles & Ruins* (buy one if you must) and change his name to Nicholas Drake Kirkland. Thank you.

R.C. Kirkland, Jr.

My thanks upon the completion of this book are many. First of all, I would like to thank my friend and co-author Rich Kirkland. We have been friends for 20 years and played role playing games together for well over half of that. Creating this book with him has been a challenge and a privilege. Not bad for a couple of North Carolina boys whose T-ball team only won one game, huh Rich? Much thanks must also go to my wife, Morgana Moore, whose love and understanding constantly amaze me. Like her namesake, she is truly a beguiling woman. Finally I would like to dedicate this book to the players and characters that make role playing the joy that it is. This book is all about magic, which most people assume does not exist in our world. They are wrong. When a group of friends spend hours creating a world of people and places that exist wholly in their imagination, and they shape the events in that world, that's magic. Now let's play.

A. Scott Moore

PLAYTESTERS

Lee "Earthworm Gourmet" Gardner; Jason "On three, everybody shoot the captive deer." Reese; Jeremy "Silver-tongued introvert" Pearce; Ted "Green Santa Claus", "The Religion Wrecker" Thorne

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ESSENCE
COMPANION



PART I

CONCEPTS AND PREMISES

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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, Mana—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. Essence has often been compared to the sustaining and nurturing force of reality itself. A world without Essence is a stagnant world destined for decay.

The whole of Essence is a power beyond the grasp of any being, though some students have learned to attune their bodies and minds to the surrounding Essence in order to use it on a temporary basis. This temporary control allows them to mold elements, twist probability, and wield the very fabric of reality. Though, the spells of Essence can be both beautiful and lethal, affecting one or many, in the end the normal patterns will always prevail, and only the effects will remain to tell the tale.

Unliving things interfere with the manipulation of the patterns of the Essence. Inorganic substances, particularly metal, create great difficulties for the manipulation of Essence and provides strong protection against the powers of 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. Because of this, users of the Essence will rarely wear armor or helms while utilizing spells.



THEORIES OF ESSENCE

Part I

Section 1.0

Theories of
Essence

Currently, scholars suggest two different theories on the nature of Essence that they use as models for explaining various principles of spell casting and for use in spell research; they are the Fluid Essence Theory and the Radiant Essence Theory.

The first theory holds that Essence is like an ethereal fluid or a heavy gas. According to these scholars, Essence is generated naturally as a by-product of life. All creatures—plant, animal, and fungus alike—create Essence just as they produce body heat, scent, and moisture. This fluid energy pools above the ground only slowly seeping into the earth. The fluid flows with the contours of the land and with natural magnetic points on the earth's surface. The strongest of these flows have come to be called ley lines.

The Essence that slowly seeps into the ground eventually collects in pools deep in the bowels of the earth. Deep in the earth something interacts with the Essence to cause it to begin a slow rise back to the surface of the earth. The exact cause for the rise of such pools of Essence is the subject of debate though little truly is known about the reason the Essence would return to the surface. Some suggest that deep in the earth is the true home of the gods and that the intense heat and power of these beings refines the Essence into a lighter substance. Some suggest that the Essence itself changes when under intense pressure, while others suggest that the Essence hits an impervious surface deep in the earth which cause the Essence pools to "bounce" back to the surface. Whatever the true cause may be, the existence of these resurfaced pools of Essence are always a great treasure. By now you have surely guessed that these pools of Essence are often called Earthnodes.

The Fluid Essence Theory further explains the basic principle behind catalyst casting. Just as the Essence is created and expelled by living creatures, some portions of plants and creatures retain small amounts of Essence. The exact reason for this Essential Retention is still unknown, though it is thought by many that Essence is retained within a creature as a portion of its soul or will. It is for this reason that catalyst casters find the Essence within living things to be aligned with uses more in keeping with the original creature's nature or self-perception.

The Fluid Essence Theory best explain the production and nature of ley lines and to a lesser degree earthnodes. Unfortunately, it does not explain the actual perceptions of scholars when they view the Essence through the use of power perception and aura spells. The Radiant Essence Theory more closely follows these perceptions.

The Radiant Essence Theory was formed based on actual observation of the Essence in motion. Essence seems to radiate out from living creatures. Normal creatures yield very faint, barely perceptible glows of Essence, whereas magical creatures and powerful spell users radiate a greater glow. According to the Radiant Essence Theory, all creatures radiate Essence as a function of living. This Essence "warms" the surrounding area, much like the radiant energy from the sun warms the earth.

Radiant Essence theorists assume that the small amount of Essence produced by living creatures cannot possibly account for all of the Essence found in the world, especially not the ley lines or earthnodes. To explain these phenomena they suggest that the earth must be a globe with a very "hot" Essence center. Some suggest that the center of the earth is nearly a living creature and that it too has a soul that generates Essence, while others again suggest the center of the earth as the true home of the gods who radiate Essence of a much more powerful nature than other living creatures. Regardless, these theorists suggest that ley lines and earthnodes are simply tiny cracks in the earth's surface that allow the earth's Essence to shine through. The fact that earthnodes have been proven to have a limited radius in all directions limits the validity of this concept though many have attempted to reconcile these differences.

Radiant Essence Theory is most often used as a model for teaching power perception and by the more spiritual seekers of the Essence. Fluid Essence Theory is most often used as a model for magic researchers and the more analytical seekers of the Essence.

The true nature of the Essence cannot be captured in either of these theories. The Unified Essence Theory will have to await new breakthroughs in the research into earthnodes, auras, power perception, ley lines, and life itself. Some say that since the only limit to the application of Essence is the comprehension and creativity of the mind, that so long as new thoughts are formed the nature of Essence will change. Still most scholars insist that all things can be analyzed into logical patterns that can be reproduced time and time again. Once all of the applications of Essence have been at least theoretically mapped out, the true nature of Essence should be close at hand.

The patient crafting of Essence is an elusive skill to master. Years after I have mastered a simple spell, I find new ways to apply the same principles of that spell that change my whole perception of Essence. I do believe that none who walk the earth are meant to truly master the Essence. All we can hope for is an understanding of our own limitations.

—Rayblian, Master



ESSENCE
COMPANION



Part I

Section

2.0, 2.1

Schools of
Magic

Herbalist

SCHOOLS OF MAGIC

Essence, more than any other form of magic, is a magic of experimentation and intellectual curiosity. Channeling is a magic of faith. Mentalism is a magic of self control and state of mind. Essence is the magic of knowledge—a knowledge achieved by many methods.

As Arcane magic divided over time, those more analytical and scientific students studied Essence over the other two realms of magic. As these spell users specialized in Essence, they discovered five different methods for controlling it. These methods were uniquely keyed to controlling Essence, rather than Arcane, Channeling, or Mentalism.

The key to each of these techniques, or schools as they later came to be known, is the method by which the caster attunes himself and the Essence to a specific spell effect. Schools of magic are analogous to schools of thought and should not be confused with a university. A school of magic is a philosophy, science and framework for understanding Essence. A school of magic is a model that allows a student to grasp difficult concepts and to anticipate the results of experiments. A university may teach more than one school of magic, while a school of magic is not limited to a university setting.

The schools of magic reflect a division in scholarly explication of Essence magic. All Essence magic is controlled by precise words, catalysts, and movements that are harmonious or sympathetic towards a specific effect. Each school of magic focuses on one of these methods of controlling magic to the exclusion of the other methods. By learning the proper words, catalysts, and movements, an Essence spell user can reproduce almost any Arcane effect more accurately, consistently, and with finer control than any Arcane caster could dream of. Excited by the prospect of greater control and power, the original Essence casters happily divested themselves of Channeling and Mentalism and the subtleties they concealed.

The original studies were less methodical than some scholars suggest, involving intuitive leaps and many wild goose chases. Eventually these students discovered the central concepts that form the foundation of all Essence casting. Originally, all Essence casters used a hodgepodge collection of words of power, magical motions, and secret catalysts to create their spells. As Essence users continued to specialize, each spell caster found it easier to specialize either in languages, movements, or catalysts alone.

The schools of magic formed slowly as each master shared his knowledge until the basics of Essence casting came to be known more generally. Over time masters found it beneficial to control the distribution of magic and jealously guarded their magical knowledge. This trend continues in the existing division of spell knowledge into base lists, closed lists and open lists

Eventually this created the current situation where each profession is generally limited to a single school of magic. Often many different schools of magic developed within the same region by different professions. The net result is that Essence spell users may know the exact same spells, but understand them and cast them in totally different fashions.

The five schools of magic that have developed are Herbalist, Corpist, Crystallist, Nomenist, and Somaticist.

◆ 2.1 ◆

HERBALIST

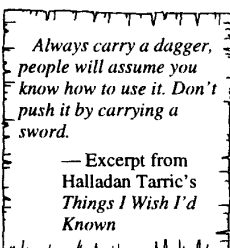
Strengths—Casters have additional power points available from their catalysts. Casters do not have to speak or gesture to cast magic. Herbal catalysts are easy to find.

Weaknesses—Caster must continually seek catalysts in order to cast their spells. Herbal catalysts are low in power.

Herbalists are one of three schools of magic that utilize catalysts, along with the Corpist and the Crystallist. Catalyst casters are practitioners of Essence who rely on a phenomenon known as sympathetic magic. This is spell casting that exploits the fact that certain items have a predisposition toward specific magical effects and contain some quantity of Essence. This provides the caster with two things that aid in spell casting: direction and power. Each different catalyst is suited for the casting of one or more varieties of spell and also provides some of the necessary power points for its casting. This kind of magic is relatively easy to use (because the catalyst has a bias toward a certain kind of effect) and drains the caster of power less rapidly (because the catalyst and it's Essence are consumed in the casting). There are three distinct types of catalyst caster, but each relies on this principal for their spell casting.

Herbalists use plants for the sympathetic magic in their spells. As a novice, the Herbalist must seek out the many herbs, seeds, and fruits required for his spells, either in a marketplace or in the wild. He must maintain this stockpile of various plants to insure that he need not ration his spells. He may find that the catalysts required for one type of spell are easier to locate than another. This personal supply and demand may help determine which spells the caster learns and which he casts frequently.

Herbalists often learn medicinal, poisonous, hallucinogenic and nutritional uses for the herbs they carry. Herbalist casters are quite resourceful with spell casting, foraging, and healing. As Herbalists gain further mastery of their botanical magic, they tend to divide into two categories. Some of them will become wanderers constantly in search of those rare plants that provide the Essence for the most powerful spells. Others will settle down to become gardeners with huge crops of plants resulting in an almost never ending supply of catalysts. Some may hire adventurers to obtain those rarest of herbs that grow in remote areas guarded by fearsome inhabitants.





Herbal casting is relatively simple. With his will, the caster summons the Essence from his surroundings. As the power builds, he directs it through the catalyst, which he must hold in his hand. The magical tendencies of the catalyst direct the flow of toward its bias. For low level spells, very little fine tuning is required; and the spell almost casts itself. With higher level spells, the caster must concentrate more to create the spell results he desires. As the spell nears completion, the caster continues to concentrate on exactly the effect he desires and the catalyst provides the rest of the Essence required to power the spell.

This kind of spell casting is especially common among more primitive cultures where guilds of magic are unheard of. The fact that the herbal catalyst provides direction for the spell as well as part of the power makes this method easy to learn and use. However, due to limited supply of herbs and the greater degree of control required for spells of increasing power, many of these primitive casters do not progress far beyond their initial level of skill.

◆ 2.2 ◆ CORPIST

Strengths—Casters have additional power points available from their catalysts. Casters do not have to speak or gesture to cast magic. Corpus catalysts are high in power.

Weaknesses—Caster must continually seek catalysts in order to cast their spells. Corpus catalysts are difficult to acquire and preserve.

In a great many respects, Corpists are very similar to Herbalists. The caster summons the Essence to begin the spell, directs it through the catalyst, tunes the effects as needed, and the catalyst provides the last bit of Essence to complete the spell. The major difference between these two styles of casting is the source of the catalyst. Where the Herbalist obtains his magical supplies from the market or a field, the Corapist must use portions of animals, monsters, or even sentient beings. Even more gruesome is the fact that the fresher the catalyst the more useful it is. This has caused the Corapist, at least in some cultures, to be unpopular. The tales of animal and human sacrifice told around campfires and bar room tables are likely drawn from the spell casting and rituals of the Corapist.

This is not to say that all Essence casters who choose this path are evil or bloodthirsty. Many Corpists believe that no life should be taken in vain and believe in frugality. These casters obtain their catalysts from the parts left over when the hunters and butchers are done. In this way, no useful portion of an animal is wasted or left to rot in the sun. This variety of magic user is also common in warrior societies that are almost constantly at battle with other cultures or races. The Corapist can be found combing the battlefield for the fleshy loot left behind by the fighters. Many such casters do not limit their post battle collecting to the enemy. Many Corpists believe that a fallen warrior would like for his body to be used to posthumously strike back at the foe rather than lie in a mass grave and be forgotten.

Nearly all Corpists learn alchemy, skinning, and/or cooking. These skills assist the Corapist in preserving organic material for later catalyst use. Different cultures have different levels of ability in this respect; more civilized societies tend to use alchemical preservation methods, while less civilized cultures tend to smoke or dry out organic material. Some Corpists also specialize in hunting, surgery, or animal care in the process of stockpiling catalysts.

When Corpists are encountered, they can usually be identified by the vast selection of bones, skins, and jars of organs they carry with them. Alternatively, some may look like the ringmaster of a traveling circus. These casters believe that freshness is the way to power and that "on the hoof" is the easiest way to get their catalysts from place to place. Unfortunately for their companions, neither of these two varieties of Corapist is very fragrant.

Part I

Sections 2.1, 2.2

Herbalist

Corapist

Never taunt powerful wizards with phrases like "We've got your wife," especially if you have his wife.

—Excerpt from
Halladan Tarric's
*Things I Wish I'd
Known*

I can do it, but I'll need a used chicken.

—Dini Lee Araspen

ESSENCE COMPANION





◆ 2.3 ◆ CRYSTALIST

Strengths—Casters have additional power points available from their catalysts. Casters do not have to speak or gesture to cast magic. Crystal catalysts are renewable.

Weaknesses—Caster must continually seek/charge catalysts in order to cast their spells. Crystal catalysts require charging and are more vulnerable to theft.

In most respects the Crystalist performs magic identically to the other two catalyst casters. However, they differ greatly in that their catalysts are not destroyed in the process of casting the spell. Instead, the energy stored in the crystal matrix is discharged. At first this would seem to give them a tremendous advantage: they need not replenish their stock of catalysts. A Crystalist does spend less time hunting for catalysts, but his ability to cast spells is limited by the amount of charges a crystal can contain. Before casting any spell, the Crystalist

must spend a great deal of time and power points recharging the crystal matrices so that his very expensive catalysts aren't destroyed. With ample time to prepare, the Crystalist can meet almost any challenge, but caught unaware and low on charged crystals, he is nearly helpless.

What the hecketh is a
"Dollrog"?

—Last words of The
Green Knight

Every crystal has a capacity to hold charges of Essence that can be used by the Crystalist for spell casting. Each charge contributes a set amount of power points towards the casting of a spell. The amount of power points contributed by each charge is based on the size of the gem. If a gem with no charges is ever used as a catalyst, then it is destroyed. Herbalists and Corpists are intrigued by the possibility of learning how to "charge" their own catalysts, but all attempts have so far failed. The fragile nature of these catalysts does not lend itself to such manipulation.

To cast his spells the Crystalist gathers his will and summons the Essence. This Essence is directed into a specific crystal where it is biased toward a certain kind of general effect. The caster molds this mana into the precise effect he desires, pushes the spell through the crystal, and creates magic. The Essence contained in the crystal matrix performs

two functions. The first is that of cohesion. The Essence provides strength to hold the crystal together under the often extreme pressures of spell casting. Without the power of this Essence, the gem would disintegrate or explode with the casting of a spell. The other purpose of the Essence in the crystal matrix is to enhance the caster's own power. The caster draws on the reserves of Essence stored in the crystal matrix to provide part of the power for the spell. The crystal must be charged prior to casting, or the caster gains no power from the crystal and worse, the crystal will shatter.

Crystalists are often recognized by the expensive jewelry they wear. Many employ a veritable army of guards to dissuade the greedy. The danger of theft is doubly important to Crystalists, since the gems they carry have value beyond the monetary. More than one Crystalist has assumed the appearance of a destitute vagabond, to keep his precious catalysts safe.



◆ 2.4 ◆ NOMENIST

Strengths—Casters require no somatic gestures or material components to cast spells. Their spells are also cast more quickly.

Weaknesses—The caster may not cast his spells if he is gagged, mute, or otherwise unable to speak. The caster must also continually seek to learn new languages to increase his understanding of the Primal Tongue.

Some spell casters have discovered that different words evoke different facets of the Essence. When the first words were spoken by sentient beings, the Essence was imprinted with their sounds. Thereafter, those words would resonate with the power of the Essence and speaking them could produce magical effects. Yet languages inevitably change over time, as civilizations rise and fall, as populations move and absorb new cultures. Some even die out completely. Thus the power of those first words, the "Primal Tongue," was diluted, the words themselves forgotten until a few scattered bits of it were rediscovered. It is these bits of the Primal Tongue, in the form of spoken words, which the Nomenist prizes and constantly seeks. To uncover these words of power, the spell caster must study the roots of languages and separate the parts of the tongue that were passed down from more ancient and magical languages.

The path to knowing the Primal Tongue only begins with studying various languages at the city library. The true roots of ancient language lie on the fringes of civilized lands, where cultures have changed little in hundreds of years. Isolated islands, forgotten cities deep within jungles, or deep subterranean caverns where nearly immortal dragons sleep—these are all places where keys to the Primal Tongue lies. These are the places to which the Nomenist must travel if he ever wishes to grasp even a small percent of the Primal Tongue. As he travels to these remote locations and learns the many languages he must, the student will realize the value of learning the more rare (and more difficult) tongues. A few ranks of an ancient, long

forgotten dialect can contain more of the Primal Tongue than an intricate study of every language on an entire civilized continent.

As the Nomenist student begins his studies, his understanding of the Primal Tongue will be nearly nonexistent. The words of power he knows will be few and relatively far removed from the language of the ancients. His spells will be simple and weak because of their inability to resonate fully with the local Essence. As his study of civilized language becomes more complete, not only will he gain a greater knowledge of the more ancient words in his native language(s), but his pronunciation of the magical words he knows will become better. Should the caster cease his search for new languages to learn, his ability to learn new spells from other lists won't be compromised, but his ability to learn spells of higher level will be curtailed.

The Primal Tongue is not a true language. A master can not teach Primal Tongue to his pupils. Primal Tongue can not be translated into any other language, because each word of Primal Tongue is unique to each individual. Primal Tongue is not just a set of ancient words, or even the first words as they are often characterized, but it is a unique pidgin language that allows the caster to communicate directly with the Essence. The words of Primal Tongue are unique to each spell caster. A student must study all languages in order to discover his personal version of Primal Tongue. Scholars theorize that it is not words that the Nomenist uses to control the Essence, but concepts. They suggest that students must learn new ways of saying a concept until they refine their understanding of that concept to a point of control.

This constant search for more languages of greater antiquity or drains the Nomenist physically, monetarily, and in time devoted to other pursuits. Yet, the rewards for this effort are manifold. As the caster's knowledge of the Primal Tongue continues to increase, so does his ability to cast spells of higher and higher level. Furthermore, the understanding of such a broad spectrum of languages is a reward in itself. The

caster will almost always be the translator and possibly diplomat for any group of which he is part. He may uncover information that others cannot due to the language barrier and might even gain use of a magical text that no one else can use. The Nomenist gains one further advantage from his study of language: speed. Because he only needs to use key words and phrases that evoke the effect that he desires, the Nomenist's incantations tend to be brief. This can be a distinct advantage when the caster needs quick magic in unfamiliar lands.

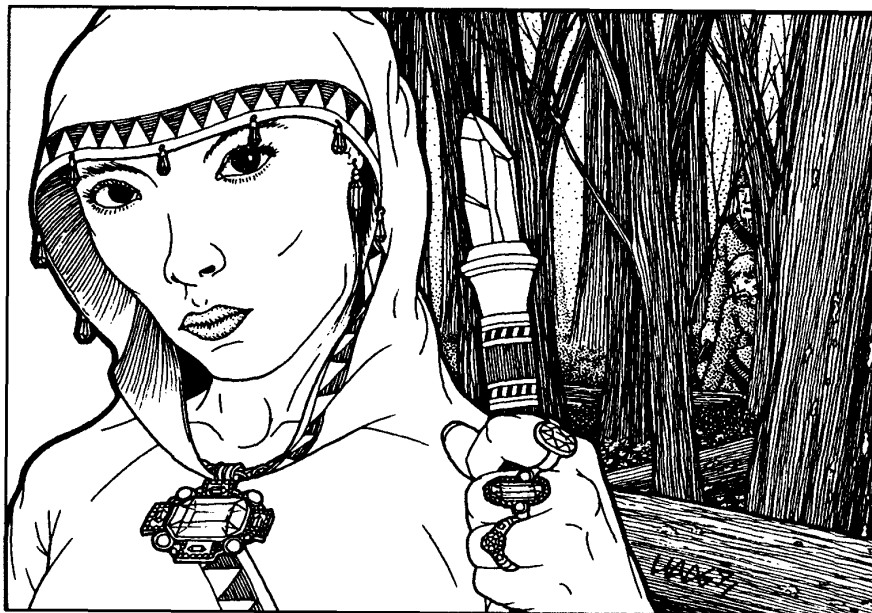
Part I

Section 2.4

Nomenist

Always check your references. The only thing worse than an angry wizard is an angry wizard's attorney.

—Murcival Ogden
MacMurray, Keeper
of the Stacks,
Whitcomb
University of the
Magic Arts



ESSENCE
COMPANION



Part I

Sections 2.5, 2.6

Somaticist

Cross- Training Schools of Magic

◆ 2.5 ◆ SOMATICIST

Strengths—Casters require no verbal or material components to cast spells. No additional skills required to develop this school of magic.

Weaknesses—The caster may not cast his spells if he bound, held, or paralyzed. Their spells are difficult to record and generally require live teachers.

The spell caster who uses the Somaticist School calls forth and shapes the Essence with motions of his body. By tuning himself to the surrounding Essence and making specific forms and gestures the Somaticist can handle and shape Essence as if it were a tangible object. At its most basic level, the student is merely pushing the Essence around, accomplishing simple tasks by brute force. This kind of casting is neither complex nor efficient, but it does have the advantage of being easy for the novice to understand.

As his understanding of the ways in which one “grips” the Essence improves, the student learns other ways to move it. This is analogous to learning that in order to move a boulder, not only can one pick it up, but also push it, pull it, roll it, etc. This makes the caster capable of more complex and powerful spells that require less effort. As the student approaches mastery of Somaticist, he learns to form more complex shapes with the Essence and eventually to combine these shapes with others to perform spells that accomplish multifaceted tasks. At this level, the caster can call forth the Essence and roughly shape it purely by willpower. It is only for the more complicated aspects of the spell that he uses his gestures and movements, but these become critical. The forms that the caster makes must be extremely precise. Some may be almost unobservable to the casual onlooker. Once the caster has the ability to make these intricate shapes and combinations of shapes with the Essence he can truly boast of being a master of Somaticist.

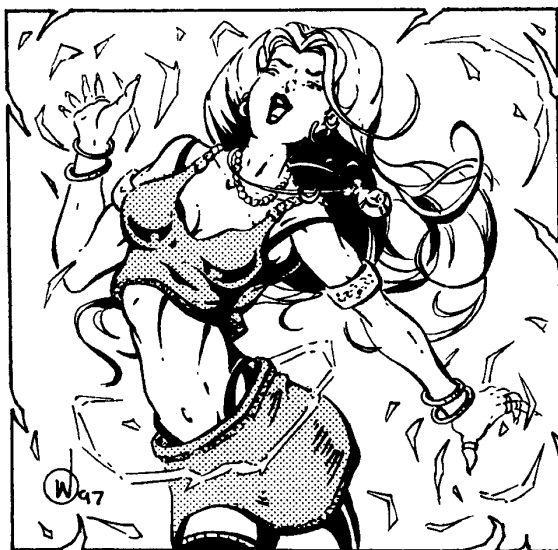
Somaticists are as a rule agile and dexterous. Often they excel at dancing, juggling, acrobatics, sign language, or any other skill which requires precise or graceful move-

ment. Somaticists do not have to speak to cast their spells, but most are taught or develop spoken mnemonic devices to aid them in remembering the moves necessary to successfully cast their spells. Those students who have long relationships with their mentors have a distinct advantage over those spell casters who go it alone early in their careers since the forms and movements required to cast all but the most basic spells are difficult to self teach. Those students who seek to learn this art from books will find that most tomes on Somaticism are very large. Because only very simple gestures can be described in words, these works can often require hundreds of pages of illustrations to convey the proper motions for one spell. A great many Essence users tend to follow this school, for although it requires many hours of tedious exercise and concentration, it is a very self-contained style of magic. The caster never need fear that by losing some magical tome or precious catalyst that his ability to cast spells could be compromised.

◆ 2.6 ◆ CROSS-TRAINING SCHOOLS OF MAGIC

While most students learn a single school of magic and build on the individual strengths and weaknesses of the one school, others seek to broaden their knowledge by developing multiple schools of magic. Students learn new spell lists by a school of magic different from his primary school with more difficulty as he not only has to learn the new material, but also to unlearn his primary school teachings. The character is subject to the strengths and weaknesses of the school of magic used to learn each individual spell list.

Alternatively, a student could learn a spell list by his primary school and then re-learn that list with a new school. Students who learn the breadth of a list by developing multiple schools receive the strengths and weaknesses of both schools. A magician who learns Fire Law as a Somaticist and as a Nomenist to the same level may cast the spell as a Somaticist list, as a Nomenist list, or as an amalgam of the two schools. As long as the caster follows the requirements of the school of magic (appropriate catalyst in hand, appropriate ranks in Primal Tongue, free hands), then the caster gains the benefits of both schools of magic.



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◆ 2.7 ◆ APPLYING THE SCHOOLS OF MAGIC

The schools of magic can be applied to a game world in several ways. They can either be academic divisions of thought, cultural divisions of thought, or professional divisions of thought. The choice of division is important for the GM to consider carefully before assigning to his world as the implications will run deep. If the GM chooses to use the schools of magic, he must determine whether he will use all of them within his world as well as whether or not he will allow Essence users the choice of using the Rolemaster Standard System magic rules. We suggest that the schools of magic should be used in place of the standard rules as they provide a new source for creative roleplaying and further identifying essence casters from spell casters of other realms.

If the GM chooses to use the schools of magic as a division of academic thought, then in any given society it will be normal for there to be multiple schools of magic being taught or practiced. These varying schools of magic will not be limited by professional restrictions. Some magicians will be Crystalists, some will be Nomenists, etc. Schools of magic in this type of society will often rival one another for political clout or popular opinion. Each school will protest that the other school is limited in some way, but normally these divisions will be of moderate vehemency if more of a professional rivalry than anything else.

The schools of magic can also be used to accentuate cultural differences and approaches to magic. In some primitive lands Corpists and Herbalists abound. The desert nomads may learn magic as Nomenists, learning new languages as trade caravans pass through their land. The underground cultures may specialize in Crystalist magic. The eastern empire may specialize in martial arts and Somaticism. If this system of division is used, new cultures will often disdain the magic of other cultures as being too primitive, or too barbaric, or too esoteric. Observers of spell casting from a different school of magic will often mistrust the control or power of such magic, which often leads to fear.

Alternatively, the schools of magic may be used to further isolate profession from profession. All Magicians in the known world are Crystalists, all Mana Molders are Corpists, and all Runemages are Nomenists. In such a world the professional base lists are even more removed from other professions to learn as they require an entire different approach to understand. Professions may also have access to various closed and open lists limited by their inability to understand the school of magic of that individual list.

Finally, a GM may choose to have only one school of magic work for his particular world. Any one school of magic could be used as the sole manner of practicing magic in a given world. If the GM chooses such a route, then the world will still have a distinct magic style that is unique to Essence. The whole purpose of the schools of magic is to distinguish Essence magic from other realms and to increase the roleplaying potential of Essence spell users.

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Part I

Section 3.0

Ritual Magic

RITUAL MAGIC

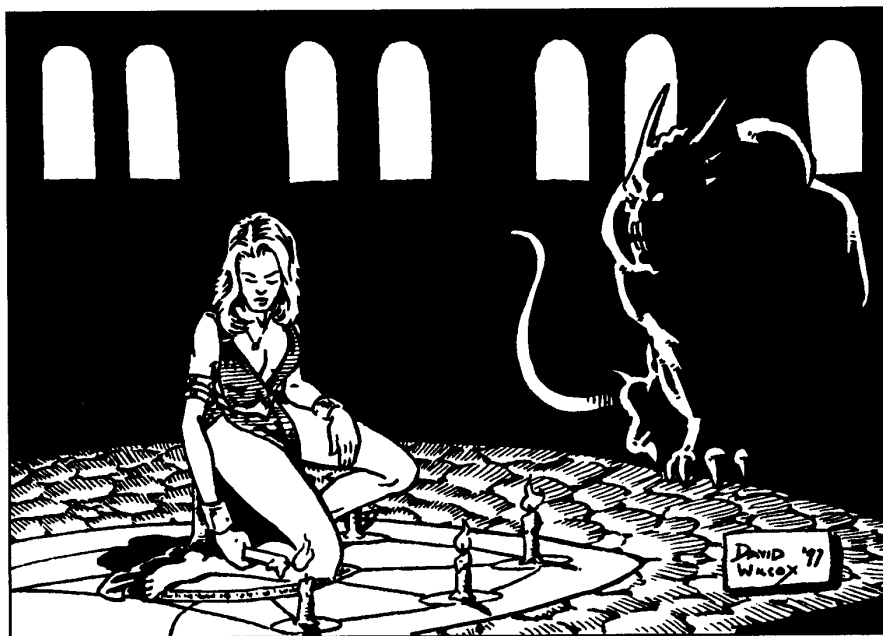
Before the students of Essence designed spell lists and before the formation of the Schools of Magic, the students of Essence learned to control the Essence through slow and painstaking rituals. Rituals were a methodical approach to learning how to control Essence, since it is slower and allows for more experimentation in spell effects. Before any spell list was designed, each and every spell effect was explored through the process of magic rituals.

Magic rituals are not spells. A ritual is not a list of commands that must be followed to produce a result—though this can be done, it is the lowest form of magic ritual casting. A student of magic rituals learns a number of methods or tools with which to slowly craft Essence into a spell effect. It takes longer than normal spell casting, but magic rituals allow a caster to create any number of effects. Instead of a rote for casting a firebolt, a magic ritualist learns methods of shaping the essence into various fire effects, which can include firebolts, fire walls, boiling liquids, or heating up dinner.

Once the early students of Essence learned the methods that most easily controlled the Essence, they began forming the spell lists. At first the spell lists were considered a

crutch for those with poor control. Some students scoffed at the great limitations they imposed on the spell caster. As newer students began pursuing the studies of Essence, a great many found the quickly learned and quickly cast spell lists a great tool. With spell lists students could rival their masters in a short time, by virtue of the speed of their casting rather than their knowledge or artistic control of the Essence. It did not take long for the spell lists to supplant the use of ritual magic. Today only the true scholars and artistic students of Essence are drawn to ritual magic for the great flexibility it gives.

In contrast to the majority of the scholarly crowd, there are a number of more primitive cultures that still foster ritual magic as the primary form of Essence casting. These cultures often hold to the original tradition of the rituals with greater tenacity, perhaps due to the nature of oral tradition. Oral tradition leads itself well to the teaching of methods and concepts, whereas oral tradition often loses subtle nuances and details that are more necessary for spell lists than magic rituals.



LEARNING SPELL LISTS

◆ 4.1 ◆ BOOKS

As masters of the various schools of magic taught more students, they began to develop patterns in the way they taught. It has been said that there are as many ways to teach as there are students. While this may be true, certain methods were obviously better adapted to conveying magical knowledge. Magic required a very intensive level of study of complex materials. The base ideas behind a spell list were not intuitive. This knowledge had to come from somewhere and did not simply "occur" to the students. This means that an untrained novice had to seek instruction from some source outside himself. These outside sources were not always easy to come by. Such magic knowledge may have been heavily guarded, available only to those of certain social status, race, guild affiliation, etc. Those who truly desired to become proficient in the magical arts often had to travel to far away lands or seek out rogue spell users who would teach them.

This can still be seen in societies where the secrets of magic are held closely by a few. Those who are among these privileged few enjoy a greater status among those who are unable or untrained to cast spells. This kind of society does leave room for those who try to learn magic unsanctioned by the established guilds. These casters have to learn from rebel mentors or stolen texts and every new secret is precious to them. These "rogue casters" are certainly hunted by the magical guilds and in some cases are enemies of the state.

In societies where magic ability is cultivated in a broader spectrum of the population, things are more egalitarian. Those who wish to learn the ways of magic and have genuine talent can usually find someplace to acquire this knowledge. Spell casters in these societies are regarded with less wonder, but also less fear and hatred. Ideas are more freely exchanged, but guild rivalries can still be serious and violent.

Regardless of how free a society is about providing training for its potential spell casters, the methods by which these students learn fall into a few distinct categories: books, mentors, guilds, universities, and self teaching.



Books are a good medium for recording information for one's own use. When they are used to teach others, they have strengths and limitations that human teachers do not. Once written, they can be used by others, copied and distributed widely. If means of producing multiple copies (printing presses, copying spells, industrious monks, etc.) of a book are available, information can be brought to a great many people who needn't have ever met the author. The information contained therein is consistently broadcast to a large audience, all of whom are getting more or less the same message. This can also be considered a drawback, since the author loses control of who gains access to the information. Where spells or entire spell lists are concerned this can be especially dangerous. Not only might spells that are dangerous be learned by anyone who has access to the book, but enemies of the author can study his spells to search for weaknesses. Another drawback is lack of correct interpretation. The author might be a brilliant spell caster, but if he hasn't conveyed all the subtle nuances of his art in the book, the student may not get much benefit from studying it. The single greatest advantage of books as a form of spell

learning, however, is portability. It is nearly impossible to be in two places at once. Books make it possible for a student to travel far from his master and still continue his education.

There are several varieties of books from which a student can learn spells, though some are more useful than others. The most common, but least useful variety to most casters, are the lore books. Lore books contain information that may pertain to magic in some fashion, but they don't have the information by themselves to allow learning of the spell list. They are most useful for those who have another means of learning the spells already and want supplemental information, or for those who are conducting in depth spell research. The second type of book useful for learning spells is the magical tome. These books are extremely valuable to a spell caster because they unlock enough of the secrets of a spell list to allow the caster to learn it without help from a mentor or teacher. For this reason, many mentors only allow their students to study such books under strict supervision. If too many of them get out, the results could be disastrous to the teaching community. The last and most valuable of the magical books is the Spell book. These are extremely powerful works of magic. Not only do they allow the reader to learn the spells they contain, but those spells may be cast directly out of the book. Of course, this deletes the spell from the book and degrades the book as a whole, but the capability is there.

Part I

Sections 4.0, 4.1

Learning Spell Lists Books

Subtlety is as powerful a tactic as brute force. An illusion can defeat a hundred foes where a firebolt can defeat only one.

—Master Rhojhex Khedric, School of Magical Warfare

Research is the simple process of gathering many resources that support your original hypothesis and then writing out your conclusion. While some suggest it is unnecessary to gather source material, they are mistaken. Gathering source material is what takes the bulk of the research time, and researchers always charge by the hour.

—Murcival Ogden MacMurray, Keeper of the Stacks, Whitcomb University of the Magic Arts

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Part I

Sections 4.2, 4.3, 4.4

Mentors

Guilds

Universities

◆ 4.2 ◆

MENTORS

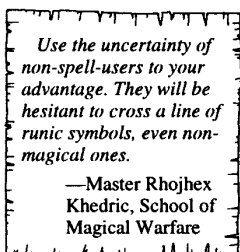
Mentors are probably the most common source for spell list teaching in most societies. They are those users of magic who have decided for some reason (usually a fee or servitude) to pass their knowledge on to less experienced casters. The availability of a mentor is largely based on the ability of the students. If there are few mentors, only those students with the most ability (and money) will be trained in the use of magic. If there are a large number of mentors, the students can pick the mentors who are the best teachers (or at least the most famous). The primary thing that separates mentors from teachers is the length of the relationship with the student. When a student or apprentice signs on with a mentor, it is usually with the understanding that the apprentice will remain until the mentor deems him ready to make his own way as a mage. Sometimes, the relationship will end before this time, usually because the student does not have what it takes to be a successful caster.

The mentor or master may place harsh demands upon the apprentice, often for the students own good. The manipulation of the Essence is a dangerous and exacting practice. An apprentice can be a danger to himself and others if not instilled with a proper discipline and respect for this power. The way that mentors often engender these qualities in their

students is through hard work and menial labor. These tasks can have a broader application to the use of magic, but this is almost never apparent to the apprentice at the time.

The apprentice does not have many rights in this relationship, but he does have a few. Mentors are usually required to house and feed the apprentice. Any materials required for the apprentice to learn his spells must be provided by the mentor (books, catalysts, etc.). And the apprentice is entitled to the protection of the mentor while in his service. Nothing scares off future apprentices than having a few of them cut to pieces while in your service.

The exact nature of the relationship between apprentice and mentor is so varied that it cannot be generalized. Some mentors will be kindly elders who dote on their students. Others will be miserly men who hope to squeeze as much work from a student as possible and teach little in exchange. Most will fall in between these two extremes.



◆ 4.3 ◆

GUILDS

Guilds are the next logical step forward from the mentors. They may be viewed as a group of mentors who live and/or work together. This is a bit of an oversimplification, since often guilds have a purpose larger than the teaching of students. The guild may have a political agenda or may simply be trying to make money. In any event, at some point it becomes necessary for such a guild to take on new members. The most logical way to do this is by training apprentices. This assures that the member will know exactly what the existing members want him to know. A guild-trained member will be more loyal to the guild than a member trained somewhere else.

The benefits of guild training are not all to the guild, however. The apprentice can study under a variety of different mentors who use magic in different ways. Thus the apprentice avoids becoming a "carbon copy" of his mentor. Guild training may also offer social benefits. Being part of a certain magical guild may hold a degree of honor or prestige in the community. Having a place to return to in order to receive further training is often free is another benefit. Finally, if a guild member is in trouble of some kind, he may call upon other members for assistance.

A guild may consist of a highly organized group of Wizards, who have associated guilds in every major city in an empire or kingdom. Alternatively, a simple group of shamans or witches can be considered a guild. The only requirement is that the group have some kind of organization, and at least some common goals.

◆ 4.4 ◆

UNIVERSITIES

Universities are similar to guilds in many ways. They generally consist of several users of magic who live and/or work in the same area. They differ from guilds in their purpose. While the purpose of a guild can be anything from taking control of a kingdom to keeping the guild secret, the primary goal of a university is to educate. Many times this is different from the way a mentor or guild teaches. Mentors and guilds teach apprentices in order to gain service or loyalty from them. Universities usually teach students for a fee or as part of a program initiated by the society or government.

The university system can be of great benefit to the student as well as the institution. The student benefits because universities may accept admission of a student from a different social status or background than a guild might. Since the student is usually paying to attend, the university can be relatively assured that the student is trying his best. Also, if there are a great many applicants, the university can be choosy about which ones get accepted, thereby assuring a higher quality of students, and therefore graduates.





A fairly high degree of civilization is required to support a university. Such places would be prizes enemy armies would attempt to exploit. Such a rich depository of knowledge and magic requires a stable kingdom or empire to make it safe enough to exist. The presence of a university implies a great freedom of knowledge that is typically not present in most societies. Remember that the exchange of knowledge about such things as base lists is damaging to the profession as a whole.

logic are often impossible in the closely confined realm of the classroom where students are taught to always think in the same, but not necessarily the best, ways. But at its root Essence spell casting is a science, and as with all sciences, it is far easier to build upon the knowledge of others than to begin from scratch.

◆ 4.5 ◆ SELF TEACHING

One seldom used method of magical study that is seldom used is self teaching—taking a base of knowledge and building upon it by experimentation and trial and error. An unproductive method, it takes more time and energy than any of the others. However, it may be the only option open to a caster who's options for receiving magical instruction are limited by lack of teachers, laws forbidding magic, rigid social hierarchies, religious biases, or other factors. Also, self teaching can serve as an interim method for a caster who is unable to reach his normal source of information and instruction.

A self teaching student can not begin with nothing. He must have at least rudimentary knowledge of the basic concepts he is working with and a larger goal he is working towards. At least some formal instruction (by one of the methods mentioned above) must have taken place prior to the attempt to teach oneself.

From this base of knowledge, the caster can slowly build a better understanding of magic principals. The spells along the path of study will become apparent. This laborious process may require many hours of experimentation, often with no results. The researcher may follow leads down paths that only confuse him.

However, some of the greatest discoveries in magic have been by those who taught themselves. Such leaps of

Part I

Sections
4.4, 4.5

Universities

Self Teaching

I have discovered that when one is searching for "lost secrets of magic," one should go off the beaten path. It is nearly impossible to find "lost secrets of magic" in busy intersections.

—Excerpt from
Halladan Tarric's
*Things I wish I'd
Known*

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PART II THE RULES

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USING THE ESSENCE COMPANION WITH RMSS

This section contains notes about how to use the *Essence Companion* with the rest of the *RMSS*.

Part II

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5.3, 5.4

Using the
Essence
Companion
with RMSS

Books not
Affected

Spell Law

Treasure
Companion

Rolemaster
Standard
Rules

◆ 5.1 ◆

BOOKS NOT AFFECTED

All other books in the *RMSS* that are not mentioned specifically here are not affected in any way by the material presented in this book.

◆ 5.2 ◆

SPELL LAW

There are a number of new developments in this book that change the nature of Essence magic, the method of casting and learning new spells. There are also a number of new Essence spell lists introduced in this book.

Essence Companion also provides for a new set of spell lists called training package spell lists. Training package spell lists are a new category of spell lists within the *RMSS*. All training package spell lists are classified as Restricted skills unless the character is currently associated with the training package that awards the spell list. Note that "associated with" has no firm definition. The GM should judge whether it is reasonable for the character to still have normal access to the spells or not. As an example, suppose a character was a stone mason and had received the Stone Crafting spell list as a vocational skill. If that character decided to go travelling on an adventure, he would probably no longer have access to learning new spells on that list (and the skill shifts to a Restricted classification).

All training package spell lists are part of the Spell Group (and will receive any bonuses appropriate to that group). There are two new categories that must be added to the Spell Group to accommodate these new spells: Spells • Own Realm Training Package and Spells • Other Realm Training Package. The cost to develop skills in these categories are listed below.

◆ 5.3 ◆

TREASURE COMPANION

The magic system provided in the *Treasure Companion* is not modified in this book. The crystals used by the Crystalist come directly from the *Treasure Companion* book where further explanation of the crystals is available.

◆ 5.4 ◆ ROLEMASTER STANDARD RULES

Listed below are the specific changes and additions to the *Rolemaster Standard Rules* that should be used when incorporating the *Essence Companion*. If a particular rule is not listed below, then all normal rules apply when using the *Essence Companion*.

5.4.1 • PROFESSIONS

There are three new professions presented in this book. There is now two more Pure spell user of the realm of Essence and one more Semi spell users of the realm of Essence.

Runemage—The Runemage is a Pure spell user who specializes in the understanding of language and the power it holds over the world. The runemage is a master of temporary enchantments such as runes, circles, and wards.

Mana Molder—The Mana Molder is a Pure spell user who specializes in the shaping of the Essence into physical forms. The Mana Molder's spells deal with physical manifestations of the power of the Essence.

Warrior Mage—The Warrior Mage is a Semi spell user who combines the realms of Essence and Arms. The Warrior Mage's base lists focus on using the Essence to enhance combat abilities and allow operation in hostile environments.

There are many ways for mages to conceal themselves. Use them to move to a tactically superior position before attacking. Also use them to withdraw from compromised battles. The inherent versatility of magic allows many uses for the same effect. Never forget this.

—Master Rhojhex
Khedric,
School of Magical
Warfare

5.4.2 • OLD SKILLS

This sub-section contains some thoughts about new ways to use old skills.

CRAFTS SKILL CATEGORY

Horticulture—For growing plants and maintaining herbs, GMs should require a roll once a month modified by the difficulty of finding the herb. A failure indicates the plant declines. Each failure modifies each next attempt by -25, cumulative. Three failures in a row indicates that the plant is dead. In order for a plant to flourish, sprout healthy blooms, and germinate properly, a player needs a normal success. Partial and Near Successes merely keep the plant alive.

Transplanting a plant modifies the next month's roll by -10 for each week not planted (minimum of -10).

Do not squander power, runes, or charged items on a foe who is already defeated; however, never hesitate to use them when necessary. An unused weapon is a useless weapon.

—Master Rhojhex
Khedric,
School of Magical
Warfare

ESSENCE
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Part II

Section 5.4

Rolemaster Standard Rules

LORE • MAGICAL SKILL CATEGORY

Circle Lore—Required for drawing appropriate circles and formulae for use with the Circle Mastery spell list. Each rank of Circle Lore allows the character to draw a circle that can be used with the same rank spell from Circle Mastery. This skill also gives the caster a chance to decipher what spell a specific circle is designed to hold and the general parameters of the spell.

Symbol Lore—Required for drawing appropriate symbols for use with the Symbolic Ways spell list. Each rank of Symbol Lore allows the character to draw a symbol that can be used with the same rank spell from Symbolic Ways. This skill also gives the caster a chance to decipher what spell is imbedded in a symbol, and, if the symbol is not constant, what parameters can set is off.

Warding Lore—Required for drawing appropriate wards for use with the Warding Ways spell list. Each rank of Warding Lore allows the character to draw a ward that can be used with the same rank spell from Warding Ways. This skill also gives the caster a chance to decipher what spell is imbedded in a ward and possibly what parameters can set it off.

LORE • TECHNICAL SKILL CATEGORY

Herb Lore—Also used for the identification and recognition of the common herbal catalysts, as well as the magical herbs.

Stone Lore—Also used for the identification and recognition of the common crystal catalysts.

OUTDOOR • ENVIRONMENTAL SKILL CATEGORY

Caving—This skill also is used as a bonus for finding crystals within a cave or cavern.

Foraging—The GM should allow a character with at least 1 rank of this skill (Catalyst Foraging—Herbal, or Catalyst Foraging—Corpus) the ability to gather Level 0 and Level 1 Catalysts while traveling. The exact number of doses a character can acquire will depend on the density of the catalyst and the difficulty involved in procuring the catalyst.

POWER AWARENESS SKILL CATEGORY

Power Perception—The ability to perceive magic in an active or dormant state is a difficult skill to master, which is why this skill is generally restricted. Once mastered, power perception is still a difficult skill requiring a great deal of concentration and it only reveals the presence of magic and the realm, never any details on the nature or type of magic present. In order to use this skill, a character must concentrate for a full minute in order to orient on the magic around him. The following modifiers apply to the skill power perception.

ROUNDS OF CONCENTRATION

Rounds prior to event	Modification
6 rounds	0
5 rounds	-10
3 - 4 rounds	-25
1 - 2 rounds	-50
0 rounds	-75

RANGE OF ACTIVE MAGIC

Range	Modification
Touch	+25
1-10 feet	+10
11-25 feet	0
26-50 feet	-25
51-100 feet	-50
101-200 feet	-75

RANGE OF PASSIVE MAGIC

Range	Modification
Touch	+5
1-10 feet	0
11-20 feet	-25
21-30 feet	-50
31-50 feet	-75

Read Runes—In addition to allowing the caster to use and decipher runes, this skill is required for inscribing appropriate runes in conjunction with Rune Mastery and Inscriptions spell lists. Each rank of Read Runes allows the character the ability to inscribe an equivalent level spell into a rune.

POWER MANIPULATION SKILL CATEGORY

Magic Ritual—In depth rules on this skill can be found later in this book in the section on Magic Rituals.

Spell Mastery—GM may decide to allow a character to develop skill in spell mastery based on a category of magic as opposed to a specific list. This more accurately reflects the character's understanding of a particular type of magic. Spell mastery by category also allows the use of this skill in regards to spells or rituals.

SCIENCE/ANALYTIC • SPECIALIZED SKILL CATEGORY

Anthropology—Simple observation of a culture and a successful anthropology roll allows a character to learn about a culture. Each level a character can learn 1 extra rank in a given language, than the source would allow. For example, if a book was written at rank 5, the character could learn the language up to rank 6.

Alchemy—Alchemy can also be used to preserve organic material such as wood, paper, flesh, leather, vegetation, organs, etc. A character may store organic matter in a



fluid solution, a desiccated state, through infusions of oils or wax, or other appropriate measures. If successful, the organic material in question will not decay, unless conditions change (e.g., it gets wet, insects attack it, it molds, the seal is broken, etc.).

Proper preservative solutions can either be purchased or created with appropriate herbs. The GM should modify these attempts by their appropriateness. Partial successes and near successes will delay the decaying process, but will not prevent it.

The difficulty of preserving an organic material depends on the type of material.

ORGANIC PRESERVATION

Material	Manuever	Note
Blood	Very Hard	Requires infusion with oils.
Bone	N/A	
Extract	Hard	Involves distilling the "essence" of the object into a concentrated fluid state.
Fruit	Medium	The skill Cooking may be used instead. Desiccation or oils.
Hair	N/A	
Hide	Medium	The skill Skinning may be used instead.
Leaf	Light	The skill Prepare Herb may be used. Requires wax or oil, or may be desiccated.
Limb	Extremely Hard	Requires infusion with oils.
Organ	Sheer Folly	Requires infusion with oils.
Skin	Hard	The skill Skinning may be used instead.
Wood	Easy	The skill Woodcrafts may be used instead. Desiccation or oils.

TECHNICAL/TRADE • VOCATIONAL SKILL CATEGORY

Preparing Herbs—Herbs can be prepared in many ways. Some of the various methods and their effects are described below:

Infusions—An infusion is brewing the catalyst into a tea. This process imparts the herbal properties to the water. Use 1 or 2 teaspoons of catalyst to a cup of water for best effect. Infusions may be used medicinally or as a catalyst (though the infusion process does not modify the catalyst for purposes of spell casting). Easy maneuver roll.

Decoctions—The exact same thing as an infusion, but generally used on roots and tougher catalysts. Decoctions are made by simmering the same proportions in a pan. Light maneuver roll.

Tinctures—Tinctures are formed by soaking 8 oz of an herb (4 oz if dried) in a pint of alcohol (60% proof or better). Tinctures should be kept out of sunlight and shaken often during the 2 weeks following their creation. After 2 weeks, the tincture can be stored in small, colored bottles, which should be sealed with wax until needed. Tinctures preserve herbs very well and increase the

potency of any herbal catalyst by 1 level (a level 1 herb is now a level 2 herb, and so forth). The number of doses of catalyst started with do not change through the tincture process. For healing purposes this should increase the medicinal power of the herbs (GM discretion). Very hard maneuver roll.

Liniments—The same as a tincture, but used for external rubs and washes. Hard maneuver roll.

Poultices—Made to assist in first aid, poultices are made with a clean cloth and the selected herbs, often combined with flour to mix it all together. Boiled water is poured over the cloth to moisten the collection. The cloth is then bandaged over the wound. Poultices with appropriate herbs (GM discretion) should add a bonus to first aid ranging from +5 to +35. Medium maneuver roll.

5.4.3 • NEW SKILLS

This section contains details on the new skills introduced in this book.

INFLUENCE SKILL CATEGORY

Teaching—A character with teaching has a knack for explaining difficult concepts in an understandable way. This skill should be used whenever the character wishes to convey a concept, idea, theory, or plan that could otherwise confuse the target. In general, this gives a bonus for the amount of material successfully taught to a target. Bonuses or penalties may be used as modifiers depending upon language barriers, cultural or racial differences, intelligence of student, complexity of material, distractions, etc. This skill must be used any time a character wishes to impart specific knowledge to another. This skill also allows a target to learn taught material faster than normally would be allowed.

LORE • MAGICAL SKILL CATEGORY

Glyph Lore—Required for drawing appropriate glyphs for use with the Glyphs spell list. Each rank of Glyph Lore allows the character to draw a glyph that can be used with the same rank spell from Glyphs. This skill also gives the caster a chance to decipher what spell a specific glyph is designed to hold and the general parameters of the spell.

LORE • TECHNICAL SKILL CATEGORY

Corpus Lore—This skill provides a bonus for the identification and recognition of the corpus catalysts.

OUTDOOR • ANIMAL SKILL CATEGORY

Familiar Mastery—This skill is used by a spell user to train his familiar. This skill must be developed separately for each specific familiar that a spell user has (which means this skill cannot be gained until the character actually has a familiar to work with). For every rank developed in this skill, the character may choose to make a static maneuver to see if his familiar has gained a level (see the definition of a familiar's level in Section 10.0). If the static maneuver is successful, the familiar has gained a level. If the character has more than one rank in this skill when he gains a familiar, he may make one

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static maneuver for each rank he has in this skill. However, each static maneuver requires that the character spend at least one week working closely with the familiar at least 4 hours a day.

Note that if the static maneuver(s) is unsuccessful, another static maneuver may not be made until the character gains another rank in this skill. This only applies after one static maneuver is made for each rank the character has in this skill.

POWER MANIPULATION SKILL CATEGORY

Summoning—This skill allows a caster to specify an exact creature to be summoned with a summoning spell. This allows the caster to summon a horse as opposed to a four legged hooved animal. A failure indicates the caster summons a generic creature of the type specified. Absolute failure indicates a random summoning (GM's choice). If the caster gets an absolute success, then he may specify a specific creature that he knows by name. The following modifiers apply.

SUMMONING MANEUVER MODIFIERS

Appropriate environment	+10
(e.g., water elemental summoned to lake)	
Neutral environment	0
(e.g., water elemental summoned to forest)	
Inappropriate environment	-25
(e.g., water elemental summoned to desert)	
Hostile environment	-50
(e.g., water elemental summoned to a burning building)	
Know creature's name	+10
Know creature's True Name	+25
Appropriate gift	+5 - +25
(e.g., oil for fire elemental, blood for demon, carrot for a rabbit, etc.)	

Spell Artistry—This skill is primarily used by illusionists to create more vivid illusions with greater detail and similarity to real life. Spell Artistry allows an illusionist to mimic specific individuals down to minute details or to make scenes blend flawlessly with the surrounding environment. A secondary use of this skill is to allow all spells to have adjustable visual effects upon casting. The actual parameters of a spell cannot be changed, but the basic appearance can be modified in an artistic or unique way. For example, a fire bolt could sprout wings and a fiery dragon's head as it flies at its target. The spell will do no extra damage and have no additional effect but to increase the style of the casting to impress and frighten viewers.

Spell Trickery—Spell trickery is the ability to prepare and cast spells unobtrusively. This covers all secretive casting, from casting from a hiding place to casting on someone with whom you are conversing. The total skill roll minus 100 is the penalty applied to a target's chance of observing the spell casting attempt.

SPELL TRICKERY STATIC MANEUVER MODIFIERS

Instantaneous Spell	+25
Each round of preparation	-5
Hiding	modified by hiding maneuver roll
Less than 10' away	-15
In conversation	-50
No verbal	+10
Whisper	0
Normal	-10
Shout	-75
Somaticist	-20 if visible
Arcane Spell	-20
Channeling Spell	0
Essence Spell	0
Mentalism Spell	+30

Targeting—This skill is used to determine how accurately a caster places a non-attack spell. Targeting applies to the accurate placement of walls, center points of a radius effect, as well as for striking a correct target in a crowded situation. The GM should modify the roll based on the difficulty of the placement as well as the stress of the casting situation along the following guidelines:

TARGETING STATIC MANEUVER MODIFIERS

No Stress	+15
Moderate Stress	0
High Stress	-15
Moving Target	-1/10 feet of travel of target
Target obscured by other targets	GM discretion

The roll should be made on the standard chart with the following results (use the most appropriate result):

Spectacular Failure

Strikes closest target (possibly self; off by more than 100'

Absolute Failure

Strikes closest target; off by more than 50'

Failure

Strikes wrong target; off mark by 20'

Partial Success

Hits correct target; but is off by 10'

Near Success

Hits correct target; off by 5'

Success

Bingo!



THE SCHOOLS OF MAGIC

One of the methods GMs may add depth to the magic systems in their worlds is to vary the means by which users of the Essence learn and cast spells. Anyone who has been to school can attest to the fact that different teachers use different methods to communicate knowledge to their students. It is equally true that some students learn more from one teaching method than from another. It would therefore be simplistic to assume that all Essence users, regardless of background, culture, or personal style, learn to cast spells in exactly the same way. The various methods described below expand on how Essence is harnessed and molded. Some or all of these methods may be appropriate for your campaign. The schools of magic require a bit more work for both GM and players in order to use them effectively and preserve game balance. The GM may decide that only characters or NPCs of certain cultures, guilds, races, or geographical areas will have access to certain methods. He may decide to include only some of them to start and introduce others later on. These additions to the rules of Essence casting are optional; the other sections in this book do not require their use.

Note: *If a GM feels that these new schools of magic are too powerful, then we suggest that he require any spell user who chooses a school of magic (other than somaticist, which is essentially the spell user from the RMSR) to make a spell casting maneuver for all spells. This will more than double the chances of a spell failure for these spell casters, thereby restricting power levels gained by essence users.*

◆ 6.1 ◆ CATALYST CASTING

The three sub groups of catalyst casting are: Herbalist, Corpist, and Crystalist. All catalyst casting is based on the premise that all things are imbued with some amount of Essence. In order to cast spells, the mage must know how to access this Essence as well as the "flavor" of this Essence. Whenever Essence becomes trapped within an item it begins to take on some of the properties of that item. This Essence is more inclined to perform effects related to the properties of the item. For example, Essence trapped within a water elemental is more inclined to cast magic pertaining to water.

We have divided all of the existing Essence spell lists into categories based on their general nature (See the Spell Category Chart below). Every catalyst is linked to one of these categories. In order for a catalyst caster to cast any spell, he must have a catalyst keyed to the appropriate spell category.

The benefits of each type of catalyst casting will be explained below, but the major benefit of all catalyst casting is that the catalyst contributes power points to the casting of the spell.

PERCENT ACTIVITY AND CATALYST CASTING

0%	use worn catalyst
20%	get catalyst from holding device
100%	get from organized components in backpack
150 %	get from unorganized components in backpack
50%	reshoulder backpack

◆ 6.2 ◆ HERBALIST

Herbalists have studied the fruitful field of spell casting through the understanding of Essence in vegetable matter. Herbalists are often accomplished horticulturists or botanists, but they should never be confused with animists. The Herbalist is not in tune with nature like the animist is; they see the natural world through more analytical eyes. A Herbalist walking through the woods may enjoy the beauty of the scene, but he is more likely to be cataloging plants and herbs than experiencing any kind of transcendent emotion. The Herbalist must spend time and/or money gathering herbal catalysts. Herbalists can always find low level catalysts growing all over the place; high level catalysts are rare and difficult to find.

Herbalists generally learn how to prepare herbs for catalysts as well as healing herbs. It is rare for an Herbalist to go far without a number of prepared liniments, tonics, and other brewed preparations that can be used for spell casting, healing, or other general effects as outlined under the Herbal Catalyst section.

Like all catalyst casters, in order to cast any spell the Herbalist must have a catalyst associated with the spell category from which his spell comes. This catalyst must be in the caster's hand the round the spell is cast. The spell is then cast under normal RMSR rules, except that the catalyst contributes its "Level" in power points to the casting of the spell. The caster must always provide at least 1 PP for the casting of each spell, regardless of the level of the spell being cast. Any power points contributed by the catalyst in excess of those required for the spell may grant a +1 per power point bonus to the Spell Casting Static Maneuver roll. Each dose of an herbal catalyst can only be used once; it is utterly consumed by the casting of the spell.

Only one catalyst may be used per spell.

As a side note, most Herbalists follow the following guidelines in collecting herbs, as do most collectors of magical herbs. These guidelines are not enforced, but are considered standard practice. Leaves and stems are generally collected after the plant blooms. Roots and bark are collected in the spring or fall. Herbs are better if they are collected early in the morning before the sun diminishes the volatile oils in the herbs. Finally, never take more than

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The Schools of Magic

Catalyst Casting

Herbalist

Practitioners of magic are not respected in all parts of the world as they are at home. Sometimes it is better to let one's profession remain a mystery.

—Excerpt from
Halladan Tarric's
*Things I wish I'd
Known*

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Section 6.2

Herbalist

Inside the cottage, Bron carefully measured an alcohol solution into a small pot. The light streaming in through the open window cast a hazy glow over the scattered bottles, bags, boxes, scales, cups, spoons, knives, weeds, flowers, roots, and bark that cluttered the three tables where Bron worked. Picking up a brilliantly red flower with yellow, spiked pistils, Bron whispered, "The Fire Blossom. It only blooms once every ten years, but such a powerful beauty is worth the wait." Bron carefully, almost reverently placed the bloom into the pot with the alcohol solution. "When I finish this Fire Blossom Tonic, Master Ulnor will gladly accept it in exchange for another one of his tomes."

Placing the pot to one side, Bron pulled out a leather grimoire containing his notes on the Fire Blossom, a hybrid plant of his own creation that had succeeded beyond his wildest imagination. Flipping to the first page, the hasty scribble and smeared ink retold his first experiment with the original bloom. Seeing the words but not reading, he remembered all too clearly what had happened.

Word had gotten around about the experiment and too many disreputables had become interested in his garden. Bron had had to convince some of his friends to help watch over his house at night to keep rivals from destroying the garden and thieves from trying to steal clippings from the weedy looking herb. After weeks of waiting, the bloom finally opened in a glorious display of light. Bron felt the mild wave of heat from the bloom as its petals shone brighter and brighter.

Bron remembered his panic as the plant's stem withered under the blaze of light and heat. Bron had desperately tried to save the bloom by cutting it free of the stem, but the Essence of the bloom was overpowering. Without even realizing what he was doing, Bron instinctively called the Essence to him and pushed it into the tiny flower. The bloom flared white with heat and Bron remembered a loud WHOMP sound as the bloom exploded into a huge ball of fire.

Bron smiled despite himself. Sure, he had nearly died at the center of the explosion, his friends had had to save him from the resulting blaze, and his garden had been totally ruined, but since then his fortune had been made. Once he learned how to harness and contain the power of the Fire Bloom, it was easy to bottle and sell it. Master Ulnor Riawe heard of the experiment and had been a very generous supporter ever since. Of course, Master Ulnor was well versed in the mastery of fire so he had found a number of uses for the Fire Bloom Tonic in his spell casting.

you need, which translates into take 1 out of every 10 herbs you find. By taking only 10 percent the herbalist insures a continued supply of the herb as well as leaving some for other spell casters. In very civilized lands there may be very little wild herb growing, but in campaigns where wild herbs are more common, Herbalists, for the most part, have learned to respect the power of nature and do not destroy herb populations unnecessarily.

EXAMPLE 1

Bron the Magician wishes to cast the 1st level Water Law spell, Condensation. Therefore, Bron will need a catalyst from the Water category. Luckily he has some aloe sap in his belt pouch. On the first round of his preparation, he uses 90% of his activity to prepare the spell and 10% to reach for his aloe sap. The second round, he again prepares the spell as a 90%

activity and finishes getting the sap (since this is a 20% activity, this will complete that action). On the third round, Bron casts the spell. The aloe sap contributes 0 PP to the spell, but regardless the caster must always spend at least one PP of his own, so Bron spends 1 PP. Bron is glad that aloe sap is cheap stuff.

EXAMPLE 2

Now Bron wants to cast Water Bolt I (a 4th level Water Law spell). He produces a mistletoe twig which is a level 2 water effect. He prepares and casts the spell just as he did with the Condensation spell, only this time, the power point contributed by the aloe sap is helpful. He spends 2 PP, the sap contributes 2 PP, and the spell is cast.

EXAMPLE 3

Now Bron wishes to cast the 5th level Fire Law spell, Heat Solid. Fire Law requires Light effect catalysts and, consulting his catalyst inventory, Bron sees that he has a few henbane seeds. He prepares the spell normally and casts. The henbane seed contributes 2 PP, so Bron only has to spend 3 PP to cast a 5th level spell!

EXAMPLE 4

Its getting near supper time, and Bron wants some soup. He decides to cast Boil Liquid (1st level Fire Law spell). He consults his catalyst inventory and the only catalyst he has with the Light effect is another henbane seed. He prepares and casts the spell. This time he contributes 1 PP (since he must) and the 2 PP added by the henbane seed are wasted. If Bron had to roll on the Static Maneuver Casting Chart, the extra 2 PP would give him a +2 to his roll.



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◆ 6.3 ◆ CORPIST

Corpists are very similar to Herbalists. The primary difference between them is their catalyst source: animal matter instead of vegetable matter. Corpist catalysts provide power points equal to their level for the caster to use and are limited to casting spells from a specific category.

Corpists may be zoologists, animal keepers, hunters, surgeons, or herders. Corpists do not have a special affinity with animals. In fact, many are quite sadistic in their treatment of animals, seeing them simply as a walking power source. This is not always the case, and there can be plenty of well meaning Corpists. A Corpist must spend time and/or money gathering corpus catalysts. Corpists can easily find low level catalysts in most any environment, though magical creatures have the most powerful and useful parts. Corpists are often ardent adventurers in pursuit of newer and more powerful catalysts.

Corpists often study the art of alchemy, to learn better methods of preserving organic matter and distilling the essence of a corpus catalyst into philters or charms. While not all Corpists take the time to learn these arts, the ones who do are much more welcome in civilized company, where the smell of rotting flesh is rarely tolerated or approved.

Like all catalyst casters, in order to cast any spell the Corpist must have a catalyst associated with the spell category from which his spell comes. This catalyst must be in the caster's hand the round the spell is cast. The spell is then cast under normal *RMSR* rules, except that the catalyst contributes its "Level" in power points to the casting of the spell. The caster must always provide at least 1 PP for the casting of each spell, regardless of the level of the spell being cast. Any power points contributed by the catalyst in excess of those required for the spell may grant a +1 per power point bonus to the Spell Casting Static Maneuver Chart. Each dose of a corpus catalyst can only be used once; it is utterly consumed by the casting of the spell. Only one catalyst may be used for one spell.

EXAMPLE 1

Dini the Dabbler is suddenly attacked by a couple of Gratar. She decides she would like to cast the 2nd level Movement Mastery Spell, Longjump (a means of escape she thinks will be especially insulting to the Gratar). This is an instantaneous spell, and she decides not to take the time to fetch a catalyst from her backpack. She must

What is most real for me are the illusions I create with my paintings. Everything else is quicksand.

—Eugene Delacroix, Journal, February 27, 1824

It is only with attitudes such as this, that control of the Essence can be made possible.

—Rayblan, Master Alchemist of the Freeport Guild

A shadow cast by no one moved next to the building. Actually that was not strictly true, for the shadow was Dini the Dabbler and she had quite literally "cast" the shadow. She had done the spell somewhat over a minute ago, using a piece of ferret hide as a catalyst for her magic. She crept around to the corner of the building and began climbing, using the cracks between the mortar as finger and toe holds. Twelve feet up, she reached out with her left hand and caught the edge of a window, pulling herself onto its ledge. She slid a slender dagger between the panes and flicked open the latch. This made more noise than she would have liked, but the room she was slipping into (she had always preferred the term "slipping into" than "breaking into") was unoccupied—as she knew it would be. Once inside, she quietly shut the window and refastened the latch. Wishing the rest of her experience in the building to be more quiet, she muttered a very quiet mnemonic while she removed a small vial from her pocket. The vial contained blood from a cat she had found dead in an alley (not that she was above a little felinicide once in a while, but it simply hadn't been necessary this time). She uncapped the vial and dipped a finger into it. She focused her will and half the blood disappeared. Now she was as quiet as the cat had been (dead or alive). She moved to the door of the storeroom and peeked through the crack under the door. She spied the guard sitting, sleeping, outside the door to the Professor's chambers. The "Professor," who was conveniently spending the week in the country, was a Mystic of some note who taught at the Guild.

Dini expected the guard would continue to sleep if she was quiet. Just in case, she took a butterfly wing from a pouch at her belt and tucked it behind her ear. She oiled the hinges of the door, and silently stepped into the hallway. Her steps were soundless as she approached the door the sentry was "guarding." Fortunately for her, it certainly was hard to find good help these days. Dini quietly reached into her pouch again, this time taking out a cat's tooth (same cat) and concentrating her will on it. As she did so, the guard began to sniff. Dini kept fairly clean, but the nature of her magic sometimes made her a bit malodorous. This time, it was enough to wake the sleeping guard. Dini instantly reached behind her ear for the butterfly wing as she aborted her other spell. By the time the guard opened his eyes, Dini had cast her sleep spell. The guard slumped back onto the chair and then onto the floor. If he remembered anything, it would be only the vision of a shapely shadow.

Dini calmed herself and quickly began casting the unlocking spell again. This time the guard did not wake up and Dini quietly slipped into the Professor's study. She went to the bookshelf and began scanning the titles until she found one in a language she couldn't read. The book was bound in a smooth, glossy leather; its corners were shod in silver. This must be it, Dini thought. She hoped it was, because she was about to use a very expensive catalyst to be sure. She pulled a long, beautiful feather from her boot. It shone like silver in the moonlight from the window. "From a giant eagle," the rogue had said. Dini would soon find out if he had been telling the truth.

Dini gathered the Essence around her and funneled it into the eagle feather. She gasped, feeling great power in the normal looking feather. This was definitely the most powerful catalyst she had ever employed. Dini drew back her own Essence until she felt the flow to be what would be needed for the spell. She laid her hand on the book and without so much as a poof, the feather disappeared. Dini smiled with delight as she sensed the magic contained within the book. Even with the cut that Gypsy the fence would take, this item would fetch her a small fortune. Dini opened the stout bar on the window and felt the night breeze on her face. She knew that she didn't do this for the money, but it was an added bonus.

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use something, however, and decides to sacrifice a belt pouch made of deer hide. She places her hand on the unsuspecting belt pouch. The deer hide is Level 0 and therefore contributes no PP. Since Dini must make up the difference, she contributes 1PP. The spell is cast and Dini goes bouncing away from the hapless Gratar.

EXAMPLE 2

Dini unfortunately bounces right up to a sleeping Lynx. She quickly decides to begin preparing Sleep III (1st level Influences spell). For this spell, she needs a Charm category catalyst. Luckily she has one in her belt pouch. She reaches through the handy hole made by the Longjump spell and breathes a sigh of relief that the oyster shell in there didn't fall out. The next round as the Lynx prepares to leap upon her, Dini casts the spell with no preparation. This time, the oyster shell provides 1 PP and Dini supplies 1 PP (since she must spend at least 1 PP for every spell), for a total of 2 PP. More than enough for a first level spell and the extra 1 PP provide her with a +1 to her SCSM roll. She makes her spell casting static maneuver (barely) and casts the spell. Too bad the Lynx made his RR.

◆ 6.4 ◆ CRYSTALIST

In many ways the Crystalist are the most highly sought after of the catalyst casters, as they always travel with gems and jewelry. Crystalists store power inside of natural crystals and later access this power to cast magic. Every crystal is naturally attuned to one of the spell categories, so any power stored within these crystals becomes biased towards that category. A Crystalist uses gems and crystals not only as batteries for storing Essence, but also for biasing the Essence towards the casting of a specific spell category.

Some Crystalists hide their precious gems, while others wear and carry their gems as a badge and warning to all. Regardless of their disposition, Crystalists are often the most suspicious and greedy of the various catalyst casters, because even non-spell users want their catalysts.

Crystalists are unique among catalyst casters for their catalysts are not destroyed in the process of casting spells; instead, their matrices are drained of power. When this Essence is drained too low, the caster must replenish it through the use of spells. If the caster ever drains a crystal of all of its Essence, it becomes "dead" and can never be charged or used as a catalyst again.

Because of the inorganic nature of crystals, the Crystalist must use spells to tap this power. Thus, Crystalism is the only school of magic that requires the student to acquire the associated training package.

When a Crystalist casts a spell, he must be holding the crystal he intends to use as a catalyst by the round he wishes to cast the spell. The crystal must be from the appropriate category for the spell he wants to cast. The caster must contribute at least one of his own power points and one of the charges stored in the crystal. In some cultures and guilds, these charges have come to be known as "facets," but they should not be confused with the physical facets on the surface of the gem. Each time a gem is used as a catalyst, one charge is expended and charge contributes a set number of power points based on the size and quality of the gem. No more than one charge can be used from the gem per spell cast. The following chart summarizes the power points contributed by the stones of various size and power.



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Initiate Opal of the Crystalline Order of Light took a deep breath, released and relaxed. He opened his eyes and saw everything around him very, very clearly. This was his final test, and if he passed he would achieve full brotherhood in the Order. It was night, but the courtyard was well lit by the soft glow of the quartz lanterns. He flexed the muscles in his arms. Around each wrist was a bracer inset with a gem. On the right wrist a serpentine, the hand of action. On his left a hematite, the hand of caution. A necklace around his neck held an opal (from whence he had taken his name), completing the triad of stones required by the order.

Movement in the shadows caught his attention and he flew into action. Drawing power from the serpentine, he leapt across the arena, landing, spinning, and crouching in one fluid motion. He took another moment to cast a spell from the hematite that would heighten his senses. Again he took a great leap to the other side of the courtyard, this time attacking one of the Testers in the process. The kick, backed by his weight, threw his opponent to the ground. Opal's victory was short-lived, however, as another of the Testers silently struck from his flank. The punch combination caught Opal in the thigh and kidney as he tried to spin out of the way. Opal felt the gem in the necklace throb as it helped him shrug off the pain from the last blow. Again Opal drew on the power of the serpentine as he executed a back flip to put some space between him and his latest attacker. No sooner he landed when he was attacked again, this time from a third, as yet unseen Tester.

Opal reacted instinctively, warding off blows and formulating a counter attack. He tried one brief strike, quickly dropped, and with a sweep of his leg, brought his opponent to the ground. This time, anticipating another attack from the other Tester, he rolled several feet to the side and touched the right wrist gem, slowing the world down. Opal moved back on the attack. He flawlessly performed a series of kicks to one Tester knocking him into the wall. Before the other Tester could regain his feet from the sweep, Opal delivered a roundhouse kick that he knew would please the combat master. The arena seemed to speed up again, and Opal felt the strain of his lightning fast attacks. For a brief moment, he alone stood in the courtyard. He relished the respite, for the test had just begun.

To put the number of carats in perspective, most of the crystals on the Master Crystal Catalyst Chart average 12-15 carats per cubic cm. If the GM wants more exact figures, most are available in the *Treasure Companion*.

Finally, it may be noted that the list of crystal catalysts included later in this book include a number of catalysts that are not technically crystal. These catalysts include a diverse grouping such as flint, pearl, fossil, and petrified wood. While these substances are not exactly crystals, they have been found to operate on the same principles as crystals. One theory is that most of these substances were created slowly and with enough mineral content to trap Essence in much the same way that growing crystals trap the Essence. Others point out that these items may be more appropriate to the realm of herbal or corpus casters and that apparently the methods of storing Essence in crystals may also work with organic substances of sufficient strength to withstand the rigors of power storage. The corollary to this theory is that crystals could be used as disposable power sources. Those less concerned with the conservation of wealth have at times sought quick power through such attempted manipulations of the Essence.

EXAMPLE 1

Brother Opal wishes to cast the 4th level Body Renewal spell, Pain Relief I. He has a tiny opal (his namesake) with 4 charges. Because it is a tiny-rare catalyst, the opal contributes 3 PP to the spell. Opal contributes one of his own PP and this is enough to cast the spell. The tiny opal now has 3 charges.

EXAMPLE 2

Now Opal wishes to cast the 2nd level Evasions spell, Speed I. He has a tiny sliver of marble with 1 charge. Because it is a tiny-common catalyst, the marble contributes no PP to the spell. Brother Opal must expend both of the 2 PP required for the spell. The last charge in the marble is expended and it becomes a "dead" crystal. It can no longer be used as a catalyst.

EXAMPLE 3

After falling off of a cliff, Brother Opal suddenly decides he wants to cast the 2nd level Monk's Bridge spell, Landing. Fortunately he has a medium gray diamond with 9 charges. Because it is a medium-rare catalyst, the diamond contributes 6 PP to the spell. Brother Opal must spend at least one of his own PP to the spell, bringing the total spent to 7 PP. If Opal's casting required a Spell Casting Static Maneuver Roll, he could add +5 (for the 5 extra PP spent on the spell). The gray diamond now has 8 charges.

CRYSTAL POWER CHART

# of Carats	Max # Charges	Power Points Contributed				Description
		Common	Semi-Precious	Precious	Rare	
5	6	0	0	1	3	Tiny
10	8	0	1	2	4	Small
15	10	1	2	3	6	Medium
20	12	2	3	5	8	Large
30	15	3	4	8	10	Very Large
50	20	4	5	10	15	Huge



One of the guides called back to his employer, "It's over here. I found it." Rumil the Mage hurried to the spot the guide indicated. The door to the ancient temple was barely discernible behind the tangled mass of thick vines that grew all over the area. Once again, Rumil was impressed with the abilities of the men who accompanied him. They were amazingly adept at moving through the seemingly impenetrable jungle. Rumil would never have found the temple or its entrance without them. As an added bonus, because they had lived in isolation for centuries their language was virtually unchanged. They had been friendly and very willing to teach it to someone as eager to learn as Rumil.

"How long will it take you to chop through those vines?" asked Rumil in their lilting tongue. After only a month of instruction, his accent had all but disappeared.

"Probably until sundown," said the guide, "Maybe longer."

Rumil was impatient to get inside the temple. He only had one more month to return or his ship would leave without him. "Stand away," he said.

The natives obeyed immediately. They had seen the Magician at work against the winged snakes and knew that his magic was powerful.

Rumil began chanting, softly at first, his voice growing louder with each word. The words he spoke could in no way be considered a language. They were a patchwork, culled from dozens of different languages that he had learned. These words of power could unlock the Essence, allow it to flow through Rumil, and direct it as he saw fit. As he continued his foreign litany, the air around the vines began to cool. Within a minute, the vines were frosty and white and quite thoroughly frozen. Although he had stopped chanting, Rumil continued to concentrate.

"Cut the vines quickly," he said in the native's speech. They moved to obey, although the chill they felt could not be entirely attributed to the frigid temperature surrounding the vines. They struck at the thick vines with their machetes and to their surprise, the plants shattered and fell away like pottery shards. Soon, the door to the ancient temple was unobstructed.

Rumil ceased concentrating and stepped closer to the door. A fog rolled off the door where the chill still clung to the stone, obscuring Rumil's vision. The sweltering heat of the jungle soon warmed the stone, revealing writing of some kind cut into the door. Rumil was elated. Until now, there was no concrete evidence that the ancient civilization that inhabited these islands several millennia ago even used writing. Now Rumil knew this trip had not been wasted.

He performed a quick incantation that would allow him to hear the words carved by the ancients. The air resonated as the disembodied voice provided by the spell spoke. Rumil immediately discerned this as a very old dialect of the language spoken by the natives today. The voice boomed, "Be warned, he who dares violate the sanctity of this temple shall know pain and despair and damnation. Ye shall know the wrath of Tzelecar."

Rumil turned to ask the guides who Tzelecar was, only to find them fleeing into the jungle screaming in terror. Apparently they knew who he was all too well. Rumil returned his gaze to the door of the temple.

He said quietly in his own native Elven, "Well Tzelecar, your secrets are about to be mine."

◆ 6.5 ◆ NOMENIST

Nomenists are spell users who control the Essence through their knowledge of words of power, also known as the Primal Tongue. Because the Primal Tongue is ever changing and impossible to catalogue, Nomenists must continuously study languages old and new to find resonances of this Primal Tongue. Nomenists may study alone in libraries or venture abroad to experience language in its natural state. Primal Tongue cannot be taught like any other language because it is not a true

language. Certain words, sounds, or concepts must be rediscovered over and again. The word or sound may hold power, but only certain individuals can unlock it. Not all words or sounds work for all individuals because the Primal Tongue is a living language that interacts with the individual in mysterious ways. Any book written about the Primal Tongue is only true for the individual who wrote it, though parts of the book may also be true for others.

Because a Nomenist derives his power and knowledge of the Essence by virtue of his mastery of the Primal Tongue, he cannot learn any spell that has a higher level than the number of ranks he has in Primal Tongue. The

principal advantage to using this method of casting is speed, as shown on the Modified Spell Casting Static Maneuver Chart.

For a Nomenist to learn about the Primal Tongue, he must learn many languages and sounds to find which ones speak to him. While all languages can reveal insights to the Primal Tongue, certain languages are closer to the Primal Tongue than others. To classify how much of the Primal Tongue a character knows, the GM should assign a tier for each language in his campaign. All of the languages in the RMSS are assigned a tier.

A tier 1 language is assumed to be a fairly modern language in common usage. The higher the tier, the more ancient and magical the language (i.e., closer to the Primal Tongue). The Language Tracking Sheet, found at the back of this book, should be used for organizing the languages by tier.

A character's skill ranks in the Primal Tongue is calculated by the following formula.

- # ranks spoken of tier 1 languages (x1) +
- # ranks spoken of tier 2 languages (x2) +
- # ranks spoken of tier 3 languages (x3) + etc.

The rank of Primal Tongue should be recalculated each time a character develops more ranks of spoken languages. When developing these new languages the character should obey all rules in the section on Learning Languages and in the section on Magical Languages.

Creativity should not be confused with intelligence or skill. Intelligence and skill can go nowhere by itself. It takes a creative mind to apply intelligence and skill in new directions.

—Ulnor Riawe,
Vizier to
Relinsingersonleair
of Raven Rock



Felric looked nervous as he stepped onto the dais in the Great Hall of the Guild. The Guildmasters regarded him dourly. They expected little from Felric, who had always been viewed as a poor practitioner of magic, and whose acceptance to the Guild was, in retrospect, a mistake. One more lackluster performance would be all they needed to justify his expulsion.

Felric was truly nervous. He knew what the Guildmasters thought of him, and what his fate would be if they did not like what they saw. But he also knew something they did not—his true nature. Felric had always been an entertainer before he was accepted to the Guild, and trying to suppress that part of his personality had been a mistake. A mistake that he did not ever intend to repeat. He began to entertain.

He began to concentrate and open himself to the Essence. He felt it pool within him and then he began his dance. He slapped his chest in rhythm, creating a drumming sound. He concentrated and the sound grew louder and became a timpani booming. He changed the rhythm for his next spell and set up a staccato counter beat.

Now that his music was in place, Felric waved his hands in arcs around his head and drew on the Essence to provide more light. A spotlight illuminated the dais. Felric made expansive gestures with his arms while walking around the center of his stage. An image began to shimmer into being, solidifying into a small, but intricately detailed castle surrounded by lush meadows. A smell like morning dew mixed with baking bread began to pervade the Hall.

With a flourish, Felric changed his own appearance to look like the master of the Guildguard, Torgil. Everything about him was an exact duplicate of Torgil, from the spotless chain hauberk to the way he leaned on the pommel of his bastard sword. Felric swaggered around the newly created castle, even imitating the slight limp Torgil had. He made one complete circuit of his castle and then with a self satisfied nod, he retreated behind the image.

Felric knew that this was the most important part of his performance. If he were ever to have the respect of the Guildmasters, the next few spells must be perfect. Still out of sight of his audience, behind the castle image, Felric moved his hands in intricate motions, as though he were weaving. In a certain sense, that was precisely what he was doing. He made a few powerful strokes with his arms to add strength to the image, but always came back to the intricate hand motions. He worked until he feared to lose the crowd's interest.

From Felric's weaving came the dragon. Felric's dragon was a creature of immense beauty and terror. He had studied pictures and descriptions of the creatures for weeks in anticipation of this performance and it had paid off. Every scale glistened with the light that shone down on the dais. Each tooth, each claw, each horn looked as though it could shred plate mail like parchment. But the eyes were Felric's masterpiece. They held an intensity and a timeless age that would have been the envy of any painter.

The dragon flew a circuit around the Great Hall of the Guild spewing flame as it went. Although they knew it was an illusion, several of the Guildmasters reflexively ducked behind the railing. Master and student alike watched in awe as the beast's muscles bunched and flexed and coiled. No one would have been surprised if the ceiling had caught fire.

The dragon descended upon the castle. It breathed fire and roared and slashed its claws through the air. Felric could not allow the flames or claws to touch the castle, since he could not reproduce their destructive effects while maintaining concentration on the dragon. It didn't matter. The whole of the Guild sat transfixed by the perfect representation of the giant lizard.

Finally, the dragon landed and Felric, still in the guise of Torgil, walked before it. "Begone fell creature! You have no place among us and I'll not tolerate your destructive presence," said Felric. His spell was a perfect imitation of Torgil's voice and accent. The dragon breathed flame upon him. Felric brought his illusionary shield up to ward off the flames. His hands waved violently behind the shield as he manipulated the Essence to cause the flames to break around him.

Felric now began the most difficult part of his charade. He began swinging the sword erratically at the dragon. His attempt at swordplay was weak at best, but he continually had to use his body to pull on the weaves of Essence that made up the image of the dragon. Had he not practiced this part of the performance exhaustively in a meadow nearby the Guild, he would never have pulled it off.

He and the dragon paced round and round each other, cutting and slashing. Felric's mind ached with the strain of concentrating on his swordplay and thrashing his body to cause the dragon to move. The dragon arched up for what would doubtlessly be a powerful attack when Felric darted under him and thrust his illusory sword upward. The dragon arched its back, bellowed in pain, and collapsed on Felric.

Felric gladly fell to the ground under the weightless image of the dragon and lay there gasping for breath. He cut off the drumming sounds with a sharp chop of his hands. The Great Hall was completely silent. Feeling very much like the battered warrior he had portrayed, Felric stood up and staggered to the front of the dais. He stood over the dead dragon, and as he made a small, closing gesture with his hand, the life in the eyes of the dragon went out.

For the first time in living memory, an apprentice received a standing ovation in the Great Hall of the Guild.

◆ 6.6 ◆ SOMATICIST

Somaticism is often considered the simplest and most basic of the schools of magic. Somaticists do not have to seek out strange catalysts for their spells nor do they have to learn esoteric languages to increase their knowledge of magic. Instead, Somaticists learn to manipulate the Essence through the combined effort of their will and their movement.

Somaticists tend to be elegant, graceful, and agile, but there are some guilds that have learned "jerky" methods of somaticism. Somaticists require less study and time than the other schools of magic, because the caster has no need to learn a large number of catalysts or languages. This makes the Somatic School of Magic a popular method of spell casting, especially among Semi spell users and Non spell users. Pure spell users of Essence tend to find the other schools of magic provide either more power or greater speed than the simpler Somatic School.



Part II

Section 6.7

Spell Categories

The caster evokes the power of the Essence through the use of gestures, expressions, dances and movements. Somaticists do not have to speak when casting, but it is assumed that they generally whisper some mnemonic phrases to aid in recalling the proper gestures. The caster gains no special benefits from this method of casting, but it is fairly straightforward and requires no additional record keeping for the player. Somaticists obey all the normal rules of spell casting, except they now obey the new modifications to the Spell Casting Static Maneuver Table.

Note: *If the GM desires to use the various schools of magic in his world, Somaticism can be used as a baseline, as opposed to standard spell casting from the RMSR. Perhaps there are players who want to play Essence users, but don't want to deal with the extra record keeping involved with the other schools.*

Perhaps the GM does not wish to burden a new player with the additional complexity of the Nomenist or Catalyst casters. Maybe he just doesn't want to have to juggle catalysts for the NPCs during a battle. Whatever the reason, Somaticism provides a simple answer to the question of Schools of Magic.

Those who practice what is known as "Channeling" are best not referred to as "relic waving zealots". They can raise a mob. Even the Essence is more predictable and controllable than a mob.

—Excerpt from
Halladan Tarric's
*Things I Wish I'd
Known*

HYBRIDS

Hybrid spell users who specialize in the realm of Essence also learn their base lists and all Essence lists subject to the schools of magic. All channeling or mentalism spells they learn are not subject to the schools of magic. Any rules regarding channeling or mentalism that are introduced in their respective companions may either be applied in addition to or opposed to the schools of magic as the GM determines is appropriate for his world.

CROSS TRAINING IN SCHOOLS OF MAGIC

There may be times when a character desires to learn from different schools of magic. A character may learn from different schools either because he only has access to diverse sources or because he wishes to complete his knowledge on a given subject. This means that a character may have a different school of magic for each spell list he learns. The school will always coincide with the school of the character's source document or teacher.

Another possibility is that a character already knows a spell list by a given school, Nomenist for example, and then discovers a tome that teaches that same spell list by another school, crystal catalyst for example. The character may decide to relearn the list by the second method in order to further his understanding of the list. If a character does this, then any spell he casts from the list may use the guidelines for either of the two schools or both. If the character uses both, then the greatest modifier for each method is applied to any spell casting maneuver.

Cross training in schools of magic vary the costs for spell development. If the character is developing a spell list using a school of magic other than his primary school of magic it costs +1 DPs per rank. If the character is developing a different method for a spell list he already knows to that level then it costs -1 DPs per rank.

◆ 6.7 ◆ SPELL CATEGORIES

This section contains a master listing of all spell lists in the RMSR. This list is sorted by spell categories (which are used for the purposes of magical rituals, among other things).



ESSENCE
COMPANION



LEARNING

Part II

Sections

7.0, 7.1

Learning

Learning
Spells

One of the most important concepts in *Rolemaster* is learning. Without the possibility of improving one's character, adventuring has little point. This improvement can take the form of unlocking the truth behind a single burning question or it can be the development of an entirely new skill.

The development point system is designed to reflect the aptitudes of different professions and therefore dictate which skills the character can improve easily and which ones require a bit more effort to learn. It does not however, take into account other factors in the learning process. Availability of learning sources, the quality of these sources, additional time spent studying, and experimentation all have a large impact on how easily and how well a skill is learned.

The sections below outline some suggestions as to how these factors can be represented in the game. All of these sections are optional and the GM may find that not all of them are appropriate to his campaign. Although they are all presented under the learning section, each set of rules below can stand alone. Game balance should not be affected if the GM opts to use some but not all of the sections below.

TOMES VERSUS TEACHERS

List Type	Requirements for access
Own Realm Own Base Lists	Magical tome or Teacher
Own Realm Open Lists	Magical tome or Teacher
Own Realm Closed Lists	Magical tome or Teacher
Own Realm Other Base	Magical tome or Teacher
Other Realm Open Lists	Teacher
Other Realm Closed Lists	Teacher
Other Realm Base Lists	Teacher
Arcane Open Lists	Teacher
Arcane Closed Lists	Teacher
Arcane Base Lists	Teacher

Once a character has acquired the necessary resources to learn a certain spell list, it can be determined how well the spells were learned. This determination is modified by a variety of circumstances. The primary factor in a character's education is the source from which he learns his spells. The most common methods are listed below.

◆ 7.1 ◆ LEARNING SPELLS

One of the things that a GM should define at the outset of his campaign is what the requirements are for an Essence spell user to learn spells in the various categories. Essence spell casting is a process of understanding the rules that one must obey in order to achieve a specific spell effect. The basic understanding of these rules (which allow a caster access to a spell list in the first place) are not intuitive. They do not come naturally. They must come from an outside source, typically a magical tome or a teacher.

When it comes to casting spells from another realm, Essence spell casters must have an instructor or mentor to tutor them in the basics of Channeling or Mentalism. Without such a teacher Essence casters are incapable of understanding the basic religious or philosophical foundations required to cast the very different types of spells the other realms emphasize. Of course, in the case of hybrids, this requirement applies only to the realm which is not part of their profession already.

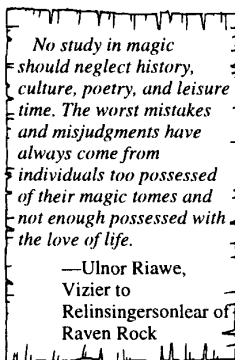


Part II 7.1.1 • MAGICAL TOMES

Section 7.1

Learning Spells

Magical tomes are defined as any writings that contain the knowledge necessary to cast one or more spells from a given list. These books are not themselves magical, although they often have wards and other protective magics placed upon them to keep out the elements (and curious). Magical tomes are often written in ancient or magical languages (not to be confused with runes) or are written in the special language of a certain profession. Regardless of their form, magical tomes are an extremely valuable resource for learning spells for two main reasons: portability and reusability.



Because it is often difficult for a caster to remain near his mentor for years on end, a magical tome can be the answer to his problems. A master may loan him a book that describes how to cast certain spells so that the caster can continue his education while he is on a long journey. This allows a caster to travel to far away lands where his master is inaccessible without bringing his education to a halt.

The other advantage of magical tomes is that they are reusable. If a master or guild wants all its students to learn a specific list, they simply give each student in turn access to a magical tome that adequately describes

the spells in question. This frees a mentor to pursue his own goals while the student caster learns basic ideas from the book.

Magical tomes are not typically found in libraries or common book stores unless the GM is running a very high magic campaign. Such knowledge as is found in magical tomes is closely guarded by individuals, guilds, or even universities of magic. This is especially true of base list tomes. The only thing that really makes a spell casting profession powerful is that they can cast spells that other professions cannot. If the knowledge necessary to cast their base lists were commonly known, the profession would cease to have a firm hold on their niche in the world. Their secrets would be known and ways would be found to render their potent magics ineffective. Characters of a profession may well be given magical tomes to help them learn their base lists, but such tomes are usually given with the unequivocal understanding that the knowledge contained in those books is for their eyes only! If the other members of a profession discover that a character has been letting others use the magical tomes or has been teaching the spells themselves, the consequences could be dire. Knowledge is power and is not freely distributed to any who ask for it.

A particular magical tome may be a better or worse set of instructions on how to cast a given spell list. For this reason, a special modifier of no more than + or - 15 could be added to Learning Static Maneuver Table in the case of exceptionally good or bad learning materials (see Section 7.3 for rules on "Learning Skills").

Another variety of book used by many Essence spell casters is the lore book. Lore books do not contain the knowledge necessary to learn to cast spells, but rather are a valuable resource for research. They may deal with topics that are magical in nature, but this information is not

enough to actually learn any spells. For example there might be a certain lore book that deals with circles. The GM may decide that this book contains information on how to draw basic magical circles, discusses the evolution of different patterns of runes in circles, etc. This might be an excellent resource work to use if a caster were learning Gate Mastery, Rune Mastery, or Circle Law. Lore books are not as valuable as magical tomes, but they are also much more available. It is not uncommon to find such books in libraries, but those that stray close to topics dealing with certain professions base lists are still closely guarded by the guild.

Still another kind of book found in the hands of Essence casters is the spell book. These are the powerful works compiled by the most skilled masters of the magical arts. Not only do they contain all the information for learning to cast spells from a certain list (often with a bonus and often all the way to 50th level), but they are crafted on rune paper. This means that any spell in the book may be cast as though it were a rune of that particular spell. Casting a spell in this way deletes it from the book, and thus drastically reduces its value as a research book. Spell books are extremely rare and heavily guarded with powerful magics by the masters and guilds that own them. Anyone caught stealing them, selling them, or worse, casting spells from them would be dealt with very harshly by the owner.

Spell books are not sold. In rare circumstances, they might be traded to someone in the same profession for another spell book or perhaps an artifact quality magic item. If for some reason a monetary value must be placed upon one of these most powerful of books, the GM should assign a cost relative to the economy in his world. It is rumored that entire kingdoms have been ransomed for a set of base list spell books.

PHYSICAL DIMENSIONS OF MAGICAL TOMES

An average magical tome is approximately 9 to 10 inches wide and 11 to 12 inches tall. They typically have leather covers, often fashioned from the hide of a magical creature. They will have sturdy bindings and some will have hinges of leather or metal along the spine. It is not uncommon for the cover to have its corners sheathed in metal to protect them from damage. Some have the edges protected with thin metal plating. Such books often have locks on them. The thickness varies by the number of pages in a book. The GM may decide how many pages a spell occupies, but a suggested minimum is one page per spell level (e.g. 1st level spells take one page, 2nd level take two, 3rd level take three, etc.). If the GM desires, he may wish to use the table below to determine how many pages each spell takes up. On average, a magical tome will be 1 inch thick for every 50 pages it contains because of the thick parchment such tomes are usually inscribed upon. Weight is approximately 2 lb. plus 1 lb. per inch of thickness. Lore books are not always so protectively covered, but otherwise generally conform to the physical description of magical tomes. Spell books are even more protectively covered, often using hides from dragons, demons or other rare creatures for their covers. Their bindings will be made from the most exotic metals available.

ESSENCE
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NUMBER OF PAGES IN A MAGICAL TOME

Spell Level	Somatic	Number of pages for...		
		Nomenclature	Herbal / Corpus	Crystal
1	d10-2	d5-2	d5-2	d5
2	d10-2	d5-2	d5-1	d5
3	d10-1	d5-1	d5-1	d10-2
4	d10-1	d5-1	d5	d10-1
5	d10	d5	d10-2	d10-1
6	d10+1	d5	d10-1	d10
7	d10+2	d10-2	d10-1	d10+1
8	d10+3	d10-2	d10	d10+1
9	d10+4	d10-1	d10	d10+2
10	2d10	d10-1	d10+1	d10+2
11	2d10+1	d10	d10+1	d10+3
12	2d10+2	d10	d10+2	d10+3
13	2d10+4	d10+1	d10+2	1d10+4
14	3d10	d10+1	d10+3	2d10
15	3d10+1	d10+2	d10+4	2d10+1
16	3d10+2	d10+2	2d10	2d10+3
17	3d10+3	d10+3	2d10+1	2d10+5
18	4d10	d10+3	2d10+2	3d10+1
19	4d10+3	d10+4	2d10+3	3d10+2
20	5d10	2d10	3d10	3d10+3
25	6d10+2	3d10	4d10	4d10+3
30	8d10+1	4d10	5d10	5d10+2
50	10d10+5	5d10	6d10	9d10

Note: A minimum of 1 page per spell.

COSTS OF MAGICAL BOOKS

Lore books are usually priced between 5 and 25 gp depending on how well known the author is and how many spell lists the information within pertains to. Each spell list after the first for which the lore book can be used as a reference should add about 5 gp to the sale price. If a copy can be located in a library then the normal library study rates apply.

Due to the extremely valuable nature of magical tomes to those who possess them, they are very rarely bought and sold. Those who hold powerful positions in the magical community do not like to see the ability to cast high level spells being bartered back and forth in the streets like a sack of wool. The GM may even decide to make it illegal for non guild members to even be in possession of such a book. However, there are circumstances where a monetary value

may need to be placed upon such a work. In that event, the following prices for magical tomes are suggested.



MONETARY VALUES FOR MAGICAL TOMES	
Spell Levels	Cost per Spell Level
1-5 for a Open spell list	1 gp
6-10 for a Open spell list	2 gp
11-20 for a Open spell list	3 gp
21-50 for a Open spell list	5 gp
1-5 for a Closed spell list	2 gp
6-10 for a Closed spell list	3 gp
11-20 for a Closed spell list	4 gp
21-50 for a Closed spell list	7 gp
1-5 for a Base spell list	3 gp
6-10 for a Base spell list	4 gp
11-20 for a Base spell list	6 gp
21-50 for a Base spell list	10 gp

MODIFIERS TO VALUE OF MAGICAL TOMES	
Tome's Quality Bonus	Price Modifier
+5	1.5 x original price
+10	2 x original price
+15	4 x original price
-59 x original price
-1075 x original price
-156 x original price

7.1.2 • MENTORS

Mentors are those spell casters who have decided to take on apprentices to teach them some of what they have learned. A mentor does not have to be of extremely high

level. They only need to know more than their students and have a willingness to convey some of their knowledge. Of course, the more a mentor knows, and the better he is at teaching that knowledge to others, the more valuable he will be to his students. Mentors who are wise and good at teaching may be highly sought after. This is good for everyone, because the mentor can afford to choose only the brightest students, and the students will be motivated to learn to stay ahead of their peers.

Learning from a mentor is superior to learning from a book. Whereas a student can only read from a book and try to make sense of

what he reads, he can ask questions of his mentor and concentrate on areas where he is having difficulty. The mentor can have the student perform exercises and practice with certain skills and spells to strengthen the areas the mentor feels are important.

The relationship between a mentor and an apprentice can vary widely. The mentor could be a kindly elder of the village who enjoys the company of the apprentice. He

could be a miserly old mage who only wants the character around to perform menial labor. The mentor might spend every possible moment striving to make his student the best he can be. Or the mentor might be too wrapped up in his own research to spend more than minimal time with the apprentice. All of the possible variables are left to the GM and player to decide together, or they can refer to the Spell Resource Background Table.

The mentor and apprentice have certain responsibilities to each other. The exact nature of these responsibilities should be worked out between the GM and the player before play begins, but some of the common obligations are listed below.

- Mentor must provide room and board for the apprentice for the duration of the apprenticeship. This includes the cost of travel on any journey where the mentor requires the accompaniment of the apprentice.
- Mentor must make himself or other study materials available to the apprentice in such a way that the apprentice can continually add to his knowledge. Note that this rule is subject to interpretation by the mentor.
- Mentor must not knowingly harm the apprentice or allow him to perform experiments or cast spells that are unusually dangerous.
- The mentor and apprentice agree to try to protect one another from dangerous outside influences (enemies) up to, but not necessarily including, the risk of their own lives.
- Apprentice agrees to obey any and all instructions given by the mentor.
- Apprentice must turn over all "treasure" acquired during any undertaking he performs during his period of service to the mentor. Some of this may be returned to the apprentice, depending on the mentor's attitude and demeanor.

The breach of the terms of the apprenticeship by the apprentice or the mentor can be a serious matter. If a mentor breaks the agreement, he may find it difficult to attract other students, and he may lose standing with his peers. If the apprentice breaks the agreement, it will be difficult if not impossible to receive additional instruction in the area. If the mentor has considerable influence, the apprentice may find that further instruction is unavailable nearly anywhere he goes.

The primary advantage of having a mentor as opposed to one of the other resources for spell learning is the one on one instruction. Having a close relationship, wherein the mentor learns the best way to convey knowledge to his student and can closely monitor the student's progress, is a very efficient way to learn. Because this will almost certainly have a positive effect on the depth to which a student understands the material, any caster who studies a spell list under a mentor gains a +10 to the Learning Static Maneuver Table in addition to all other modifiers (see Section 7.3 for more on Learning).

Humility is a virtue that has it's place even among wizards. Peasants should not be kicked or referred to as "filth." It is difficult to find someone willing to sell you dinner after such displays.

— Excerpt from
Halladan Tarric's
Things I Wish I'd
Known

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7.1.3 • GUILDS AND UNIVERSITIES

A step beyond the mentor/apprentice relationship is the more formal education received in a guild or university environment. These institutions may not even exist in the GM's world. Although in many respects, being taught by several mentors is the same as being taught by one, in a few key areas the differences are very noticeable. Not only do these places of higher learning differ from a single mentor, they also differ from each other.

Guilds are defined as any group of spell casters who work in a more or less organized fashion for their mutual benefit. This can range from a group of Dabblers who meet once a week to exchange information about potential robberies, to a coven of Magicians and Illusionists who have built a tower to house their massive library. The primary purpose of the guild is to provide greater safety, recognition, or resources through numbers.

Part of this mutual benefit can include the training of apprentices. This is helpful to the guild as a whole in several ways. First, it is always valuable to produce allies, and an apprentice is likely to have a favorable predisposition toward his fellow guild members. As the apprentice grows in power, so does the guild of which he is part. In addition, there is always menial work to be done around the guild hall and students are known to be helpful when it comes to keeping the fire lit under your latest cauldron full of potions. But perhaps the primary reason many guilds take on apprentices is control. If a person has a magical aptitude, and your guild is not training him, some one else probably is. Keeping a gifted student out of the hands of other professions is always a good idea.

The arrangement between an apprentice and a guild is much like that with a mentor. Loyalty to the guild is stressed, and the benefits of lifelong membership are emphasized. These benefits vary widely based on the type of guild, but could include such things as access to the guild library, use of apprentices to help conduct research, and calling on fellow guild members in time of need. As with the mentor, breach of whatever terms are agreed upon can have dire consequences.

Magical universities are institutions that specialize in conveying knowledge to those who wish to learn. A "university" can be as simple as a couple of learned spell casters who want to help their fellows along, or as complex as a fully staffed college with dozens of instructors who teach all manner of spell casters in a variety of major and minor subjects. A GM should determine what constitutes a university in his world.

The primary difference between a university and a guild is that while apprentices in a guild setting are being taught in exchange for work and future benefits to the guild, students in a university usually receive instruction in exchange for some material consideration, most often money. This means that while it will almost certainly be more expensive to attend a university, neither the caster nor the institution bear as much responsibility to the other as with a guild. In general, a much more civilized society is necessary to create the level of informational freedom required to make a university possible. The instructors at a university must reveal many of the secret ways of magic to students who will have no binding allegiance to the school later in their careers (in fact, when the old school starts calling asking for those yearly contributions to the alma mater, a very real animosity may start to develop). For this reason, magical universities will be rare in all but the most high magic campaigns. It may be that only a single such institute will exist in an entire kingdom, or even the world. Competition to get into such a school could be fierce, and complex means of testing prospective students may be devised by the faculty to insure that only the cream of the crop are admitted.

Once admitted, the routine for a student can range widely. Some universities will place heavy emphasis on research and study. In these places, students will spend a great deal of their time in the library, poring over tomes written by the masters of the craft. Other institutions will have a more practical approach, requiring that pupils practice their spells over and over until their casting is second nature.

Whatever method is used at a given guild or university, the single greatest advantage of utilizing a multi-instructor environment is diversity. The broad range of skills, spells and even mundane knowledge found in such places makes them fruitful places to study. While a single mentor may be better at instructing a single student, with this closer bond comes the unfortunate fact that the apprentice is limited to the teaching resources of an individual. When the student is free to draw upon the expertise of many instructors, not to mention the libraries that guilds and universities often contain, his selection of spells broadens. The hazard of becoming a carbon copy of the mentor is removed, and the student is free to discover which areas of spell casting are of most interest to him and at which ones he excels. For this reason, any Essence spell user who has a guild or university as a learning resource may learn more than 5 spell lists per level at the normal cost (see below). Obviously, these lists must be available at the institution in question.

Part II

Section 7.1

Learning Spells

Do not fall into a routine. Routine dulls the senses. Routine makes you forget your innate power to choose, to change, to experience life on a daily basis. Those who lag into a routine attempt to classify and codify the Essence. While some of these paradigms are useful, they will all fall short of the truth. You must be ready for daily change in order to understand the free flowing power called Essence.

—Ulnor Riawe,
Vizier to
Relinsingersonlear of
Raven Rock



Part II

Section 7.1

Learning Spells

GUILD STATS

At certain times the GM may find it necessary to quickly generate the general statistics of a magical guild or university. The following charts may be used to define some of the institution's basic characteristics.

GUILD AVAILABILITY	
D100	Result
01-30	One location only
31-50	Two locations located within 20 miles of each other
51-65	Two locations located within 100 miles of each other
66-75	Three to five locations, each no further than 20 miles from another
76-80	Three to five locations, each no further than 100 miles from another
81-85	Five to ten locations, each no further than 20 miles from another
86-88	Five to ten locations, each no further than 100 miles from another
89-91	One location in every major city in a kingdom (or empire, nation, etc.)
92-93	One location in almost every town in a kingdom
94-95	One location in every major city on the continent
96-97	One location in almost every town on the continent
98-99	One location in every major city in the world
100	One location in almost every town in the world

AVERAGE GUILD MEMBERSHIP	
D100	Result
01-30	3-5 members
31-50	6-9 members
51-65	10-20 members
66-80	21-35 members
81-90	35-50 members
91-97	51-70 members
97-99	71-100 members
100	more than 100 members

Note: This represents the average number of full guild members present at any given location, not including any apprentices, students, servants or other peripheral staff.

FOCUSSED GUILD PROFESSION

D100	Result
01-20	None
21-30	Runemage
31-40	Dabbler
41-50	Illusionist
51-60	Magician
61-70	Mana Molder
71-80	Mystic
81-90	Sorcerer
91-100	Warrior Mage

Note: Not all of the guild's members will necessarily be of this profession, but the majority will be.

GUILD SPECIALIZATION

D100	Result
01-05	Charm
06-10	Control
11-15	Creation
16-20	Dark
21-25	Detection
26-30	Earth
31-35	Enhancement
36-40	Enchantment-Permanent
41-45	Enchantment-Variable
46-50	Inorganic Modifications
51-55	Light
56-60	Movement
61-65	Obfuscation
66-70	Organic Modification
71-75	Personal
76-80	Protection
81-85	Scrying
86-90	Summons
91-95	Water
96-100	Wind

Note: Guild members are not restricted to using spells from only these categories, but most guild members will have at least one spell list from the category (or categories).

Note: GM should roll once on this table for every 10 members of a guild location (round up).

Note: The spell lists that fall under these various categories are detailed in Section 6.7 Spell Categories.

With these basic characteristics in place, the GM can flesh out the guild as he sees fit. Some further questions to answer could include the following.

- What is the guild's attitude toward outsiders and prospective members?
- Is the guild actively recruiting new members?
- How difficult is it to become a member?



- How extensive are the guild's library and other research resources?
- How much political and commercial influence does the guild have over the community?
- Is the guild interested in keeping it's existence secret?
- If other guilds and organizations are present in the area, what alliances, friendships, hostilities or wars exist between them and the guild in question?
- How long has the guild been present in the area?
- What are the guild's long term and short term goals?

7.1.4 SELF-TEACHING

It is possible to learn magic without benefit of either teachers or books. This process of self teaching or extrapolation is not easy. First of all, the character must have witnessed the spells in effect or have had them explained to them in detail. Furthermore, he must have developed at least one rank of the spell list from another source (book or instructor). Once the initial rank(s) are purchased, it is possible for the caster, through experimentation and trial and error, to develop the list further without instruction from an outside source. This is a slow and dangerous process that can require a great deal more time than normal spell learning. It is very rare for an Essence spell caster to try to self teach in this manner. Usually only those who have no access to books or instructors, for one reason or another, will attempt to increase their spell casting abilities in this way.

Because of the disadvantages to this method of learning, all spell list skills are classified as restricted and the character receives a -50 to the Learning Static Maneuver Table roll (see Section 7.3 for more information on Learning).

Self teaching should not be confused with Spell Research as detailed in a following section. Spell Research is a very long and involved process used for developing entirely new spell lists or adding to existing lists. Self teaching involves attempting to mimic effects based on a rudimentary knowledge and an awareness of the possibilities of existing spell lists.

Option 1: The GM may decide that only a certain number of ranks in given spell list can be learned without reference to a book or teacher. If this is the case, it is suggested that the list be broken into blocks by level of spell (typical blocks are 1-5,6-10,11-15,16-20,25-50). Require that the caster have learned at least the first spell in the block by normal means (book or teacher) in order to self teach the remainder of the block.

Option 2: If the GM wishes to allow the self teaching of the initial spell on the list (or block as in option 1), it is suggested that the research skill be used.

◆ 7.2 ◆

LEARNING LANGUAGES

In almost any *Rolemaster* campaign there will be a multitude of different languages spoken by the varying races and cultures. Characters in the campaign will almost certainly want to become better at speaking the languages they know, and learning the ones they do not. In order to achieve greater fluency in a broader number of languages, a character must have a teacher. Unlike many other skills, where simply performing an action frequently leads to greater proficiency, language must be conveyed by someone more knowledgeable. If you only know a dozen words in another language, no matter how often you repeat them, you will never be much of a conversationalist.

What qualifies someone as a language teacher? Anyone who is more fluent (has more ranks developed) in a language than the character can serve as a teacher. However, those who specialize in conveying knowledge to others would almost certainly lessen the amount of time it takes to learn a new tongue or to improve an old one. In *Rolemaster*, this translates into fewer Development Points. Simply multiply the Teaching skill bonus of the instructor (expressed as a percentage) by the total number of DPs the character is spending on languages learned from that teacher, and then subtract that number from the total DP cost for the language.

Example: *Brother Opal the monk has come to the land of the Averni Barbarians from his monastery in the highlands of the Empire of Rahad. Since he is supposed to be an ambassador and diplomat, Brother Opal decides he had better pick up some of the Averni tongue quickly. Fortunately his new friend Vaughan, high priest of the Averni tribe, is only too happy to help Brother Opal. Vaughan has a +28 Teaching skill. Opal decides to pick up 3 ranks (the maximum) of Averni this level. This would normally cost Opal 9DPs, but multiply that by .28 (.252) and subtract this from 9 (6.48) and round normally (6). Thus it will cost Opal 6DPs to develop three ranks of Averni. Opal had better enjoy this while it lasts. Vaughan won't be so forthcoming with his linguistic prowess when he finds out that Brother Opal turned the holy vines around the altar into a tossed salad.*

Finding a teacher may not be easy if the language is that of a culture the character is not on friendly terms with. Also, most teachers, unless they are personal friends of the character, will demand payment for their services. This amount will vary based upon how good the teacher is, how many other students wish to learn the language, and how many other teachers there are. Regardless of what arrangements are made to pay for the teaching, the GM should make sure that the character spends significant game time with the teacher. If a character does not allocate approximately 1 week of game time (approximately 4 hours per day) to spend with the teacher, the DP reduction for the language should be reduced or eliminated.

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Learning Spells

Learning Languages

Anyone who urges you to search out an artifact that controls powerful demons and promises to use it only for good, should have their references checked.

— Excerpt from
Halladan Tarric's
*Things I Wish I'd
Known*

Without knowledge of Learning, one will ultimately have no victories.

— Imagawa Sadayo

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Part II

Section 7.2

Learning Languages

LANGUAGE TIERS

For those GMs who elect to use the Nomenist school of magic, the standard languages in the *RMSS* should be assigned "tiers" as follows:

Tier I—Black Speech, Common Speech, Elvish, Gnoll, Goblin-Black Speech, High Speech, Hill Speech, Hobgoblin, North Speech, Orcish, Plains Speech, Sea Speech, Small Speech, South Speech, Wood Speech

Tier II—Dwarvish, Gnome, Grey Elvish, High Elvish, Troglodyte

Tier III—any language that the GM designates as being very ancient (and generally unchanging)

Tier IV—any language that the GM designates as being very ancient and magical

GMs should not make every language in their worlds known to the players at the outset (and the ones they do know should be Tier I and Tier II only). Rather, allow them to hear rumors of lost civilizations and ancient writings. If the players follow up on these hints, let them journey to far away places to uncover these languages of the past.

Also note that no language of Tier V or greater should be discovered unless there is a very good reason for some shred of an extremely ancient (10,000 years +), magical language.

The GM should feel free to modify the cost for developing languages if he feels that a particular language is especially difficult to learn. It may be that a language is so radically different in structure, that it requires more time and effort to learn it. A language that

expresses everything as a metaphor, has no pronouns, has only pronouns, or whose only verbs are variations of "swim" might be good examples. Any language that is spoken by a race whose vocal structure is different from humanoid should be classified as a Restricted skill.

There are many warriors whose credo is "Actions, not words," but it has been my particular experience that, more often than not, a single, well-chosen word can accomplish more than a dozen such warriors could manage.

—Rumil

7.2.1 • PROFESSIONAL LANGUAGES

Do not lightly shrug off the fact that one of your companions "wakes up dead". If not exactly a bad omen, it certainly speaks towards your future.

—Excerpt from Halladan Tarric's *Things I Wish I'd Known*

Each school of magic has a unique language that has been designed to deal specifically with the concerns of that school. Most magical tomes will be in the appropriate language for the school of magic that it teaches, as will most additional research material that deals with a specific school. Professional languages should be purchased as normal languages. Professional languages are not magical in nature and provide no additional benefits.

Tongue of the Dance—Somaticists Casters

Faceted Speech—Crystalists Casters

Phonos—Nomenists Casters

Vegan—Herbalists Casters

Phylos—Corpists Casters

7.2.2 • MAGICAL LANGUAGES

Magical languages are a combination of contrived and unusual languages that can be used to increase the power and scope of spells. All of the languages listed below may be used in conjunction with any of the spell lists within the

associated spell category to derive special benefits. Magical languages may be used by all schools of magic, not just by the Nomenist. In many ways it is easier for all of the other schools to utilize these languages, since the Nomenist must synthesize any magical language with his Primal Tongue.

Magical languages are generally Tier 1 languages for Nomenist purposes. Even though these languages are closely tied to specific effects, they are too restricted in scope and too removed from the Primal Tongue to be of much additional benefit. A Nomenist learns a magic language for greater control over a category of magic, not too increase their understanding of the Primal Tongue. Because these languages deal with such complex magical manipulations they are classified as Restricted skills.

Magic languages are often used in conjunction with various professional languages in magic tomes and research books. The synthesis of languages requires the reader to know both the professional tongue and the magic language in order to receive the full benefits of the magic source book. If a reader only understands one of these languages then they can only learn half of the resident information. It is up to the GM to decide exactly how this will effect character development.

Benefits for casting spells only apply for the spoken form of the magical language, unless the spell category is Enchantment-Variable, for which the ranks in the written language should be used. The following benefits are accrued by the caster for the spell category for each magical language he knows:

The caster may add the rank bonus in the magical language (+3 per rank) to the Spell Casting Static Maneuver roll for any spell in that category.

The caster may add +1 per rank in the magical language to any Spell Mastery or Spell Artistry skill rolls for spells in that category.

MAGICAL LANGUAGE CHART

Magical Language	Spell Category
Aisthesis	Detection
Aster	Light
Chaot	Inorganic Modification
Empat	Charm
Gaia	Earth
Gnosis	Control
Graphay	Enhancement
Hudatos	Water
Iruaric	Enchantment
Kubeia	Obfuscation
Orbita	Scrying
Parapateo	Movement
Petra	Protection
Pneumatikos	Summoning
Shusha	Wind
Skotia	Dark
Soma	Personal
Spoudazo	Organic Modification
Xzulou	Creation

The GM should feel free to make additions, subtractions, or substitutions to this list of Magical Languages as he sees fit for his campaign.

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◆ 7.3 ◆ LEARNING STATIC MANEUVER CHART

The following is an optional chart that allows the GM to simulate extraordinary time and effort by characters in developing their skills. The results generated by this chart will affect the DP cost of a skill, reflecting the learning abilities of the character and the quality of the source from which he is learning. This chart is meant to be used only for skills which the character has studied intensively or for which he has an excellent source from which to learn. The GM should not find every character in his campaign rolling several times on this chart every level. Any reduction or increase in DP cost applies only to one specific development period and have no effect on DP costs for that skill beyond that development period. The player should be given the option of not paying the DP cost and not developing that skill for the development period after making the maneuver roll.

A spell caster who is using the Learning Static Maneuver Chart applies all of the appropriate modifiers for the learning method he is using for the spell list in question (magical tome, mentor, guild or university, or self taught) plus any applicable modifiers from the general modifiers category.

Example: Rumil the Magician has just returned from a lengthy ocean voyage. His mentor loaned him a copy of *Ye Olde Principals of Magics Earthly*, a magical tome for Earth Law. While on the ship, Rumil dutifully studied 8 hours a day for 7 weeks. He is attempting to learn the first three ranks of the list. The GM decides that the book is old, but was written by the powerful magician Rayblian and assigns the book a +5 bonus. Rumil studied for 7 weeks and is trying to learn 6 spell levels (level 1 + level 2 + level 3) so he gains a +10 for having spent at least 1 week per spell level. He has a +19 at the Research skill. Therefore his total bonus is $5+10+19=+44$.



Part II

Section 7.3

Learning Static Maneuver Chart

LEARNING STATIC MANEUVER CHART

-26 down Spectacular Failure

You must be as dumb as a bag of rocks. The material is obviously beyond you, but you can press on if you must. This skill is regarded as restricted for this development period. You also have a 30% chance of damaging your learning materials (the pages for these skills in the book are destroyed, or your mentor is angry with your stupidity and must be convinced that continued instruction is not a waste of his time).

-25 - 04 Absolute Failure

Your progress at this skill moves at a pace only measurable in geological terms. The moves just don't seem to make sense. Perhaps in time you will understand. The skill costs an additional 2 DPs per rank for this development period only.

05 - 75 Failure

Your grasp of the material is poor. You are barely competent to use these skills. Small children laugh at you in public. The skill costs an additional 1 DP per rank for this development period only.

UM 66 Unusual Event

For some reason, you suffer a complete mental block when it comes to this skill. The source from which you are learning is simply unable to communicate the skill to you in a way you can understand. Therefore, the skill you were trying to learn is unlearnable from this source. You may continue to advance in rank in the skill, but for this level, you spend no DP's and gain no ranks in this skill. . In the future, an alternative source (book or mentor) must be found in order to use this table to learn this particular skill. You may still purchase ranks in the skill category at the normal DP cost

76 -90 Partial Success

The basics of these skills are learned, but your understanding and control of their finer aspects is weak. You know just enough to be dangerous. Normal DP cost for this skill for this development period.

UM 100 Unusual Success

Amazing! You must be some kind of prodigy when it comes to this type of skill. Not only did you learn the skill, but you made it look easy and stylish. This skill should be considered Everyman for this development period only.

91 - 110 Near Success

You have achieved competency with this set of skills. Possibly your prowess will rank with the legends someday, but for now don't get cocky. You may purchase the skill at 1 less DP per rank for this development period.

111 - 175 Success

The skills you sought proficiency in are yours. Not only that, but you seem to have an excellent grasp of the principles of their implementation. . You may purchase the skill at 2 less DPs per rank for this development period.

176 up Absolute Success

Your understanding of these spells is beyond your mentor's wildest hopes. He raves about your abilities to his peers. He must be an excellent teacher. You may purchase the skill at 3 less DPs per rank for this development period.

Notes:

Unless you get an "Unusual" result this table has no affect on the skill classification. For example, restricted skills must still be purchased twice to get one rank.

Modifications to the Learning Static Maneuver Table:
Spells or Lore/Academic Skills

The appropriate modifier can be applied from the General Modifiers and from either the Book Modifiers, the Mentor Modifiers or the Guild or University Modifiers, not from all three.

The character must spend at least 6 hours per day with no more than one day off per week in order to receive the study modifiers.

General Modifiers

Caster spends 1 week per spell level (or rank if Lore Skill)	
studying the spells/skills	+10
Caster spends 2 weeks per spell level (or rank if Lore Skill)	
studying the spells/skills	+20
Caster spends 1 month per spell level (or rank if Lore Skill)	
studying the spells/skills	+30

Book Modifiers

Bonus/penalty for research materials by GM	+ or - (varies)
Caster's Research skill bonus	+ or - (varies)
Caster uses an additional source for research	+5
Caster uses 2 or 3 additional sources for research	+10
Caster uses 4 or more sources for research	+15

Mentor Modifiers

Caster is learning from a mentor and is the only student	+10
Caster's mentor is very attentive	+10
Caster's mentor is very inattentive	-10
Mentor's Teaching skill	
d100 + teaching skill - 100= modifier (minimum of 0)	

Guild or University Modifiers

There is one mentor/professor per 20 students	-20
There is one mentor/professor per 10 students	-10
There is one mentor/professor per 5 students	-5
There is one mentor/professor per 3 students	+0
There is one mentor/professor per 2 students	+5
There is one mentor/professor per student	+10
Mentor/Professor's Teaching skill	+ or - (varies)
Self Teaching Modifier	-50

Non-Academic Skills General Modifiers

The character must spend at least 6 hours per day with no more than one day off per week in order to receive the practice modifiers.

Character spends 1 week per rank developed,	
practicing the skills	+10
Character spends 2 weeks per rank developed,	
practicing the skills	+20
Character spends 1 month per rank developed,	
practicing the skills	+30
Character's stat bonuses for the skill being learned	+ or - varies
Book Modifiers	
Bonus or penalty assigned to research materials by GM	+ or - varies
Caster's Research skill bonus	+ or - varies
Caster uses an additional source for research	+0
Caster uses 2 or 3 additional sources for research	+5
Caster uses 4 or more sources for research	+10

All other modifiers are the same as the Mentor Modifiers, the Guild/University Modifiers or the Self Teaching Modifier for Spells and Lore/Academic Skills above.

Example: *Jac the curious Halfling desires to learn the skill Surgery after his friend Dallan lost a couple of fingers in a fight with some orcs. He is learning this skill from his friend Lars, the Dwarven combat medic. Lars is an adequate teacher with a +27 teaching skill. Lars rolls and gets a 79 + 27 - 100 = +6. Jac and Lars spend two weeks for at least 6 hours a day practicing at a field hospital. At the end of this period, Jac rolls on the Learning Static Maneuver Table with a total modifier of +26 (6 + 20). He rolls a 65 + 26 for a total of 91. Whew! He barely sneaked into the Near Success category and pays 8 DPs for a rank of Surgery. Had he rolled a 52 for a total of 78 the rank of Surgery would have cost more for the rank (10 DPs) if he still wanted to buy the skill.*

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RESEARCHING NEW SPELLS

This section deals with the details of researching new spells.

◆ 8.1 ◆ SPELL RESEARCH

These rules provide the GM with an optional method for determining the research time required for introducing new spell lists. Under the spell research rules presented in *Spell Law*, the time required to research a new list does not take into account the ability of the researcher, or allow for sudden breakthroughs (or mind blocks). Spell research is limited to Pure spell users and Hybrid spell users, as Semi spell users and non spell users do not have a great enough understanding of the Essence to study it in such detail. The following rules may be used as an alternative method for calculating spell research and incorporating it into the framework of a campaign world.

Before the researcher begins any project, he must clearly define his intention and projected goal. The following guidelines should assist the GM and the player in determining the basic parameters for any spell research project.

SPELL DESIGN

Six factors must generally be determined as the projected goal of any spell and spell list research:

Name—What will the working title of the spell or spell list be? This helps the researcher label his research, for reference in his notes as well as for explaining to his wife why he must work late every night.

Level—At what level on the list should the spell appear? Is it simple enough to be cast by a novice, or are its effects so far ranging and powerful that it requires a great deal of expertise and expenditure of spell points to cast?

Class—The spell class (DE, F, E, Fm, Us, P, etc) must be determined.



Parameters—Will the spell affect one target or many? Area of effect, duration, and range desired must be assigned.

Target Type—The structure and nature of the specific target must be taken into account in certain spell types. Factors both anatomical and mental must be recognized (e.g., the workings of the brain of human and demi-human races must be considered when writing a spell to affect the mind). Spells doing damage to physical targets must often be written with those targets in mind (spells such as *Earthquake* will likely require some knowledge of plate tectonics). Other attacks, such as *Fire Bolt*, may not have factors in their creation specific to a target; but simply deliver differing amounts and types of damage to different targets.

Mechanics—Is this spell instantaneous? Are its effects dependent on the amount of the target's resistance roll failure? Must it be cast at night, daylight, or within a set range of a set element? The actual mechanical concerns of casting the spell must be considered here.

RESEARCH INVESTMENT

Once the spell researcher has clearly defined the target of his research, he needs to marshal and assemble his resources for the project. A researcher may use magical tomes, lore books, special catalysts, teachers, artifacts, or other worldly contacts as sources of additional information. All of these sources of additional information tend to be costly and difficult to find. The more sources (and the better the sources) a researcher has access to the better his chance of discovering positive leads, so good resources provide the researcher with a bonus to his studies.

The GM should require a minimum amount of resources to begin a research project, which might include access to a guild-sized (and quality) library or a powerful mentor or artifact. Bonuses should be in proportion to source's benefit. The exact costs of these sources will vary widely depending on the GM's world and is left to his interpretation. The following guidelines should provide a basis for assigning bonuses or penalties for source material.

Part II

Sections 8.0, 8.1

Researching New Spells

Spell Research

*Never wade in or drink
from pools of acid.*

—Excerpt from
Halladan Tarric's
*Things I Wish I'd
Known*



Part II

Section 8.2

Using the
Spell Research
Chart

RESOURCES FOR RESEARCH	
Bonus	Source
-150	No source material. Just winging it on a dream.
-100	Very poor sources. You have a book (and it even has a picture in it).
-75	Minimal sources. A few books on magic or an average teacher.
-50	Poor sources. Small magical library or an average teacher.
+0	Normal sources. Small magical library and an average teacher or a large magical library.
+10	Above average sources. Large magical library and an average teacher or a magic college library
+20	Good sources. Magic college library and a good teachers.
+30	Excellent sources. Magic college library and excellent teachers.

◆ 8.2 ◆ USING THE SPELL RESEARCH CHART

The relative success of spell research is determined on the Spell Research Chart. This chart, like the maneuver charts, has a number of different "difficulty ratings," from Routine to Absurd. The appropriate difficulty must be assigned by the GM before a roll is made with any appropriate modifiers.

A researcher may choose to begin research on a whole list or he may elect to add on to existing lists. It is easier to add spells that are appropriate to an existing list (to fill in open slots), than to create an entirely new spell list that has similar spells. This variation in difficulty is taken into account in the difficulties proposed below.

The difficulty of a research project varies based on its size and scope. On the following chart, a known list is a spell list that the character already knows up to or beyond the point chosen for research; an unknown list is an existing list, that the researcher does not know, or he does not know up to the rank he wishes to research; a new list is a totally new and unconventional spell list the researcher wishes to invent from scratch. Individual spells can only be researched to fill gaps in existing lists, while new spell lists must be learned in blocks of five ranks at a time. The following guidelines should be followed for assigning difficulty for research maneuvers.

RESEARCH MANEUVER DIFFICULTY

Routine:	Individual spell on a known list more than 10 levels below the caster's level.
Easy:	Individual spell on a known list up to caster's level or individual spell on an unknown list more than 10 levels below the caster's level.
Moderate:	Individual spell on an unknown list up to caster's level or individual spell on a new list more than 10 levels below the caster's level or individual spell on a known list up to 5 levels over the caster's level.
Hard:	Individual spell on a new list up to caster's level or individual spell on an unknown list up to 5 levels over the caster's level.
Complex:	Individual spell on a new list up to 5 levels over the caster's level or five ranks of spells on an unknown list up to caster's level or five ranks of spells on a new list more than 10 levels below the caster's level
Very Complex: ...	Five ranks of spells on a new list up to caster's level or five ranks of spells on an unknown list up to 5 levels over caster's level.
Absurd:	Five ranks of spells on a new list up to 5 levels over caster's level.

Other Modifiers

Non-Spell User	-100
Semi-Spell User	-50
Hybrid Spell User	-25
Pure Spell User	+0
Quality of Sources	-25 to +25
Quality of Study Time	-25 to +25

Note: All of these complexities assume the researcher is researching a Base list or an Open Essence list. If the caster is researching a Closed Essence list or an Arcane Open, the difficulty should be increased by one level. If the researcher is researching an Arcane Closed list or an Other Base list, the difficulty should be increased by two levels. If the researcher is researching an Arcane Base list, the difficulty should be increased by three levels. If the difficulty of the maneuver is shifted beyond Absurd, the research should be considered impossible.

Once the GM has assigned the difficulty to the research roll and assigned all modifiers, the character makes his research roll adding his skill at research. The percentages on the chart indicate the percentage of the research completed after the effort represented by that particular research roll. The second number in each entry indicates how much time was required to complete the indicated percentage of the research.

ESSENCE
COMPANION



EXAMPLE 1

The quiet but sneaky magician, Ted, wishes to develop a spell to allow him to temporarily turn his Invisibility spell off without canceling the spell.

Step One: Name. No special requirements as to the spell's name exist, so he decides to maintain his anonymity by calling it something generic, *Appear*.

Step Two: Level. The spell will fill the existing gap between 4th and 6th level on *Invisible Ways*.

Step Three: Class. The GM determines that the spell is Elemental in nature (E).

Step Four: Parameters. Ted wants to be able to turn off his Invisibility spell for 1 round, be able to attack, and then the following round have his Invisibility spell turn on again. The spell will have a duration of 1 round, an area of effect of the caster, and a range of self.

Step Five: Target. No special knowledge is required of any specific target type.

Step Six: Mechanics. The only special circumstance required for this spell is that it only works when the spell Invisibility is currently active on the target.

Step Seven: Research Investment. Ted has a vast library of his own, but unfortunately they are all paperbacks and can hardly be considered research material. Ted decides that he will have to use the local library for his research material, but when he approaches, the head librarian promptly screams for the city guards. Ted quickly leaves, wishing that he had returned those library books that he had checked out back when he was an apprentice around 10 years ago. Dispirited, Ted is forced to look for other sources.

Turning to his friend Ayric, who has access to a guild library, Ted tries to convince Ayric to help him "like a true pal." Ayric agrees to let Ted use his pass to the library in exchange for lunch and dinner every day that he needs access (as well as standard guild fees of 4 sp per 8 hour day).

Sighing, but not surprised, Ted agrees. It is not until much later into his studies that he discovers how much a tall, skinny guy could eat. His access to the library costs him around 5 sp per day.

The GM rules that since Ted is limited in his access, it only provides him with a -50 to his study rolls.

Step Eight: Determine Research Time. Ted settles down in the guild library with a contented sigh and pulls a two liter green bottle of sugar water out of his fuzzy green robe's pocket. He opens his first book and begins his research.

The spell he is researching is on a known list and it is less than the caster's level, so the difficulty of the research is Easy, but since this is a closed list the difficulty increases to Moderate. Ted rolls a 72 and adds his research skill bonus of 82 and subtracts 50

for his sources for a total research roll of 104. Checking the Spell Research Chart, a 104 on the Easy column indicates that 90 percent of the research is complete after 250 hours of study. The GM determines that 8 hours a day is the maximum time that Ted can study, so after 32 days of straight studying, Ted is almost done. He's feeling good about things so he continues his research and rolls a 50 plus his research bonus of 82 minus 50 for sources for a total bonus of 82. Consulting the chart it indicates that after 250 hours Ted completes 70% of his research. The GM calculates this to mean that after 36 hours (5 days) of extra studying Ted has fully researched his new spell. Now all Ted has to do is develop this spell at his next level advancement. And it only took him 37 days of studying and cost him 185 sp.

EXAMPLE 2

Inspired by his friend Ted's sudden studiousness and industry, Ayric feels that he must outdo Ted. It is a moral imperative. He decides that he will invent an entirely new list based on molecular unbonding (whatever that is).

Step One: Name. He decides he will call it Ayric's Amazing Molecular Anti-Adhesives. Hey, credit where credit is due, right?

Steps Two through Six: The level, class, parameters, targets and mechanics will vary from spell to spell.

Step Seven: Determine Research Sources. Not only does Ayric have access to the guild library, but he also student teaches for a high level master magician who allows Ayric to use his tomes and often speaks with Ayric, directing his research in subtle ways. The GM determines that this is worth a +20 to his research roll.

Step Eight: Determine research time. The GM rules that the list Ayric wishes to learn is Arcane in nature and powerful enough to be a closed list. Ayric is 15th level and he is attempting to create the first five levels of this entirely new list. This results in a Complex difficulty at first, but since it is a closed Arcane list it increases in difficulty by two levels to Absurd.

Ayric, excited to begin a new project and invigorated by the challenge, starts early one morning and rolls a 52 on his research roll, which is added to his 100 research skill and the +20 bonus for resources for a total of 172! Consulting the Spell Research Chart, Ayric finds that after 2 years of studying he is only 35% of the way through developing the first 5 ranks of the new spell list.

Ayric looks back on his last two years with dismay, but he figures if he can ever finish this list, he'll be guaranteed tenure. So back to the books he goes.

Part II

Section 8.2

Using the Spell Research Chart



SPELL RESEARCH CHART

	ROUTINE	EASY	MODERATE	HARD	COMPLEX	VERY COMPLEX	ABSURD
(-151) or less	You have wasted 2d10 hours. Start over except the maneuver is now Easy.	You have wasted 3d10 hours. Start over except the maneuver is now Moderate.	You have wasted 4d10 hours. Start over except the maneuver is now Hard.	You have wasted d10 weeks. Start over except the maneuver is now Complex. You have lost 50% of your invested resources.	You have wasted d10 months and all your invested resources and have gotten zilch.	You have spent the last 2d10 months working on a dead end. You are a bit older and a bit wiser, that's all.	And they said you couldn't do it! And they were right! You have wasted d10 years, all resources, and most of your credibility.
(-150) to (-101)	Hmmm. This is harder than it looks. You have accomplished 5% of your research (taking d10 days). Spell(s) gained from this research must always make an SCSM.	You have wasted approximately 5% of your resources and have discovered nothing in the last d10 days. You must start over.	You have wasted 10d10 hours and 20% of your invested resources and have only researched 1% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of -10.	You have wasted 4d10 days and 25% of your invested resources and have only researched 1% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of -15.	You are making no progress. You have wasted the last 10d10 days and 75% of your resources and only gained 1% of the research! Spells gained from this research must always make an SCSM with a special modification of -15.	You spent d10 months getting nowhere. You have spent 90% of your resources and gained nothing. Time to start over.	People are laughing behind your back. You have spent 7d10 months and all your resources and have nothing to show for it!
(-100) to (-51)	You complete 5% of your research. Unfortunately, it took you 20d10 days.	You complete 5% of your research. Unfortunately, it took you 30d10 days.	You have wasted 10d10 hours and 20% of your invested resources and have only researched 1% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of -5.	You have wasted 3d10 days and 20% of your invested resources and have only researched 1% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of -10.	You run into a problem 6d10 days into the research. You have wasted half your resources and only gained 1% of the research. Any spells gained from this research must always make an SCSM with a special modification of -15.	You have spent the last d10 years working hard, but you have only researched 5% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of -65.	You have spent 90% of your resources and 5d10 months and have gotten nothing. Maybe it is time to try something less complicated.
(-50) to (-26)	You have completed 20% of your research. You have spent 16d10 hours working so far.	You have completed 10% of your research. You have spent 28d10 hours working so far.	You have wasted 10% of your invested resources and only gained 5% of the work. You have spent 70d10 hours so far. Spell(s) gained from this research must always make an SCSM.	You have spent 14d10 days and 10% of your invested resources and have only researched 5% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of -5.	You have spent 20d10 days and 20% of your invested resources and have only researched 5% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of -10.	You have spent the last d10 years looking for the answers. You have researched 5% of the spell(s) and lost 50% of your invested resources. Spells gained from this research must always make an SCSM with a special modification of -25.	You have spent 2d10 months and have done nothing but prove that it cannot be done (yet). You have lost half your investment and made no progress.
(-25) to 0	You have completed 30% of your research and have spent 12d10 hours.	You have completed 20% of your research and have spent 27d10 hours.	You have completed 15% of your research and have spent 70d10 hours.	You have spent 14d10 days and 5% of your invested resources and have only researched 10% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of +5.	You have spent 18d10 days and 5% of your invested resources and have only researched 10% of the spell(s). Spells gained from this research must always make an SCSM.	You have spent 9d10 months and 20% of your resources and have only researched 5% of the spell(s). Spells gained from this research must always make an SCSM with a special modification of -10.	You have spent the last 20d10 months just getting started! You have gained 5% research, but have spent 25% of your resources. Spells gained from this research must always make an SCSM with a special modification of -15.
01 to 20	You have complete 40% of your research. 10d10 hours have passed.	You have complete 30% of your research. 26d10 hours have passed.	You have complete 20% of your research. 65d10 hours have passed.	You have complete 15% of your research. 13d10 days have passed.	You have complete 10% of your research. 17d10 days have passed.	You have spent 7d10 months and 10% of your resources and have only researched 5% of the spell(s). Spells gained from this research must always make an SCSM.	You have spent the last 15d10 months and you think you know what to do now. You have gained 5% towards research but have spent 20% of your invested resources. Spells gained from this research must always make an SCSM with a special modification of -5.
21 to 40	You have completed 50% of your research. You have spent the last 9d10 hours hard at work.	You have completed 40% of your research. You have spent the last 25d10 hours hard at work.	You have completed 30% of your research. You have spent the last 60d10 hours hard at work.	You have completed 20% of your research. You have spent the last 12d10 days hard at work.	You have completed 15% of your research. You have spent the last 17d10 days hard at work.	You have completed 10% of your research. You have spent the last 5d10 months hard at work.	You have completed 20% of your research. You have spent the last 12d10 months hard at work. Spells gained from this research must always make an SCSM.
41 to 55	You have completed 60% of your research. You have spent the last 8d10 hours hard at work.	You have completed 50% of your research. You have spent the last 24d10 hours hard at work.	You have completed 40% of your research. You have spent the last 56d10 hours hard at work.	You have completed 30% of your research. You have spent the last 11d10 days hard at work.	You have completed 20% of your research. You have spent the last 16d10 days hard at work.	You have completed 15% of your research. You have spent the last 4d10 months hard at work.	You have completed 7% of your research. You have spent the last 10d10 months hard at work.
56 to 65	You have completed 70% of your research. You have spent the last 7d10 hours hard at work.	You have completed 60% of your research. You have spent the last 23d10 hours hard at work.	You have completed 50% of your research. You have spent the last 53d10 hours hard at work.	You have completed 40% of your research. You have spent the last 10d10 days hard at work.	You have completed 30% of your research. You have spent the last 16d10 days hard at work.	You have completed 20% of your research. You have spent the last 3d10 months hard at work.	You have completed 9% of your research. You have spent the last 9d10 months hard at work.
66 to 75	You have completed 80% of your research. You have spent the last 6d10 hours hard at work.	You have completed 70% of your research. You have spent the last 22d10 hours hard at work.	You have completed 60% of your research. You have spent the last 50d10 hours hard at work.	You have completed 50% of your research. You have spent the last 10d10 days hard at work.	You have completed 40% of your research. You have spent the last 15d10 days hard at work.	You have completed 25% of your research. You have spent the last 3d10 months hard at work.	You have completed 10% of your research. You have spent the last 8d10 months hard at work.
76 to 85	You have completed 90% of your research. You have spent the last 6d10 hours hard at work.	You have completed 80% of your research. You have spent the last 21d10 hours hard at work.	You have completed 50% of your research. You have spent the last 47d10 hours hard at work.	You have completed 60% of your research. You have spent the last 9d10 days hard at work.	You have completed 50% of your research. You have spent the last 15d10 days hard at work.	You have completed 40% of your research. You have spent the last 3d10 months hard at work.	You have completed 15% of your research. You have spent the last 7d10 months hard at work.
86 to 95	You have completed 95% of your research. You have spent the last 6d10 hours hard at work.	You have completed 90% of your research. You have spent the last 20d10 hours hard at work.	You have completed 80% of your research. You have spent the last 45d10 hours hard at work.	You have completed 70% of your research. You have spent the last 8d10 days hard at work.	You have completed 60% of your research. You have spent the last 14d10 days hard at work.	You have completed 45% of your research. You have spent the last 2d10 months hard at work.	You have completed 15% of your research. You have spent the last 7d10 months hard at work.
96 to 105	You have completed 99% of your research. You have spent the last 6d10 hours hard at work.	You have completed 95% of your research. You have spent the last 18d10 hours hard at work.	You have completed 90% of your research. You have spent the last 43d10 hours hard at work.	You have completed 80% of your research. You have spent the last 8d10 days hard at work.	You have completed 70% of your research. You have spent the last 14d10 days hard at work.	You have completed 50% of your research. You have spent the last 2d10 months hard at work.	You have completed 20% of your research. You have spent the last 7d10 months hard at work.
106 to 115	You have completed 100% of your research. It took you 5d10 hours to finish it up.	You have completed 99% of your research. It took you 16d10 hours to finish it up.	You have completed 95% of your research. It took you 40d10 hours to finish it up.	You have completed 90% of your research. It took you 7d10 days to finish it up.	You have completed 80% of your research. It took you 13d10 days to finish it up.	You have completed 50% of your research. You have spent the last 2d10 months hard at work.	You have completed 20% of your research. It took you 7d10 months to finish it up.
116 to 125	You have completed 100% of your research. It took you 5d10 hours to finish it up.	You have completed 99% of your research. It took you 15d10 hours to finish it up.	You have completed 95% of your research. It took you 37d10 hours to finish it up.	You have completed 95% of your research. It took you 7d10 days to finish it up.	You have completed 90% of your research. It took you 13d10 days to finish it up.	You have completed 60% of your research. You have spent the last 2d10 months hard at work.	You have completed 25% of your research. It took you 7d10 months to finish it up.
126 to 135	You have completed 100% of your research. It took you 5d10 hours to finish it up.	You have completed 100% of your research. It took you 14d10 hours to finish it up.	You have completed 99% of your research. It took you 34d10 hours to finish it up.	You have completed 95% of your research. It took you 6d10 days to finish it up.	You have completed 95% of your research. It took you 12d10 days to finish it up.	You have completed 60% of your research. You have spent the last 2d10 months hard at work.	You have completed 25% of your research. It took you 6d10 months to finish it up.
136 to 145	You have completed 100% of your research. It took you 5d10 hours to finish it up.	You have completed 100% of your research. It took you 13d10 hours to finish it up.	You have completed 99% of your research. It took you 32d10 hours to finish it up.	You have completed 99% of your research. It took you 6d10 days to finish it up.	You have completed 95% of your research. It took you 11d10 days to finish it up.	You have completed 70% of your research. You have spent the last 5d10 weeks hard at work.	You have completed 30% of your research. It took you 6d10 months to finish it up.
146 to 155	You have completed 100% of your research. It took you 5d10 hours to finish it up.	You have completed 100% of your research. It took you 12d10 hours to finish it up.	You have completed 100% of your research. It took you 30d10 hours to finish it up.	You have completed 99% of your research. It took you 5d10 days to finish it up.	You have completed 99% of your research. It took you 10d10 days to finish it up.	You have completed 75% of your research. You have spent the last 4d10 weeks hard at work.	You have completed 30% of your research. It took you 5d10 months to finish it up.
156 to 165	You have completed 100% of your research. It took you 5d10 hours to finish it up.	You have completed 100% of your research. It took you 11d10 hours to finish it up.	You have completed 100% of your research. It took you 25d10 hours to finish it up.	You have completed 99% of your research. It took you 5d10 days to finish it up.	You have completed 99% of your research. It took you 10d10 days to finish it up.	You have completed 75% of your research. It took you 3d10 weeks to finish it up.	You have completed 35% of your research. It took you 5d10 months to finish it up.
166 or more	You have completed 100% of your research. And it only took you 4d10 hours to do it!	You have completed 100% of your research. And it only took you 10d10 hours to do it!	You have completed 100% of your research. And it only took you 20d10 hours to do it!	You have completed 100% of your research. And it only took you 4d10 days to do it!	You have completed 100% of your research. And it only took you 9d10 days to do it!	You have completed 100% of your research. And it only took you 2d10 weeks to do it!	You have completed 35% of your research. And it only took you 4d10 months to do it!

USING RITUAL MAGIC

Part II

Section 9.0

Ritual Magic

Ritual magic involves long incantations that go far beyond the simple spell casting involved in normal magic. Rituals take much longer to cast and involve many more variables than standard spell casting, but this is offset by the greater control and power that can be achieved through a ritual. A ritual spell caster slowly builds up the power and complexity of a spell, instead of following a simple rote that rapidly and roughly casts a single effect. The slow build-up of power points in a ritual allows a low level caster to control powers of higher levels with greater ease. At the same time, the careful crafting of these power points grants the caster a greater control over every aspect of a spell.

The process of slowly shaping the Essence is difficult to master. The Essence is ever-shifting, making it difficult to manipulate slowly. For this reason, Ritualists have developed a number of different anchors for Essence being shaped by a ritual. These anchors are called influences by ritualists. Every ritual category has a number of different influences that can be used to help the caster anchor his magic. Some influences yield bonuses to the ritual, while others may only limit the penalties associated with trying to cast a ritual without the appropriate influences.

When a caster develops skill in ritual magic he must choose a ritual class. There are 20 ritual classes, each corresponding to the 20 different spell effects defined earlier in this book (charm, control, creation, dark, detection, earth, enhancement, enchantment—permanent, enchantment—variable, inorganic modification, light, movement, obfuscation, organic modification, personal, protection, scrying, summons, water, and wind). When a character learns a class of ritual, he is not learning a specific spell or even a list of spells. Instead the ritual skill focuses on molding Essence towards a specific effect. For example, a ritual caster who studies the class of light will learn various ways of invoking light and different ways of manipulating the light once it is created. A ritual caster can reproduce any effect listed on any list within his ritual's area of influence.

If a caster learns to use several ritual classes, he can combine these rituals into one spell effect by using the smallest skill bonus of the appropriate ritual. It is very difficult to combine these spell effects, so the ritual caster also receives a penalty for each additional ritual class he tries to combine. Even with these drawbacks, ritual casting is very popular due to its vast flexibility. In fact, rituals are so flexible that any caster attempting to use the skill Spell Mastery or Spell Artistry on a spell cast through a ritual receives a special bonus of +25 to the attempt.

When a caster decides to attempt a ritual spell, he first states his intention to do so and determines the spell effect level. He then consults the Ritual Chart in order to determine how long the ritual will take and how difficult the ritual will be. Next, the caster decides if he will use any catalysts, foci, or other influences in the ritual. Each category of magic has an individualized list of influences for rituals. A ritual caster must use a number of influences equal to:

(Level of Spell - Ranks in Ritual) or 2, whichever is greater

For each influence less than the required amount the caster uses, the caster receives a modifier of -25 to the ritual roll. Also, each category has a list of distractions that the GM may apply as penalties against the performance of the ritual.

Assuming that the caster is not interrupted during his ritual casting time, the caster spends his power points at the

end of the ritual and makes a Power Manipulation maneuver to see if he casts successfully. If the caster is interrupted during the ritual, he will lose all of the power points that he had devoted to the ritual and must make a maneuver roll to avoid a ritual spell failure. If the maneuver results in failure to cast the ritual, he must roll on the spell failure chart.

RITUAL CHART		
Maneuver	Spell Level-Ranks	Time
Routine	(-20) on down	1 minute
Easy	(-19) - (-15)	3 minutes
Light	(-14) - (-11)	5 minutes
Medium	(-10) - (-6)	10 minutes
Hard	(-5) - (-1)	30 minutes
Very Hard	0	1 hour
X. Hard	1-2	3 hours
Sheer Folly	3-5	5 hours
Absurd	6-10	10 hours

On the chart above, the difficulty and time required to complete a ritual is listed based on the level of the spell effect minus the caster's skill rank in the appropriate magic ritual level. If the caster is attempting to cast multiple spell effects, then the effective level of the spell is equal to the higher level of the two spells plus one half the level of all other spell effects. The caster must spend a number of power points equal to the effective level of the spell at the time it was cast.



ESSENCE
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Part II

Section 9.0

Ritual Magic

For the following listing of influences, the duration of an influence only matters for physical items used in conjunction with a ritual. If the duration is F, then the item is only destroyed if the ritual fails. Otherwise the item may be used over and over. If the duration is 1, then the item is destroyed in the process of the ritual. If the ritual is halted early, then only a portion of the item may be recovered.

CHARM CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Alcohol/Wine	+5-10	1	Varies by quality & strength of alcohol
Animal Handling	+1	—	Per rank. If appropriate.
Appearance	0	—	If caster's appearance is greater than 80 only
Dance	+1	—	Per rank
Duping	+1	—	Per rank
Skin from target	+10	1	Also applies for hair or nail from target
Hypnosis	+1	—	Per rank
Incense	+0-5	1	Varies on quality of incense
Leadership	+1	—	Per rank
Massage	+1	—	Per rank
Music	+1	—	Per rank of play instrument
Perfume	+0-5	1	Varies on quality of perfume
Seduction	+1	—	Per rank
Singing	+1	—	Per rank
View	-5	—	For especially beautiful or majestic vistas

CHARM CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Foul smells	-(5-10)	—	Varies by foulness of stench
Loud noises	-(5-10)	—	Varies by intensity and frequency of noise
Stress situation	-(5-10)	—	Stress on caster (i.e. in combat, life depends on the spell)
Ugly	-10	—	If caster's appearance is less than 30

CONTROL CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Alcohol/Wine	+5-10	1	Varies by quality & strength of alcohol
Duping	+1	—	Per rank
Friend	+5-10	—	If target perceives caster as a friend
Skin from target	+10	1	Also applies for hair or nail from target
Hallucinogen	+5-10	1	Varies by quality & strength of hallucinogen

Continued in next column

Influence	Mod	Dur	Note
Hypnosis	+1	—	Per rank
Incense	+0-5	1	Varies on quality of incense
Leadership	+1	—	Per rank
Mirror	+0	F	
Public Speaking	+1	—	Per rank
Religion	+1	—	Per rank. Must be target's religion.
Seduction	+1	—	Per rank

CONTROL CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Enemy	(-10)	—	Target hates caster
Loud noises	-(5-10)	—	Varies by intensity and frequency of noise
Racial enemy	(-5)	—	Target hates caster's race (or religion)
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell)

CREATION CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Artistic skill	+1	—	Per rank. Only applies to skills in the Artistic • Passive category.
Cat whiskers	+0	1	
Earthnode	+15	—	May vary by strength or purpose of node.
Flower seed	+0	1	May vary by rarity or appropriateness
Incense	+0-5	1	Varies on quality of incense
Magic Artistry	+1	—	Per rank.
Melted Snow	+0	1	1 oz /lvl of spell. (Recently melted)
Prism	+0	F	
Silver mirror	+0	F	
Singing	+1	—	Per rank.
Tale Telling	+1	—	Per rank.

CREATION CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Nuisance	-(5-10)	—	Repeated minor interruptions (i.e., mosquito bites)
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).
Unfamiliarity	-(10-15)	—	Caster is unfamiliar with the object of creation

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DARK CATEGORY INFLUENCES			
Influence	Mod	Dur	Note
Ashes (creature)	+5	1	Magical creatures may give bonus
Ashes (wood)	-5	1	Magical wood may give bonus
Cold	+0	—	For temperatures between 32° and 10° F
Extreme Cold	+5	—	For temperatures below 10° F
Fog	+5	—	
Icicle	+0	1	
Lunar Eclipse	+20	—	Used in place of night time influence only
Melted Snow	+0	1	1 oz/lvl of spell. (Recently melted)
Meteorite	+5	F	1 oz/lvl of spell
Midnight	+5	—	Used in place of night time influence only
Night time	+0	—	
Applicable skill	+1	—	Per rank of Spatial Location Awareness skill.
Solar Eclipse	+30	—	
Underground	+15	—	Used in place of night time (ignore midday)

DARK CATEGORY DISTRACTIONS			
Distraction	Mod	Dur	Note
Extreme Heat	-15	—	For temperatures in excess of 100° Fahrenheit
Heat	-5	—	For temperatures between 85° and 100° Fahrenheit
Midday	-15	—	Only on sunny days
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).

DETECTION CATEGORY INFLUENCES			
Influence	Mod	Dur	Note
Searching skill	+1	—	Per rank. Only one skill from the Awareness • Searching skill category may be used.
Bell	+0	F	
Bonfire	+5	—	Especially large fires may get +10
Candle	0	1	1 normal candle per 5 spell levels
Dowsing	+1	—	Per rank.
Eagle Feather	-5	1	1 feather per spell level.

Continued in next column

Influence	Mod	Dur	Note
Midday	+0	—	Only on sunny days.
Mirror	+5	F	
Prism	+5	F	
Spectacles	+10	F	
Spyglass	+5	F	

DETECTION CATEGORY DISTRACTIONS			
Distraction	Mod	Dur	Note
Night time	-10	—	For full moon use -5
Overcast	-5	—	Outdoors and overcast, or indoors and raining.
Raining	-10	—	Outdoors and raining. Storms should range -20 to -75
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).

EARTH CATEGORY INFLUENCES			
Influence	Mod	Dur	Note
Ashes (creature)	+0	1	Magical creatures may give bonus
Ashes (wood)	-10	1	Magical wood may give bonus
Caving	+1	—	Per rank.
Chisel	-5	F	
Earth Elemental	+25	1	The essential remains of an elemental
Emerald	+5	F	1 karat/lvl of spell
Hills	+0	—	Location in foot hills or rocky terrain
Mountains	+5	—	Location in mountains or similar
Rock Hammer	-5	F	
Sculpting	+1	—	Per rank.
Soil/Stone/Sand	+0	—	
Stone Crafts	+1	—	Per rank.
Stone Lore	+1	—	Per rank.
Underground	+5	—	

EARTH CATEGORY DISTRACTIONS			
Distraction	Mod	Dur	Note
At sea	-30	—	Or any other large body of water and not touching land
On river	-10	—	Not in contact with dry land
Raining	-5	—	Outdoors and raining. Storms should range -10 to -50
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).
Swamp	-5	—	





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ENHANCEMENT CATEGORY INFLUENCES			
Influence	Mod	Dur	Note
Significant Date	+5-10	—	Varies by appropriateness.
Bonfire	+5	—	Especially large fires may get +10
Candle	+0	1	1 normal candle per 5 spell levels
Chimes	+5	F	
Demon Blood	+0-10	1	Varies by power of demon.
Earthnode	+15	—	May vary by strength or purpose of node.
Melted Snow	+0	1	1oz/lvl of spell. (Recently melted)
Mirror	+5	F	
Prism	+5	F	
Relic	+5-15	1	Broken remains of a magic item.

ENHANCEMENT CATEGORY DISTRACTIONS			
Distraction	Mod	Dur	Note
Insignificant Date	-(5-10)	—	Varies by inappropriateness of date.
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).
Unfamiliarity	-10	—	Caster is unfamiliar with spell to be enhanced.

ENCHANT - PERMANENT CATEGORY INFLUENCES			
Influence	Mod	Dur	Note
Attunement	+1	—	Per rank. Only if appropriate.
Significant Date	+5-10	—	Varies by appropriateness.
Demon Blood	+0-10	1	Varies by power of demon.
Dwarven Language	+10	—	Must have rank equal to lvl of spell
Earthnode	+15	—	May vary by strength or purpose of node.
Gold Dust	+5	1	Requires 1 oz/lvl of spell.
Leather Crafts	+1	—	Per rank. Only if appropriate.
Melted Snow	+0	1	1oz/lvl of spell. (Recently melted)
Metal Crafts	+1	—	Per rank. Only if appropriate.
Relic	+5-15	1	Broken remains of a magic item.
Stone Crafts	+1	—	Per rank. Only if appropriate.
Wood Crafts	+1	—	Per rank. Only if appropriate.

ENCHANT - PERMANENT CATEGORY DISTRACTIONS			
Distraction	Mod	Dur	Note
Insignificant Date	-(5-10)	—	Varies by inappropriateness of date.
Nuisance	-(5-10)	—	Repeated minor interruptions (i.e. mosquito bites)
Stress situation	-(5-10)	—	Stress on caster (i.e. in combat, life depends on the spell).
Unskilled	-(10-15)	—	Caster is unskilled at the item's use (i.e. sword).

ENCHANT - VARIABLE CATEGORY INFLUENCES			
Influence	Mod	Dur	Note
Alcohol/Wine	+5-10	1	Varies by quality & strength of alcohol
Ashes (creature)	+5	1	Magical creatures may give bonus.
Ashes (wood)	-5	1	Magical wood may give bonus.
Auspicious Date	+5-10	—	Varies by appropriateness.
Candle	+0	1	1 normal candle per 5 spell levels.
Circle Lore	+1	—	Per rank. Only if appropriate.
Demon Blood	+0-10	1	Varies by power of demon.
Gold Dust	+5	1	Requires 1 oz/lvl of spell.
Melted Snow	+0	1	1oz/lvl of spell. (Recently melted).
Relic	+5-15	1	Broken remains of a magic item.
Runes	+1	—	Per rank. Only if appropriate.
Symbol Lore	+1	—	Per rank. Only if appropriate.
Ward Lore	+1	—	Per rank. Only if appropriate.

ENCHANT - VARIABLE CATEGORY DISTRACTIONS			
Distraction	Mod	Dur	Note
Insignificant Date	-(5-10)	—	Varies by inappropriateness of date.
Nuisance	-(5-10)	—	Repeated minor interruptions (i.e., mosquito bites).
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).

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INORGANIC MODIFICATIONS CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Acid	+0-10	1	Varies on power of acid.
Alchemy	+1	—	Per rank.
Anvil	+10	F	
Chisel	-5	F	
Hourglass	0	F	
Key, Iron	-5	F	
Lock Lore	+1	—	Per rank. If appropriate.
Lock Pick Set	+0-5	F	Varies on quality of set
Metal Crafts	+1	—	Per rank. If appropriate.
Metal Lore	+1	—	Per rank. If appropriate.
Sculpting	+1	—	Per rank.
Stone Crafts	+1	—	Per rank. If appropriate.
Stone Lore	+1	—	Per rank. If appropriate.

INORGANIC MODIFICATIONS CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Carried	-(10-20)	—	Target is carried by organic creature.
Organics	-(5-15)	—	Target is surrounded by organic matter.
Stress situation	-(5-10)	—	Stress on caster (i.e. in combat, life depends on the spell).

LIGHT CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Bonfire	+10	—	Especially large fires may get +15.
Candle	+5	1	1 normal candle per 5 spell levels.
Daylight	-10	—	
Diamond	+10	F	1 karat/lvl of spell
Extreme Heat	+5	—	For temperatures in excess of 100° F.
Fire Elemental	+25	1	The essential remains of an elemental.
Flint & Steel	-5	F	
Heat	0	—	For temperatures between 85° and 100° F.
Incense	+5-10	1	Varies by quality.
Lantern	+5	F	
Magnifying Glass	+0	F	
Mirror	+0	F	
Noon	+5	—	Used instead of daylight.
Ruby	+10	F	1 karat/lvl of spell
Torch	+0	1	

LIGHT CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Extreme Cold	-15	—	For temperatures in excess of 100° Fahrenheit
Heat	-5	—	For temperatures between 85° and 100° Fahrenheit

Continued in next column

Distraction Mod Dur Note

Midnight	-15	—	
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).
Underground	-10	—	

MOVEMENT CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Acrobatics	+1	—	Per rank.
Athletic Game	+1	—	Per rank.
Chimes	+0	F	
Dancing	+1	—	Per rank.
Distance Running	+1	—	Per rank.
Feather, Falcon	+0	1	1 feather/lvl of spell.
Nail, Iron	-5	1	1 nail/lvl of spell
Pinwheel	+0	F	
Sprinting	+1	—	Per rank.
Stimulant	+5-10	1	Varies by quality.
Tree sap	+0	1	1 oz/lvl of spell

MOVEMENT CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).
Strong Winds	-(5-50)	—	Hurricanes and Tornadoes should be -25 to -50
Unstable surface	-10	—	Includes rocking boats, shifting sands, etc.

OBFUSCATION CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Acting	+1	—	Per rank.
Ashes (creature)	+0	1	Magical creatures may give bonus
Ashes (wood)	-10	1	Magical wood may give bonus
Camouflage	+1	—	Per rank.
Cosmetics	+0-5	1	Varies by quality
Counterfeiting	+1	—	Per rank.
Disguise	+1	—	Per rank.
Fog	+5	—	
Hide Item	+1	—	Per rank.
Hiding	+1	—	Per rank.
Mirror	+5	F	
Silk thread	+0	1	1 foot/lvl of spell
Trickery	+1	—	Per rank.

OBFUSCATION CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Midday	-5	—	
Stress situation	-(5-10)	—	Stress on caster (i.e. in combat, life depends on the spell).
Strong Winds	-(5-50)	—	Hurricanes and Tornadoes should be -25 to -50

Part II
Section 9.0
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ORGANIC MODIFICATIONS CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Alcohol/Wine	+5-10	1	Varies by quality & strength.
Biochemistry	+1	—	Per rank. If appropriate.
Cooking	+1	—	Per rank. If appropriate.
Fauna Lore	+1	—	Per rank. If appropriate.
Flora Lore	+1	—	Per rank. If appropriate.
Herb Lore	+1	—	Per rank. If appropriate.
Hourglass	+0	F	
Leather Crafts	+1	—	Per rank. If appropriate.
Salt	-5	1	1 oz/lvl of spell.
Scales	-5	F	
Second Aid	+1	—	Per rank. If appropriate.
Surgery	+2	-	Per rank. If appropriate.

ORGANIC MODIFICATIONS CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Carried	-(15-30)	—	Target is carried by inorganic creature.
Inorganics	-(10-20)	—	Target is surrounded by inorganic matter.
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).

PERSONAL CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Cleansing Trance	+1	—	Per rank.
Self Control skill	+1	—	Per rank of Control Lycanthropy skill.
Fasting, minor	-5	—	Caster must fast for 4 hours.
Fasting, moderate	0	—	Caster must fast for 8 hours.
Fasting, major	+5	—	Caster must fast for 12 hours.
Incense	+5-10	1	Varies by quality.
Meditation	+1	—	Per rank.
Mirror	0	F	
Mnemonics	+1	—	Per rank.
Spectacles	-5	F	
Stimulant	+5-10	1	Varies by quality.
Survival	+1	-	Per rank.

PERSONAL CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Loud noises	-(5-10)	—	Varies by intensity and frequency of noise.
Stressful situation	-(10-15)	—	Stress on caster (i.e., in combat, life depends on the spell).
Uncomfortable	-(5-10)	—	Any reason from wounds to a strong desire for a bath.

PROTECTION CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Bell	+0	F	
Bonfire	+5	—	Especially large fires may get +10.
Candle	+5	1	1 normal candle per 5 spell levels.
Daylight	-15	—	
Dawn	-5	—	Used in place of daylight.
Fasting, minor	-5	—	Caster must fast for 4 hours.
Fasting, moderate	+0	—	Caster must fast for 8 hours.
Fasting, major	+5	—	Caster must fast for 12 hours.
Hawthorne stick	+5	F	Stick must be as tall as caster
Incense	+5-10	1	Varies by quality.
Meditation	+1	—	Per rank.
Mirror	+0	F	
Survival	+1	—	Per rank.

PROTECTION CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Stress situation	-5	—	Stress on caster (i.e., in combat, life depends on the spell).

SCRYING CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Astronomy	+1	—	Per rank.
Chimes	+0	F	
Divination	+1	—	Per rank.
Dowsing	+1	—	Per rank.
Hallucinogen	+10-15	1	Varies by quality
Incense	+5-10	1	Varies by quality
Mirror	+5	F	
Prism	+5	F	
Spring Water	+0	1	1 quart of fresh spring water in a bowl.
Spectacles	+5	F	
Spyglass	+0	F	
Star-gazing	+1	—	Per rank.

SCRYING CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Daylight	-10	—	
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).





SUMMONS CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Alcohol/Wine	+0-5	1	Varies by quality
Animal Handling	+1	—	Per rank. If appropriate.
Cage, wooden	-10	F	Must be of appropriate size.
Circle Lore	+1	—	Per rank.
Demon Lore	+1	—	Per rank. If appropriate.
Faerie Lore	+1	—	Per rank. If appropriate.
Food	-5-(+5)	1	Must be appropriate for target creature
Gold dust	+10	1	1 oz/lvl of spell
Incense	+5-10	1	Varies by quality
Net	-5	F	Must be of appropriate size.
Seduction	+1	—	Per rank.
Symbol Lore	+1	—	Per rank.
Trapping	+1	—	Per rank.

SUMMONS CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Loud noises	-(10-15)	—	Varies by frequency and intensity of noise.
Stressful situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).

WATER CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Blood	+5	1	1 oz/lvl of spell. Fresh only.
Cooking: Brewing	+1	—	Per rank.
Dowsing	+1	—	Per rank.
Fresh Water Shore	+0	—	On shore of fresh water source.
Immersed	+15	—	Caster is standing up to waist in water.
Pearl	+5	F	1 karat/lvl of spell
Raining	+5	—	
Saliva	-5	1	Fresh.
Salt Water Shore	+5	—	On shore of salt water source.
Swimming	+1	—	Per rank.
Treading Water	+5	—	Used in place of immersed.
Underwater	+25	—	Caster must find means to breathe.
Water Elemental	+25	1	The essential remains of an elemental
Water, Fresh	+0	—	1 oz/lvl
Water Travel	+10	—	On a boat or ship not docked.

WATER CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
No water source	-25	—	Creeks, springs, wells and ponds count as water source.
Desert	-40	—	
Drought	-10	—	
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).

WIND CATEGORY INFLUENCES

Influence	Mod	Dur	Note
Air Elemental	+25	1	The essential remains of an elemental
Chimes	-5	F	
Cliff face	+10	—	Or even on top of a very tall building.
Flag/Pennant	-5	F	
Feather, Eagle	+0	1	1 feather/lvl of spell.
Flying/Gliding	+1	—	Per rank.
Opal	+5	F	1 karat/lvl of spell
Pinwheel	+0	F	
Play Instrument	+1	—	Per rank. Wind instruments only.
Propaganda	+1	—	Per rank.
Sailing	+1	—	Per rank.
Singing	+1	—	Per rank.
Strong Wind	+5	—	(-10 if spell negates winds)

WIND CATEGORY DISTRACTIONS

Distraction	Mod	Dur	Note
Underground	-25	—	
Underwater	-50	—	
Stress situation	-(5-10)	—	Stress on caster (i.e., in combat, life depends on the spell).

ADDITIONAL RITUAL MODIFIERS FOR ALL RITUALS

Focus

Varies Varies

Language

Per rank of magical language for ritual category +1

Power Points

For using 2x the normal PPs +10

For using 3x the normal PPs +15

Spell Lists

Arcane Base List	-50
Arcane Closed List	-30
Arcane Open List	-15
Channeling Base List	-75
Channeling Closed List	-50
Channeling Open List	-25
Channeling Training Package List	-15
Essence Other Base List	-10
Essence Own Base List	+15
Essence Closed List	+0
Essence Open List	+5
Essence Training Package List	+0
Mentalism Base List	-75
Mentalism Closed List	-50
Mentalism Open List	-25
Mentalism Training Package List	-15

Time

For each level of difficulty increase in time requirement +5

For each level of difficulty decrease in time requirement -25



Part II

Sections
10.0, 10.1

Familiars

Normal
Familiars

FAMILIARS

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.

◆ 10.1 ◆

NORMAL FAMILIARS

Familiar is one of the most basic Essence spells in the game. Some players must have a familiar for every one of their Essence characters, while some have never felt the need to burden themselves with a "pet" (especially one that puts you at -25 for 2 weeks if it dies). Although it is a basic spell, it leaves a great deal of room for interpretation and misunderstanding. Some clarifications and options for this spell are described below.

"The caster can attune himself a small creature (of creature intelligence) to serve as his familiar." We will cover what it means by "attune himself" later. What is meant by creature intelligence? Simply, any creature in "Creatures and Monsters" that is of "creature" intelligence. Most of these are covered in the Animals section. Any other creature that the GM deems to fall into this category should also be considered acceptable.

"The caster must obtain the creature through normal means" This line means that the Familiar spell does not supply the creature on its own. The creature must be purchased, captured, befriended, Summoned, or otherwise acquired before the spell is cast.

"(can be no more than 10% of the caster's own mass)" This qualification raises a whole bunch of other questions:

Why can a troll have such a large familiar? Why must a pixie's be so small? The first clarification to be made is that the "10% rule" only applies at the time of the casting of the spell. The next clarification is that familiar should be limited to a maximum of approximately 20 pounds. The real purpose of this rule is to impose a mechanic to keep the characters from getting "combat" animals as familiars. Familiars should not be creatures that are normally involved in combat situations. With that in mind, GMs should consider relaxing this restriction if the players are being reasonable with their selection of familiars.

"cast this spell on the creature once per day for 1 week (concentrating for 2 hours per day)." Why must the spell be cast every day for a week and why does it take 2 hours per casting? This is more of a gray area and can be defined in different ways if the GM wishes, but one explanation is as follows: In exchange for the familiar's undying servitude and unswerving loyalty, the caster is imbuing the creature with part of his life force. This life force is the will and self determination that makes the caster a sentient being and not simply a living organism. It is because the familiar possesses a small portion of the caster's life force that the caster can transfer his consciousness and perceptions into the familiar. This transference of life force is not an enterprise to be undertaken lightly. The period over which the casting takes place and the time needed for each casting are, if anything, a bit conservative.

"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)." The caster can indeed control the familiar by concentrating on it. However, this should be difficult since the caster is almost certainly unfamiliar (pardon the pun) with how the familiar's body works. Imagine waking up one morning as a very different person (much taller, shorter, fatter, or thinner). You would be very clumsy in the new body until you became used to it. Therefore any maneuvers beyond simple locomotion should be at least at a Hard difficulty, modified by the caster's Situational Awareness (Familiar) skill. If the familiar is capable of flight, a maneuver roll is also required due to the complexity of that form of movement.

Viewing the world through the senses of the familiar is handled similarly. This includes such unusual senses as a bat's sonar ability or the composite vision of an insect. The caster must again make a Situational Awareness (Familiar) maneuver to interpret the information gathered through the familiar's senses. The GM should base the difficulty of this roll on how different the familiar's senses are from those of the caster. To control or sense through the familiar, the caster must be within 50 feet per level. This does not mean that the familiar must constantly be inside this range. The familiar can be left behind on dangerous trips or sent miles ahead to scout. During these periods the caster cannot control the familiar or sense through it, but either can still sense if the other dies.

"If the creature is killed, the caster will have a -25 modification to all actions for 2 weeks." If the caster has transferred part of his life force to the familiar and the familiar dies, the life force dies with it. Having part of one's life force die is a traumatic experience (ask anyone who has ever fought the Undead). It will take a while for the caster to get used to it's loss, and even longer for the caster's life force to regenerate itself.

I have encountered more problems that have no solution than problems that have only one solution.

—Excerpt from Halladan Tarric's *Things I Wish I'd Known*



ESSENCE
COMPANION



MISCELLANEOUS NOTES

While the familiar lives, it is nurtured and sustained by the caster's life force. Unless killed by some outside force (violence, disease, malnutrition, etc.) the familiar will live as long as the caster does. If the familiar is outside the caster's range for a solid week, the bond between the caster and the familiar is broken and the familiar spell must be "re-cast" on the animal. The caster does not suffer the "killed familiar" penalty if this occurs. Finally, if the GM deems it appropriate, the caster can communicate in a rudimentary fashion (mostly through an empathic process) with his familiar. This option is strictly up to the GM and many GMs will not allow it at all.

Option: If a familiar is "out of range" for a solid month, the bond between familiar and master is broken and the familiar spell must be recast.

◆ 10.2 ◆ TRUE FAMILIARS

A true familiar (created using the 3rd level spell True Familiar from the Familiar Mastery list) follows all the rules above for normal familiars with two exceptions: the maximum of 20 pounds does not apply (simply 10% of the caster's mass) and the link between the caster and familiar is never broken because of separation.

The bond between caster and true familiar runs even deeper than a normal familiar. In addition to sharing some of the caster's life force, a true familiar also shares a mental link with the caster. The caster is making a bond with the creature that is deeper than any other possible relationship. He is in essence setting up a unified consciousness between himself and the true familiar. A comprehension of this relationship is essential to understanding the obligations and affections between a spell caster and his familiar. When the caster first begins casting the True Familiar spell on a creature, a limited form of communication begins. An empathy forms between caster and creature. This sharing of emotion helps to convey the caster's intention to create a bond between them that can last for the rest of their lives. What he asks of the creature is friendship, companionship, assistance, strength, and unwavering loyalty. What the caster offers is friendship, companionship, a warm place to sleep, regular meals, refuge from the unforgiving wilds, and most importantly, sentience. The lure of this contract is usually enough to entice a creature to give up its life in the wild and become a familiar. Only if the creature is normally antisocial or belligerent, or if the caster treats the creature poorly, will it try to resist the spell.

Once the final casting has taken place, the creature is considered a true familiar. The bond between caster and familiar is complete and they now have a shared consciousness. This means that they can communicate almost instantly by thought as long as within range (50 feet per level). This communication begins as very basic emotions and pictures. Things like "hungry" or "danger" might be all the familiar or caster can convey at first. As time goes on the depth to which they understand each other leads to better and more complex communication. Either of the pair can read the thoughts of the other and send emotions through the link they share. Caster and familiar can never lie to one another under any circumstances. In this way, the familiar grows more and more self aware and intelligent until it can communicate large and relatively complicated pieces of information.

The benefits of this relationship for the caster are numerous. First is the obvious advantage of using the familiars senses as a remote point for scouting and observation. The familiar will certainly be able to go places the caster cannot, and may be able to sense things the caster is unaware of. If the caster allows the familiar to retain control of its body and senses and is simply along for the ride, the shared consciousness will allow the familiar to interpret what it senses for the caster. If the caster takes control of the familiar, subverting its personality for the duration of the control, the caster should use his Situational Awareness (Familiar) skill as with a normal familiar.

The caster will never be alone again. He will always have the reassuring presence of his familiar in the back of his mind. This constant and steadying influence has saved more than one mage from the madness that often plagues the practitioners of the mystical arts. The familiar may be able to give insights and alternative perspectives on problems that present themselves. The matters on which the familiar will have input will begin simply (i.e., which of these berries are poisonous) but as it becomes more worldly through contact with the caster, the familiar will have more complex ideas. In a pinch, the familiar can even serve as a defender for the caster. While not normally very combative, the animals that serve as familiars can sometimes inflict nasty wounds. As time goes on, and the caster grows in power, the familiar may even learn a few magical tricks of its own.

For the animal, the benefits of being a familiar far outweigh the obligations. It will live as long as the caster does, usually increasing its normal life span by several times. It gains the protection of its master and will almost certainly live a more pampered life than it would in the wild. The principal advantage from the familiar's perspective is that of increased intelligence. As a resident of the mind of a mage, the familiar will undoubtedly gain insights unavailable to normal creatures of its kind.

FAMILIAR'S LEVEL AND STATS

All true familiars start off as first level familiars (this "level" is a measure of familiar ability and has no direct relation to its actual "level" for the purposes of RRs, etc.). As the caster gains more experience with his familiar, it is possible that the familiar will gain special abilities of its own. These special abilities will be tailored to the familiar's viewpoint, but can be very useful. To ensure that the familiar starts to gain these abilities, the caster must develop skill in Familiar Mastery (see Section 5.4 for a description of this new skill). The caster may make one static maneuver for each rank in Familiar Mastery that he has. For each success, the familiar gains one level. Note that a familiar can never be higher level than the number of ranks that the master has in Familiar Mastery.

The true familiar is also more intelligent than normal creatures of its species. In game terms, the true familiar should have starting temporary memory and reasoning stats of 25 and potential stats of the caster's temporary memory and reasoning -(d10-1). The true familiar should roll stat gains each time it gains a level. Because of the closer nature of the bond between master and familiar, the familiar is able to communicate in more than just an "empathic" sense to the master (thus, the master can say, "go check out the other room and report back what you find").

Part II

Sections 10.1, 10.2

Normal Familiars

True Familiars

ESSENCE
COMPANION





Part II

Section 10.1

Normal
Familiars

PRICE TO PAY

While there are great benefits from having a true familiar, there is also a higher price to pay as well. Once your true familiar reaches fifth level, the master will suffer a -5 penalty to all actions when "out of range" of his familiar. This penalty increases by -5 for every five levels of experience the familiar gains. In addition, starting at fifth level, the penalty for losing the familiar increases by -5 each level. For example, if a fifth level familiar dies, the master will be at -30 for two weeks. If a tenth level familiar dies, the master will be at -55 for two weeks!

FAMILIAR ABILITIES

Finally, the true familiar will gain special abilities each time it gains a level. They may not use special abilities higher than their level.

Each ability may only be used one time per day. Normally the familiar has control of when he chooses to use the abilities gained (not the master). However, if the familiar has not already used a given ability during a day, the master may concentrate on his familiar to use that ability.

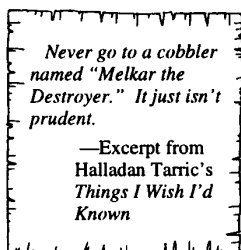
FAMILIAR SPECIAL ABILITY LIST

Level	Ability	Level	Ability
1	Uncaged	11	Call Master
2	Pacify Hunger	12	Fade from Sight
3	Static	13	Endurance
4	Speak with Kind	14	Summon Kind
5	Familiar's Spell	15	Change Form
6	Great Attack	16	Distant Report
7	Minor Fetch	17	Animal Speaking
8	Power Magnet	18	Master's Beacon
9	Silent Watcher	19	Major Fetch
10	Repel Predator	20	Master's Servant
		25	Summon Master

FAMILIAR ABILITY DESCRIPTIONS

- Uncaged**—Allows the familiar to open one portal (door, window, drawer, etc.) that is not locked or barred in any way. The familiar must be able to touch the portal with some part of his body.
- Pacify Hunger**—Allows the familiar to digest any organic material as though it were the appropriate food for its normal diet. This does not alter the taste of the food. This food substitute will quell hunger for approximately one hour.
- Static**—For one minute, the skin of the familiar becomes charged with electricity. Any attacks against the familiar that cause a critical will result in an 'A' electricity critical to the attacker. Also, any attacks the familiar makes that cause criticals will inflict an additional 'A' electricity critical. The target of the electricity critical may make an RR to resist the effects.
- Speak with Kind**—For the duration, the familiar can converse with any animal of its general type (i.e., birds can talk to any birds, dogs could talk to any mammal, snakes could talk to any reptiles, etc.).
- Familiar's Spell**—Familiar can store one of his master's spells for later use. When the familiar desires, the spell can be cast instantly.

- Great Attack**—All attacks by the familiar for the next minute will have a special modification of +15 to the OB and will be one size larger than normal on the attack tables.
- Minor Fetch**—Familiar can move one object, weighing no more than 1 pound, at 1' per second with no acceleration, with his mind. He may continue to move the object for up to 10 minutes or until he ceases to concentrate.
- Power Magnet**—The caster's familiar becomes a power magnet. When this power is activated and the caster is within range of his familiar, he will gain one extra PP for each level of the familiar. These PPs are used first when casting spells (and do not affect the caster's normal PPs). This ability (when activated) only lasts for one hour.
- Silent Watcher**—No sounds emanating from the familiar will travel more than 1' from his location. This makes all attempts at Stalking +25, and Hiding +10. This ability lasts for two hours.
- Repel Predator**—Any creature of animal intelligence that approaches within 30' of the familiar must make a RR or flee. Use the familiar's level as the attack level for the RR.
- Call Master**—The familiar issues a "call" to his master. The master will gain knowledge of the distance and direction to his familiar if the familiar is within 10 miles.
- Fade from Sight**—For up to 24 hours, the familiar cannot be seen by anyone except its master. However, the normal rules for invisibility apply.
- Endurance**—For up to two hours, the familiar may move at its maximum pace without tiring.
- Summon Kind**—The familiar may summon creatures that are of the same species as the familiar. The summoning will result in one level of creature(s) per level of the familiar. For example, a 14th level dog familiar would summon 14 levels of dogs (normally dogs are 2nd level, so this would result in 7 dogs). The summoned creatures will understand the desires of the familiar and will work with him for up to two hours as long as they are not put in direct danger.
- Change Form**—The familiar may alter his appearance to appear like any other animal of up to 200% of his normal mass or down to 50% of his normal mass. This ability lasts for up to two hours. Note that the familiar cannot "imitate" another animal (e.g., appear exactly like the princess' pet dog Fluffy), but it can look like a friendly dog.
- Distant Report**—The familiar can communicate with his master if the master is within 1 mile per level of the familiar. This ability only lasts for up to 10 minutes.
- Animal Speaking**—The familiar will be able to communicate with any creature of animal intelligence for up to one hour.
- Master's Beacon**—The familiar puts forth a call to his master. The master will know the direction and distance to the familiar so long as he is within 100 miles.
- Major Fetch**—Familiar can move one object, weighing no more than 10 pounds, at 1'/sec with no acceleration, with his mind. He may continue to move the object for up to 10 minutes or until he ceases to concentrate.
- Master's Servant**—The familiar becomes a young person for the duration of this ability. The familiar does not gain the ability to speak, but gains all physical abilities of a person (though using the physical abilities will take some time to get used to). This ability lasts for up to two hours.
- Summon Master**—The familiar may summon his master to his current location. The master must be within 1000 miles of the familiar's current location.



Never go to a cobbler named "Melkar the Destroyer." It just isn't prudent.

—Excerpt from Halladan Tarric's *Things I Wish I'd Known*

ESSENCE
COMPANION



MISCELLANEOUS RULES FOR SPELLS

◆ 11.1 ◆ COST FOR CASTING SPELLS

Magic, just like any other skill, can often be traded or bartered for money, goods, or other services. Those Essence users who are not off in the wilderness plundering the hoard of some poor dragon, must earn their bread somehow. They often sell their services to support themselves. How much an individual caster charges for his time is up to him. Typically the answer is "whatever the market will bear."

The following breakdown gives a suggested daily wage that various essence spell casters may charge for their services. This daily wage covers a reasonable amount of spell casting, research, or advice as the GM determines is appropriate. As a general guideline, a reasonable amount of spell casting will not expend more than half of the spell caster's available power points in a day. Travel, excessive spell casting, unique spells, or danger pay will increase these wages considerably. These wages are loosely calculated based on the Employing Craft and Service NPC section of *GM Law* (Section 19.4). These professions might be guided or have professional taxes that must be paid out of any daily wage (anywhere from 10% to 30% of the daily wage). The rates given below are just a guideline. There is especially a lot of room for flexibility as the character raises above tenth level, where good trade skills or reputation can negotiate much better rates.

Level is 10	Level is > 10
Pure Spell Users	
2 bp per level	3 bp per level
Hybrid Spell Users	
2 bp per level	3 bp per level
Semi Spell Users	
15 cp per level	25 cp per level

For example, a 5th level illusionist may be hired to entertain at a banquet for a standard rate of 10 bp (1 sp) for the evening. A 10th level monk may be hired to guard one's house at the rate of 15 bp a day.



◆ 11.2 ◆ SPELL SPECIALIZATION

All Essence users (including Hybrids) now have a new option when they create their characters. This new option is known as Spell List Specialization. This option must be selected when the profession is chosen (at the same time that extra base lists would be chosen). This option may not be selected at any other time.

When a character who has Essence as one of his realms is created, he may select one Essence spell list (that is not Other Base) as his specialization. This spell list will now be classified as an Everyman skill. However, all other spell lists in the same category (e.g., Own Realm • Open lists, Own Realm • Closed lists, etc.) are now classified as Restricted.

EXAMPLE 1

Mordik the Magician wants to specialize in fire magic, so he chooses to make his Fire Law base list his specialization. However, this will result in him developing very few ranks in any of his other base lists (as they are now all classified as Restricted). He will just have to take a lot of Open and Closed lists to make up for it.

EXAMPLE 2

Daval the Thief has decided that he will specialize in Unbarring Ways. He has already committed to Essence as his realm, so he can utilize the specialization rules. The Unbarring Ways spell list will now be classified as Everyman for him; but all other Open Essence lists are now Restricted (not a big deal, because he wasn't planning on developing any other spell lists anyway).

Part II

Sections
11.0, 11.1,
11.2

Miscellaneous
Rules for
Spells

Cost for
Casting Spells

Spell List
Specialization

ESSENCE
COMPANION



THE PROFESSIONS

This section contains a one-page description for each character profession.

PROFESSION ENTRIES

The following information is provided for each profession:

- 1) **Profession Name:** The name of the profession is at the top of the page.
- 2) **Introductory Paragraph:** A short paragraph describing the profession. When appropriate, some literary examples of the profession are given.
- 3) **Prime Stats:** Listed here are the two (or three) prime stats. These stats must have a starting Temporary value of at least 90.
- 4) **Special Notes:** Listed here are any special skill bonuses or other notes that are applicable to the profession.
- 5) **Spell Lists:** Listed here are summaries of the base lists that are available to the profession. In addition, a listing of the other commonly available spell lists is given.
- 6) **Profession Bonuses:** Listed here are the bonuses that this profession gets in specific skill areas. These bonuses modify the indicated skill category(s) bonus(es).
- 7) **Skills and Skill Categories:** Listed here are the standard skill category costs. After the skill category costs, a list of the skills that classified as Everyman, Occupational, and Restricted (see Section 15.2 in the *RMSR*) for the profession are given. See Section 15.2 (in the *RMSR*) for a full discussion of Everyman, Occupational, and Restricted skill categories (and their associated DP costs).
- 8) **Spell Development:** Listed here are the development point costs for developing skill for certain spell lists at various ranks. The numbers in parentheses are the ranges for the rank(s) being developed.
- 9) **Training Packages:** Listed here are all of the training packages and how many development points each costs. Some training packages are indicated as typical for the profession. Some packages are not normally available to this profession (though the GM may decide to allow them).

Part II
Section 12.2
Mana Molder

12.2 MANA MOLDER

Mana Molders are Pure spell users of Essence who concentrate on Mana Forms. Mana Forms are solid manifestations of the Essence. Mana Molders employ their spells to create temporary items, force fields, and even mana creatures. Mana creatures can either be servants capable of simple tasks or warriors capable of following simple orders.

Rhojhex watched grimly as the last of his Mana Warriors fell to the stout clubs of the Troglodytes. Now only a thin field of solidified Essence stood between him and the flesh-hungry monsters, and it would only take a few moments for them to hammer through it. He eyed the twenty-foot chasm behind him and a thought began to form. One of his other forms might just bridge the gap. Rhojhex the Mana Molder had a couple of tricks left yet.

Prime Stats: Empathy and Agility



MANA MOLDER SPELL LISTS

The Mana Molder has six base lists. The full descriptions of all the spells on these lists can be found later in this book.

Mana Fields: Forming of protective fields from the Essence.

Mana Items: Creation of various useful items of temporary duration.

Mana Servants: Creating magical servants useful for a specific task.

Mana Warriors: Creating and controlling temporary warriors fashioned from the Essence.

Glyphs: The imbedding of spells on air or liquids.

Matter Molding: Shaping gasses, liquids and solids into various forms.

PROFESSION BONUSES

Lore • Magical	+10	Power Point Develop	+5
Power Awareness	+10	Spell Group	+5
Power Manipulation	+15	Tech/Trade Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environmental	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	2/5	Power Manipulation	3/9
Artistic • Passive	1/5	Power Point Devp.	4
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastics	3	Self Control	6
Awareness • Perception	5	Special Attacks	15
Awareness • Searching	3/7	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	12
Body Development	15	Subterfuge • Mechanics	6
Combat Maneuvers	18	Subterfuge • Stealth	4
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3/7	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20
Lore • Obscure	3/5	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

Everyman Skills: Time Sense, Spell Mastery, Meditation

Occupational Skills: None

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open List (21+)	6/6/6	Closed List (21+)	8/8

TRAINING PACKAGES

Training package costs are given in Section 13.0.





◆ 12.1 ◆ RUNEMAGE



Runemages are Hybrid spell users of Essence and Channeling who concentrate on the power written and spoken language have over the reality. Generally, all Runemages are Nomenist spell casters, though they rarely choose the Training Package for Nomenist Casters. The Runemages have their own base list, which is more refined than the standard Nomenist Caster spell list. Runemages use their power of language to create variable enchantments such as wards, symbols, and runes, while using their knowledge of the Primal Tongue to manipulate the physical world and the creatures within it.

Jerickson finished inscribing the last power runes to complete his circle. Standing he surveyed the work of several hours of scratching on the solid stone floor. Beautiful. Right now they were nothing but a series of thin almost invisible lines and symbols. Surely they would be overlooked once the room was full of food, merriment and guests. Jerickson smiled. His foe would be in that crowd and he'd never know what hit him. The rest of the crowd would be safe—so long as they stepped away from Llewddlac when his body erupted in flames. Only someone with the right skill looking in the right place would ever notice the hidden words and signs.

Prime Stats: Empathy and Intuition

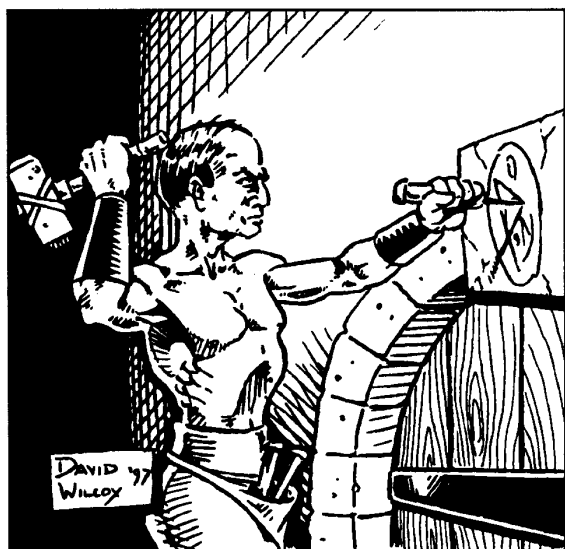
RUNEMAGE SPELL LISTS

The Runemage has six base lists. The full descriptions of all the spells on these lists can be found later in this book.

Commanding Will: Spells that bend a target to the will of the caster (enhanced if a true name is known).

Inscriptions: Imbeds spells into temporary signs or runes.

Nomenclature Mastery: Discovering languages and true names of people and items.



Physical Manipulations: Spells that manipulate the physical world (enhanced if a true name is known).

Symbolism: Creating symbols of power that can be imbedded with other spells.

Warding Mastery: Creating ward signs of power that can protect small areas.

Part II

Section 12.1

Runemage

PROFESSION BONUSES

Communications	+5	Power Manipulation	+10
Lore • Magical	+15	Power Point Develop	+5
Power Awareness	+10	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environmental ...	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	1/5	Power Point Devp.	4
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized ...	6/14
Athletic • Gymnastics	3	Self Control	6
Awareness • Perception	4	Special Attacks	15
Awareness • Searching ...	3/7	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	12
Body Development	15	Subterfuge • Mechanics ...	6
Combat Maneuvers	18	Subterfuge • Stealth	4
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional ...	8
Directed Spells	3/7	Technical • Vocational ..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/3	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

Everyman Skills: Runes, Symbol Lore, Warding Lore

Occupational Skills: Calligraphy

Restricted Skills: Directed Spells, Channeling

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open List (21+)	6/6/6	Closed List (21+)	8/8

TRAINING PACKAGES

Training package costs are given in Section 13.0.

ESSENCE
COMPANION



Part II

Section 12.2

Mana Molder



◆ 12.2 ◆

MANA MOLDER



Mana Molders are Pure spell users of Essence who concentrate on Mana Forms. Mana Forms are solid manifestations of the Essence. Mana Molders employ their spells to create temporary items, force fields, and even mana creatures. Mana creatures can either be servants capable of simple tasks or warriors capable of following simple orders.

Rhojhex watched grimly as the last of his Mana Warriors fell to the stout clubs of the Troglodytes. Now only a thin field of solidified Essence stood between him and the flesh-hungry monsters, and it would only take a few moments for them to hammer through it. He eyed the twentyfoot chasm behind him and a thought began to form. One of his other forms might just bridge the gap. Rhojhex the Mana Molder had a couple of tricks left yet.

Prime Stats: Empathy and Agility



MANA MOLDER SPELL LISTS

The Mana Molder has six base lists. The full descriptions of all the spells on these lists can be found later in this book.

Mana Fields: Forming of protective fields from the Essence.

Mana Items: Creation of various useful items of temporary duration.

Mana Servants: Creating magical servants useful for a specific task.

Mana Warriors: Creating and controlling temporary warriors fashioned from the Essence.

Glyphs: The imbedding of spells on air or liquids.

Matter Molding: Shaping gasses, liquids and solids into various forms.

PROFESSION BONUSES

Lore • Magical	+10	Power Point Develop	+5
Power Awareness	+10	Spell Group	+5
Power Manipulation	+15	Tech/Trade Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environmental ...	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	2/5	Power Manipulation	3/9
Artistic • Passive	1/5	Power Point Devp.	4
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized ...	6/14
Athletic • Gymnastics	3	Self Control	6
Awareness • Perception	5	Special Attacks	15
Awareness • Searching ...	3/7	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	12
Body Development	15	Subterfuge • Mechanics ...	6
Combat Maneuvers	18	Subterfuge • Stealth	4
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Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
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Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

Everyman Skills: Time Sense, Spell Mastery, Meditation

Occupational Skills: None

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open List (21+)	6/6/6	Closed List (21+)	8/8

TRAINING PACKAGES

Training package costs are given in Section 13.0.



◆ 12.3 ◆ WARRIOR MAGE



Warrior Mages are Semi spell users who combine the realm of Arms with the realm of Essence. Their base spells primarily deal with the adaptation of Essence spell casting to combat and survival in hostile environments. The Warrior Mage is viewed by many as an elite type of fighter, specialized in attacking enemy spell casters on their own terms.

The sergeant screamed at Aelt over the roar of the flames, "Sir, we got to get out of here! The whole place is going up!" As the last of the orcs gurgled and slid off the end of Aelt's sword, he spied the Sorcerer Prince escaping up the staircase. "Take the men and head for the moat, Sergeant," Aelt cried in return. "I have unfinished business," he whispered to himself. He cast a quick spell to ward off the flames and hurried up into the burning keep after his sworn enemy.

Prime Stats: Empathy and Constitution

WARRIOR MAGE SPELL LISTS

The Warrior Mage has six base lists. The full descriptions of all the spells on these lists can be found later in this book.

Combat Enhancement: Gives the Warrior Mage a greater variety of options in melee combat.

Combat Misdirections: Methods of causing confusion among the enemy.

Detections and Protections: Gives the Warrior Mage the edge he needs against more powerful spell casters.

Warrior's Blade: Dedicates a weapon to the Warrior Mage and allows special spells to be cast upon it.

Warrior's Enhancements: Allows the Warrior Mage to combat enemies in various hostile environments.

Will of the Warrior: Allows the Warrior Mage to drive himself beyond normal endurance.

PROFESSION BONUSES

Athletic Group	+10	Power Awareness	+5
Awareness Group	+5	Power Manipulation	+5
Body Development	+10	Weapon Group	+5
Combat Maneuvers	+10		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	10	Outdoor • Animal	2/7
Armor • Light	8	Outdoor • Environmental	2/7
Armor • Medium	9	Power Awareness	2/7
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Devp.	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastics	3/7	Self Control	2/7
Awareness • Perception ..	4/12	Special Attacks	6
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	8
Body Development	6/14	Subterfuge • Mechanics	4



Combat Maneuvers	5/12	Subterfuge • Stealth	2/7
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	4	Technical • Vocational ..	5/12
Influence	2/6	Urban	3/7
Lore • General	1/3	Weapon • Category 1	3/9
Lore • Magical	2/6	Weapon • Category 2	6
Lore • Obscure	3/7	Weapon • Category 3	7
Lore • Technical	2/6	Weapon • Category 4	8
Martial Arts • Strikes	4	Weapon • Category 5	10
Martial Arts • Sweeps	4	Weapon • Category 6	15
		Weapon • Category 7	15

Everyman Skills: None

Occupational Skills: None

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base List (all)	6/6/6	Closed List (1-5)	10/10
Open List (1-10)	8/8	Closed List (6-10)	12
Open List (11-15)	12	Closed List (11-15)	25
Open List (16-20)	18	Closed List (16-20)	40
Open List (21+)	25	Closed List (21+)	60

TRAINING PACKAGES

Training package costs are given in Section 13.0.

ESSENCE
COMPANION



Part II

Section
13.0

Training
Packages

TRAINING PACKAGES

The standard rules for Training Packages apply to all Training Packages presented here. For convenience, the key to the Training Package Entries is repeated here.

Four of the following Training Packages are labeled Lifestyle, but they reflect training gained from the various schools of magic. If a character wishes to choose one of these Lifestyle Training Packages, the GM should still allow them to choose any other Lifestyle Training Package if they so desire. This is because these Training Packages reflect the knowledge they would have gained as a basis for learning spell casting, and should not limit the caster from other Lifestyle Training Packages like Demonologist.

TRAINING PACKAGE ENTRIES

Each training package gives a character one or more of the following benefits/disadvantages. In addition, each training package costs a number of development points (based upon the character's profession)

Time to Acquire: This is the amount of time the character needs to train before gaining the benefits of the package. This time should be modified by a percentage equal to triple the character's SD bonus (expressed as a percentage).

For starting characters, total the amount of time spent in training packages and add it to the normal starting age to determine the starting age of the character (See Section 17.1 in *RMSR*).

Starting Money: Some occupations (or lifestyles) have more or less starting money than others. Most packages list a modification to the "normal" starting money. This includes the starting type of coins (silver, gold, bronze, etc.). For example, if the normal starting money is 10 silver, the Adventurer package would have 10 silver plus d10 (open-ended) silver.

Note: *There is one notation unique to the packages: d10 (open-ended). This means roll d10; if the result is 1 to 9, keep the result; if the result is a 10, roll d10 again and add it to 9; continue until a 10 is not the result.*

If the training package is developed after the Apprentice level, the starting money does not apply. When generating starting money, either the GM should make the rolls; or the player can simply take 51 (for each d100 roll) or 6 (for each d10 roll).

Special: The GM should make a d100 roll (open-ended) for each item, adding the number in parenthesis after the item (the items should be rolled for in the order that they are presented). If the result is over 100, the character gains the special item or quirk. After successfully gaining one item, the chances of gaining any further items is halved (i.e. the number in parenthesis is halved). After successfully gaining another item, the next chance is halved again (repeating each time an item is gained). If no items are gained, the last item on the list is automatically gained (if the GM is unavailable to roll, the player should take the last item). If the package is developed after Apprentice level, the benefits gained here may be inappropriate (GM's discretion).

Note: *The GM may choose to allow every character who develops a training package to have the last item in the list (even if previous items were gained).*

Skill and Skill Category Ranks: All packages give some skill ranks and/or skill category ranks to the character. These skill ranks represent special training that comes with the occupation or lifestyle. Occasionally, the package will list Weapon/Attack. This means that the character can choose either a weapon skill rank or martial arts skill rank. In addition, a Training Package cannot raise a skill rank above 10th rank.

Training Package Spell Lists: Certain training packages give ranks in training package spell Lists. Training package spell lists are a new category of skills in the *RMSS*. All training package spell lists are classified as Restricted skills unless the character is currently associated with the training package that awards ranks in that spell list. Note that "associated with" has no firm definition. The GM should judge whether it is reasonable for the character to still have normal access to the spells or not.

All training package spell lists are part of the Spell group (and will receive any profession bonuses appropriate to that group). There are two new categories that must be added to the Spell group to accommodate these new spells: Spells • Own Realm Training Package and Spells • Other Realm Training Package. The cost to develop Spells • Own Realm Training Package is 8/8/8 for non-spell users, 4/4/4 for pure and hybrid spell users, and 6/6/6 for semi-spell users. The cost to develop Spells • Other Realm Training Package is 16/16 for non-spell users, 8/8 for pure and hybrid spell users, and 12/12 for semi-spell users.

Stat Gains: Some Training Packages allow the character to make extra stat gain rolls. This section shows which stats get the extra rolls.

Background Options: You may spend a background option to decrease the cost of a training package for the Apprenticeship Development period only.

Professional Qualifiers: This is a set of requirements that, if the character possesses all of the requirements prior to purchasing the training package, the character pays a lesser cost for the training package. The discount to the normal cost is shown after the qualifier.

Lifestyle Skills: Normally, a training package cannot raise a skill above tenth rank. However, if a skill is designated as a Lifestyle skill, the training package ignores this limit and instead may raise the skill as high as fifteen ranks.

Cost by Profession: This section shows how much the Training Package costs (in development points) for each profession. The professions are grouped by the books they were published in (starting with the professions in the *RMSR*, then *Arcane Companion*, then *Treasure Companion*, then *Martial Arts Companion*, then *Essence Companion*, then *Black Ops*, then *Pulp Adventures*).

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◆ 13.1 ◆ AMATEUR MAGE REVISED (L)

The Amateur Mage has made a hobby of studying magic. He has devoted his spare time to furthering his knowledge, but hasn't actually become a true student yet. He is intrigued by the powers of magic and wants to know more.

*"Klatu Barada <mumble mumble>. There I said it!
I guess that takes care of everything."*

Time to Acquire: 70 months

Starting Money: Normal

Special:

Spell Adder (+2)	50
Daily II item (casting a 3rd level spell)	50
Daily I item (casting a 5th level spell)	40
Spell Multiplier (x2)	10
Spell Adder (+1)	0

Category or Skill	# of Ranks
Lore • Magical skill category	2
Choice of one skill	2
Lore • Technical skill category	1
Choice of one skill	1
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Power Manipulation skill category	0
choice of one non-restricted skill	1
Spells • TP own realm skill category	n/a
Choice of up to 2 TP spell lists	6 (total)

Professional Qualifier: Mentor background option or any Training Package that awards ranks in any skill in the Spell group [-6 points].

Lifestyle Skill(s): Any skill in the Lore group.

Stat Gains: one realm stat, Memory

COST BY PROFESSION

Fighter	56	Lay Healer	32
Thief	52	Healer	32
Rogue	50	Mystic	32
Warrior Monk	55	Sorcerer	32
Layman	44	Ranger	42
Magician	30	Paladin	43
Illusionist	30	Monk	39
Cleric	32	Dabbler	37
Animist	32	Bard	37
Mentalist	32	Magent	39
Arcanist	30	Chaotic	36
Wizard	30	Magehunter	36
Channeling Alchemist	32	Mentalism Alchemist	32
Essence Alchemist	30		
Taoist Monk	40	Zen Monk	40
Runemage	30	Warrior Mage	55
Mana Molder	30		
Academic (Modern)	247*	Scientist (Modern)	220*
Fighter (Modern)	385*	Technician (Modern)	236*
Layman (Modern)	271*	Thief (Modern)	349*
Rogue (Modern)	331*	Warrior Monk (Modern)	373*
Academic (Pulp)	95†	Warrior Monk (Pulp)	113†
Fighter (Pulp)	56†	Healer (Pulp)	43
Layman (Pulp)	67†	Mystic (Pulp)	43
Noble Savage (Pulp)	130†	Sorcerer (Pulp)	43
Rogue (Pulp)	90†	Bard (Pulp)	55
Technician (Pulp)	52†	Monk (Pulp)	60
Thief (Pulp)	100†	Ranger (Pulp)	60

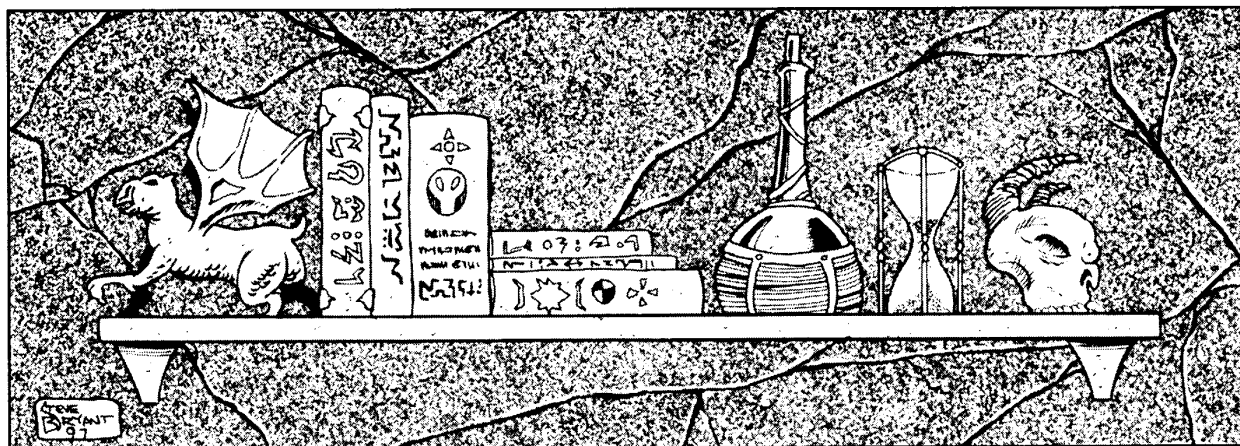
*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

Part II

Section 13.1

Amateur Mage
Revised (L)



Part II

Section 13.2

Animal Handler (V)

◆ 13.2 ◆ ANIMAL HANDLER (V)

The animal handler is often employed by spell users of the Corpi school of magic. An animal handler is skilled at keeping, grooming, raising, breeding, and healing a wide variety of animals or creatures. Animal handlers may make profits with trained animal acts, zoos, or by stocking catalyst sources, though some do keep animals as a hobby.

"Sit Ubu. Sit. Good gabbit."

Time to Acquire: 37 months

Starting Money: Normal

Special:

Prominent scar from animal encounter	30
Caged Wolf	30
Caged Wild Cat	30
Caged Owl	40
Caged Ferret	40
Lasso, net, and thick gloves	50
Caged Lizard	40
Caged Bat	40
Groom's Box: 2 brushes, hoof pick etc.	50
Caged Rat	50
Basket with snake	20
Bag of dried fruit	50
Leash with harness	50
Caged Pigeons (2)	0

Category or Skill	# of Ranks
Lore • General skill category	1
Fauna Lore	3
Outdoor • Animal skill category	3
Animal Handling (animal A)	2
Animal Handling (animal B)	1
Animal Handling (animal C)	1
Animal Healing (animal A)	1
Animal Mastery (animal A)	1
Animal Training (animal A)	2

Professional Qualifier: Animal Friend Training Package or 90+ temporary Empathy statistic [-2 points]

Lifestyle Skill(s): Animal Handling

Stat Gains: None



COST BY PROFESSION

Fighter	11	Lay Healer	23
Thief	18	Healer	23
Rogue	11	Mystic	23
Warrior Monk	18	Sorcerer	23
Layman	18	Ranger	11
Magician	23	Paladin	18
Illusionist	23	Monk	18
Cleric	23	Dabbler	18
Animist	11	Bard	18
Mentalist	23	Magent	18
Arcanist	23	Chaotic	18
Wizard	23	Magehunter	18
Channeling Alchemist	23	Mentalism Alchemist	23
Essence Alchemist	23		
Taoist Monk	18	Zen Monk	18
Runemage	23	Warrior Mage	18
Mana Molder	23		
Academic (Modern)	18	Scientist (Modern)	18
Fighter (Modern)	11	Technician (Modern)	18
Layman (Modern)	18	Thief (Modern)	18
Rogue (Modern)	11	Warrior Monk (Modern) ..	18
Academic (Pulp)	26	Warrior Monk (Pulp)	11
Fighter (Pulp)	23	Healer (Pulp)	33
Layman (Pulp)	23	Mystic (Pulp)	33
Noble Savage (Pulp)	24	Sorcerer (Pulp)	43
Rogue (Pulp)	23	Bard (Pulp)	23
Technician (Pulp)	26	Monk (Pulp)	18
Thief (Pulp)	23	Ranger (Pulp)	26



◆ 13.3 ◆ ARACHNAMANCER (L)

The arachnamancer is an unusual essence user who has developed a great affinity for spiders. By studying the lifestyle and manners of many different types of spiders, the arachnamancer has developed a unique list that allows him to mimic many of the powers of the spider. It is theorized that intensive study of other animal groups could yield similar results, though no such research has ever been completed or developed to the extent of the arachnamancer.

The Emperor becomes more entrapped in our web with each passing day. Soon he shall feel his sting.

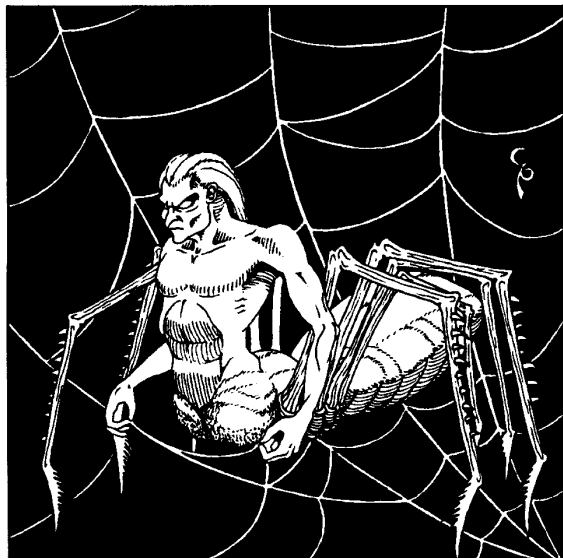
Time to Acquire: 164 months

Starting Money: Normal

Special:

Pet spider, Large	30
d10 doses of spider venom (lvl 5 reduction)	50
Lore Book on Spiders (+10 to Spider Lore)	40
Pet spider, Medium	40
d10 doses of spider venom (lvl 3 reduction)	30
Fang Ring, silver	30
Pet spider, small	0

Category or Skill	# of Ranks
Awareness • Perceptions skill category	0
Sense Ambush	2
Crafts skill category	0
choice of Spinning or Weaving	3
Lore • General skill category	1
Fauna Lore (spiders)	3
Lore • Technical skill category	1
Poison Lore	2



Outdoor • Animal skill category	0
Animal Handling (spiders)	3
Animal Mastery (spiders)	3
Spells • TP skill category	0
Arachnamancy List	3
Subterfuge • Mechanics skill category	1
Using/Removing Poison	3
Technical/Trade • Vocational	0
Preparing Poisons	1

Professional Qualifier: None

Lifestyle Skills: Fauna Lore (spiders), Animal Handling (spiders).

Stat Gains: None

COST BY PROFESSION

Fighter	34	Lay Healer	40
Thief	33	Healer	40
Rogue	33	Mystic	39
Warrior Monk	36	Sorcerer	39
Layman	36	Ranger	33
Magician	39	Paladin	39
Illusionist	40	Monk	36
Cleric	39	Dabbler	33
Animist	37	Bard	36
Mentalist	39	Magent	33
Arcanist	38	Chaotic	38
Wizard	38	Magehunter	36
Channeling Alchemist	39	Mentalism Alchemist	39
Essence Alchemist	39		
Taoist Monk	43	Zen Monk	43
Runemage	38	Warrior Mage	36
Mana Molder	38		
Academic (Modern)	103*	Scientist (Modern)	102*
Fighter (Modern)	98*	Technician (Modern)	98*
Layman (Modern)	100*	Thief (Modern)	98*
Rogue (Modern)	97*	Warrior Monk (Modern)	100*
Academic (Pulp)	73†	Warrior Monk (Pulp)	67†
Fighter (Pulp)	79†	Healer (Pulp)	58
Layman (Pulp)	52†	Mystic (Pulp)	58
Noble Savage (Pulp)	81†	Sorcerer (Pulp)	64
Rogue (Pulp)	59†	Bard (Pulp)	56
Technician (Pulp)	49†	Monk (Pulp)	50
Thief (Pulp)	61†	Ranger (Pulp)	50

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

Part II

Section 13.3

Arachnamancer (L)

ESSENCE
COMPANION



Part II

Section 13.4

Catalyst Collector (V)

◆ 13.4 ◆ CATALYST COLLECTOR (V)

Catalyst collectors make a living by supplying the various magic catalysts to the magic practitioners. Catalyst collectors are adventurers who seek out the rarer and more dangerous catalysts for profit. While they may or may not have any ability to cast magic, they are aware of the principles of magic and spell casting. Catalyst collectors often find employment working for guilds and colleges, where large amounts of simple catalysts are expended by students and the more rare are used by the masters.

Dragon scales, huh? That's gonna cost ya.

Time to Acquire: 37 months

Starting Money: Normal

Special:

Large Catalyst Case (3d10 random catalysts)	30
Medium Catalyst Case (2d10 random catalysts) ...	30
Small Catalyst Case (1d10 random catalysts)	30
Favor from important spell user	30
Skinning knife (+10 to skinning)	40
Pack Animal	60
Weather resistant clothing	0

Category or Skill	# of Ranks
Awareness • Searching skill category	1
Observation	1
Lore • General skill category	3
Choice of up to 3 skills	3 (total)
Outdoor • Environmental skill category	1
Choice of up to 2 skills	2 (total)
Technical/Trade • General skill category	1
Orienteering	1
Using Prepared Herbs	1
Weapon skill category	1
Choice of one weapon	1

Professional Qualifiers: None

Lifestyle Skill(s): None

Stat Gains: None

COST BY PROFESSION

Fighter	20	Lay Healer	26
Thief	20	Healer	28
Rogue	20	Mystic	28
Warrior Monk	23	Sorcerer	28
Layman	22	Ranger	19
Magician	28	Paladin	21
Illusionist	28	Monk	24
Cleric	24	Dabbler	22
Animist	22	Bard	22
Mentalist	26	Magent	21
Arcanist	28	Chaotic	23
Wizard	28	Magehunter	20
Channeling Alchemist	24	Mentalism Alchemist	26
Essence Alchemist	25		
Taoist Monk	22	Zen Monk	20
Academic (Modern)	24	Scientist (Modern)	24
Fighter (Modern)	18	Technician (Modern)	20
Layman (Modern)	20	Thief (Modern)	18
Rogue (Modern)	18	Warrior Monk (Modern) ..	22
Runemage	28	Warrior Mage	22
Mana Molder	28		
Academic (Pulp)	23	Warrior Monk (Pulp)	20
Fighter (Pulp)	18	Healer (Pulp)	27
Layman (Pulp)	19	Mystic (Pulp)	21
Noble Savage (Pulp)	32	Sorcerer (Pulp)	27
Rogue (Pulp)	13	Bard (Pulp)	19
Technician (Pulp)	19	Monk (Pulp)	20
Thief (Pulp)	15	Ranger (Pulp)	16



◆ 13.5 ◆ CORPIST CASTER (L)

Corpists are often considered macabre or evil. Corpists use the body parts of creatures in order to affect magic. The more magical the creature the better the catalyst, so Corpists are often quite eager to join with adventurers just for the opportunity to gather catalyst material. While Corpist casters can be quite likable in most respects, it is difficult to be used to the smell that often seems to follow them. Also, familiars (and their magicians) tend to be very wary of such casters.

Note: The Corpist Caster TP is not a required TP for corpist casters, but reflects the abilities of the true enthusiast of the corpist caster school.

Uggh. I thought they smelled bad on the outside.

Time to Acquire: 40 months

Starting Money: Normal

Special:

Large Catalyst Case (9d10 corpus catalysts)	30
Medium Catalyst Case (5d10 corpus catalysts)	30
Small Catalyst Case (3d10 corpus catalysts)	30
Clip Necklace	30
Clip Pin	30
Curing Salts (10 lbs)	30
Preservation Oil (2 lbs)	30
Skinning Knife	60
Empty metal vials (3)	60
Catalysts (1 gp worth)	0

Category or Skill	# of Ranks
Crafts skill category	0
Skinning	1
Lore • General skill category	1
Fauna Lore	2
Outdoor • Environmental skill category	0
Hunting	2
Spells • TP skill category	0
Corpist Casting Spell List	3

Professional Qualifiers: None

Lifestyle Skill(s): Fauna Lore

Stat Gains: None

COST BY PROFESSION

Fighter	22	Lay Healer	17
Thief	22	Healer	17
Rogue	22	Mystic	17
Warrior Monk	22	Sorcerer	17
Layman	22	Ranger	18
Magician	17	Paladin	19
Illusionist	17	Monk	19
Cleric	16	Dabbler	19
Animist	15	Bard	19
Mentalist	17	Magent	19
Arcanist	17	Chaotic	19
Wizard	17	Magehunter	18
Channeling Alchemist	16	Mentalism Alchemist	17
Essence Alchemist	17		
Taoist Monk	22	Zen Monk	22
Runemage	17	Warrior Mage	19
Mana Molder	17		
Academic (Modern)	88*	Scientist (Modern)	88*
Fighter (Modern)	87*	Technician (Modern)	87*
Layman (Modern)	87*	Thief (Modern)	87*
Rogue (Modern)	87*	Warrior Monk (Modern)	87*
Academic (Pulp)	47†	Warrior Monk (Pulp)	51
Fighter (Pulp)	60†	Healer (Pulp)	23
Layman (Pulp)	33†	Mystic (Pulp)	23
Noble Savage (Pulp)	61†	Sorcerer (Pulp)	23
Rogue (Pulp)	42†	Bard (Pulp)	30
Technician (Pulp)	29†	Monk (Pulp)	30
Thief (Pulp)	47†	Ranger (Pulp)	29

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

Part II

Section 13.5

Corpist Caster (L)



◆ 13.6 ◆ CRYSTALIST CASTER (L)

For Crystalists, power and wealth are synonymous: the most powerful Crystalists also carry the most elegant gems and stones. Crystalist can enchant gemstones to become the fuel and catalyst for their spells. Each casting erodes a part of this enchantment, so the crystals must be periodically re-enchanted. Crystalist do not have to spend as much time scrounging for catalysts as Herbalist or Corpists, but instead they must constantly spend their time re-enchancing their crystals. Crystalists tend to be flamboyant and extravagant, often wearing as many precious gems as they can afford all at the same time.

Note: The Crystalist Caster Training Package is required for crystal casters.

Like the gemstone, there are many facets to my magic.

Time to Acquire: 46 months

Starting Money: Normal

Special:

Necklace with large crystal (3d10 gp value)	20
Pendant with medium crystal (d10 gp value)	30
Catalyst bracer	50
Broach with small crystal (d10 gp value)	40
Two small crystal gemstones (d10 gp value)	40
Small crystal ring (d10-5 gp value)	30
Mineral solution (1 pint)	30
Small crystal gemstone (d10-5 gp value)	30
Tiny crystal gemstone (d10 sp value)	0

Category or Skill	# of Ranks
Crafts skill category	0
Stonecrafting (Gem Cutting)	2
Lore • Technical skill category	1
Stone Lore	2
Technical/Trade • Vocational skill category	0
Evaluate Stone	3
Spells • TP skill category	0
Crystalist Casting Spell List	3

Professional Qualifiers: None

Lifestyle Skill(s): Stone Lore

Stat Gains: None



COST BY PROFESSION

Fighter	28	Lay Healer	24
Thief	28	Healer	24
Rogue	28	Mystic	24
Warrior Monk	28	Sorcerer	24
Layman	28	Ranger	26
Magician	224	Paladin	26
Illusionist	24	Monk	26
Cleric	24	Dabbler	26
Animist	24	Bard	26
Mentalist	24	Magent	26
Arcanist	24	Chaotic	26
Wizard	24	Magehunter	26
Channeling Alchemist	24	Mentalism Alchemist	24
Essence Alchemist	24		
Taoist Monk	31	Zen Monk	31
Academic (Modern)	91*	Scientist (Modern)	91*
Fighter (Modern)	91*	Technician (Modern)	90*
Layman (Modern)	91*	Thief (Modern)	91*
Rogue (Modern)	91*	Warrior Monk (Modern)	91*
Runemage	24	Warrior Mage	26
Mana Molder	24		
Academic (Pulp)	53†	Warrior Monk (Pulp)	58†
Fighter (Pulp)	67†	Healer (Pulp)	29
Layman (Pulp)	40†	Mystic (Pulp)	29
Noble Savage (Pulp)	72†	Sorcerer (Pulp)	29
Rogue (Pulp)	49†	Bard (Pulp)	36
Technician (Pulp)	34†	Monk (Pulp)	36
Thief (Pulp)	53†	Ranger (Pulp)	36

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



◆ 13.7 ◆

DEMONOLOGIST (L)

A demonologist specializes in dealing with demons. Demonologists are not always evil, though continued interchange with demons always leaves its mark, and all demonologists eventually succumb to the evil influences of the demons with which he interacts. Demonologists may have dealings with demons of the Pales, most often the demons of the Void have the knowledge and power with which to tempt the demonologist. Demons of the Pale are generally used for drudge work or simple tasks, while the demons of the Void are the source of infernal knowledge.

I'd give anything to know the secrets of all magic. Do we have a deal?

Time to Acquire: 132 months

Starting Money: Normal

Special:

Lore Book (+15 to demon lore)	30
Lore Book (+10 to circle lore)	30
Double sided circle cloth	30
Unusual scar (left from a demon encounter)	60
Unusual scar (left from a demon encounter)	50
Favor from a lesser demon	20
Circle Powder (1 vial)	30
Demon blood ñ Pale I (16 oz.)	30
Owe a favor to a lesser demon	30
Corruption Points (2d10)	30
Favor from a minor demon	20
Knowledge of one trade good for a specific demonic type	0

Category or Skill

of Ranks

Awareness • Senses skill category	2
Reality Awareness	3
Communication skill category	2
Choice of up to two demonic languages	4 (total)
Influence skill category	2
Choice of 1 skill	3
Lore • Magical skill category	1
Planar Lore	2
Choice of one skill	2
Lore • Obscure skill category	2
Demon Lore	3
Xeno Lore	3
Power Manipulations skill category	1
Summoning	3
Spells • TP spell list category	n/a
choice of one list*	3

* May develop one of either *Entity Summons* or *W* as a TP spell list as long as the character does not develop another lifestyle training package.

Professional Qualifiers: Dark Pact flaw, Open Door flaw, or Dark Temptation flaw [-7 points]

Lifestyle Skill(s): Demon Lore, Xeno Lore

Stat Gains: None

COST BY PROFESSION

Fighter	68	Lay Healer	42
Thief	67	Healer	42
Rogue	58	Mystic	37
Warrior Monk	64	Sorcerer	42
Layman	50	Ranger	48
Magician	40	Paladin	48
Illusionist	37	Monk	49
Cleric	42	Dabbler	46
Animist	42	Bard	39
Mentalist	42	Magent	43
Arcanist	36	Chaotic	44
Wizard	36	Maghunter	45
Channeling Alchemist	42	Mentalism Alchemist	42
Essence Alchemist	40		
Taoist Monk	48	Zen Monk	46
Runemage	38	Warrior Mage	48
Mana Molder	39		
Academic (Modern)	208*	Scientist (Modern)	183*
Fighter (Modern)	407*	Technician (Modern)	205*
Layman (Modern)	240*	Thief (Modern)	392*
Rogue (Modern)	305*	Warrior Monk (Modern)	359*
Academic (Pulp)	72†	Warrior Monk (Pulp)	102†
Fighter (Pulp)	111†	Healer (Pulp)	48
Layman (Pulp)	61†	Mystic (Pulp)	44
Noble Savage (Pulp)	114†	Sorcerer (Pulp)	48
Rogue (Pulp)	85†	Bard (Pulp)	49
Technician (Pulp)	50†	Monk (Pulp)	61
Thief (Pulp)	90†	Ranger (Pulp)	64

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



Part II

Section 13.7

Demonologist (L)

ESSENCE
COMPANION



Part II

Section 13.8

Guild
Apprentice (L)◆ 13.8 ◆
GUILD APPRENTICE (L)

A guild apprentice is taught the lessons of magic by either a mercantile group of magicians or by a member of an established guild. Guild apprentices spend a lot of time studying magic in great detail, from books and from direct instruction from one or more masters. Guild apprentices tend to be well educated and prepared for a career in a city. Guild apprentices are generally taught magic that will assist their master in the day to day maintenance of a business as well as spells that assist them in their studies.

These chores will be a distant memory when I become head of the guild.

Time to Acquire: 86 months

Starting Money: Normal

Special:

Favor from a guildmaster	40
Lore Book (+10 non-magic to one specific lore) ..	40
Rival apprentice	50
Lore Book (+10 non-magic to one specific lore) ..	30
Spell Adder (+1)	40
Daily II item (1st level spell)	30
Friendly contact at local library	60
Friendly contact at local pub	0

Category or Skill **# of Ranks**

Lore • Magical skill category	2
Choice of up to 2 skills	2 (total)
Power Awareness skill category	2
Choice of Attunement or Read Runes	3 (total)
Science/Analytic • Basic skill category	1
Research	1
Spell List • Own Realm TP List	n/a
Guildcraft Mastery	3
Technical/Trade • General skill category	2
Choice of up to 2 skills	2 (total)
Urban skill category	1
choice of 1 skill	1

Professional Qualifiers: Total temporary stats for Memory and Reasoning of 180 or greater [-5 points]

Lifestyle Skill(s): None

Stat Gains: Memory and realm stat.

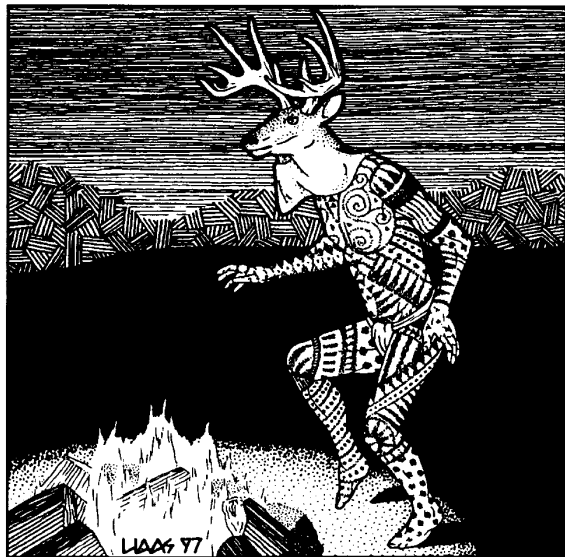
COST BY PROFESSION

Fighter	51	Lay Healer	33
Thief	46	Healer	33
Rogue	46	Mystic	32
Warrior Monk	52	Sorcerer	33
Layman	41	Ranger	41
Magician	30	Paladin	43
Illusionist	30	Monk	38
Cleric	33	Dabbler	34
Animist	34	Bard	35
Mentalist	33	Magent	37
Arcanist	31	Chaotic	36
Wizard	31	Magehunter	33
Channeling Alchemist	33	Mentalism Alchemist	33
Essence Alchemist	30		
Taoist Monk	42	Zen Monk	42
Runemage	30	Warrior Mage	36
Mana Molder	30		
Academic (Modern)	170*	Scientist (Modern)	142*
Fighter (Modern)	288*	Technician (Modern)	158*
Layman (Modern)	191*	Thief (Modern)	245*
Rogue (Modern)	248*	Warrior Monk (Modern)	288*
Academic (Pulp)	75†	Warrior Monk (Pulp)	94†
Fighter (Pulp)	109†	Healer (Pulp)	51
Layman (Pulp)	62†	Mystic (Pulp)	46
Noble Savage (Pulp)	108	Sorcerer (Pulp)	51
Rogue (Pulp)	75†	Bard (Pulp)	52
Technician (Pulp)	52†	Monk (Pulp)	56
Thief (Pulp)	86†	Ranger (Pulp)	54

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.





◆ 13.9 ◆ HEDGE WIZARD (L)

A hedge wizard is a primitive Essence user who has learned the trade through oral tradition and practice, not through studying dusty books. Hedge wizards are generally found in less civilized areas, though hedge wizards can thrive anywhere a grandparent teaches the old traditions to their relatives. A hedge wizard generally excels at ritual magic, while finding spell lists more difficult to learn. Since hedge wizards tend to require time to cast most of their magic. They are practiced at intimidating others, convincing them that while it may take the hedge wizard longer to cast a spell, it will be suitably nasty. Hedge wizards are sometimes confused with witches, warlocks, and shamans.

Magic is like any other craft; to do it properly takes time.

Time to Acquire: 30 months

Starting Money: Normal

Special:

Divination Aid (+15 to divination)	50
Ritual Focus (+10 to one class of ritual)	40
Daily I item (casting 2nd level spell)	30
Ritual Focus (+5 to one class of ritual)	40
Incense (10 doses)	40
Perfume (5 doses)	40
Lodestone	40
Silver mirror	40
Favorable reputation	20
Disreputable reputation	30
Divination Aid (+5 to divination)	0

Category or Skill	# of Ranks	Part II
Artistic • Active skill category	2	Section 13.9
Choice of up to 2 skills	4 (total)	
Awareness • Senses skill category	1	Hedge Wizard (L)
Situational Awareness (Ritual)	3	
Time Sense	3	
Crafts skill category	0	
Choice of up to 2 skills	3 (total)	
Influence skill category	2	
Propaganda	1	
Teaching	2	
Choice of 1 skill	1	
Lore • General skill category	1	
Choice of up to 2 skills	2 (total)	
Self Control skill category	1	
Meditation	2	
Power Awareness skill category	2	
Divination	2	
Power Manipulation skill category	0	
Magic Ritual - choice of up to 3 classes	6 (total)	
Professional Qualifiers: Magic Bane flaw [-7 points]		
Lifestyle Skill(s): Magic Ritual, Spell Mastery.		
Stat Gains: None		

COST BY PROFESSION

Fighter	71	Lay Healer	42
Thief	69	Healer	40
Rogue	59	Mystic	38
Warrior Monk	63	Sorcerer	43
Layman	48	Ranger	46
Magician	43	Paladin	47
Illusionist	39	Monk	45
Cleric	43	Dabbler	44
Animist	43	Bard	42
Mentalist	42	Magent	42
Arcanist	37	Chaotic	42
Wizard	37	Magehunter	39
Channeling Alchemist	43	Mentalism Alchemist	42
Essence Alchemist	43		
Taoist Monk	44	Zen Monk	42
Runemage	43	Warrior Mage	44
Mana Molder	41		
Academic (Modern)	177*	Scientist (Modern)	144*
Fighter (Modern)	449*	Technician (Modern)	161*
Layman (Modern)	221*	Thief (Modern)	425*
Rogue (Modern)	329*	Warrior Monk (Modern)	376*
Academic (Pulp)	49†	Warrior Monk (Pulp)	68†
Fighter (Pulp)	68†	Healer (Pulp)	47
Layman (Pulp)	50†	Mystic (Pulp)	42
Noble Savage (Pulp)	73†	Sorcerer (Pulp)	47
Rogue (Pulp)	64†	Bard (Pulp)	42
Technician (Pulp)	37†	Monk (Pulp)	51
Thief (Pulp)	57†	Ranger (Pulp)	54

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

ESSENCE
COMPANION



◆ 13.10 ◆

HERBALIST CASTER (L)

Herbalists specialize in the understanding of plant life from an analytical point of view. Herbalists perceive plants as a natural source of power. An Herbalist differs from an animist in that an Herbalist perceives properties in the plant life, but does not worship plants. The Herbalist is analogous to a botanical chemist in some respects.

Note: The Herbalist Caster training package is not required for herbalist casters, but reflects the abilities of the true enthusiast of the herbalist caster school.

Magic grows in the most unusual places.

Time to Acquire: 56 months

Starting Money: Normal

Special:

Large Catalyst Case (9d10 herbal catalysts)	50
Medium Catalyst Case (5d10 herbal catalysts)	40
Clip Necklace	40
Small Catalyst Case (3d10 herbal catalysts)	30
Small clay flower pots (6)	30
Clip Broach	20
Gardening kit	40
Bag of Seeds (5d10 seeds to herbal catalysts)	20
Catalysts (1 gp worth of catalysts)	0

Category or Skill	# of Ranks
Crafts skill category	0
Horticulture	2
Lore • General skill category	1
Flora Lore	3
Lore • Technical skill category	0
Herb Lore	1
Spells • TP skill category	0
Herbalist Casting TP Spell List	3

Professional Qualifier: None

Lifestyle Skill(s): Flora Lore, Herb Lore

Stat Gains: None

COST BY PROFESSION

Fighter	23	Lay Healer	18
Thief	23	Healer	18
Rogue	23	Mystic	18
Warrior Monk	23	Sorcerer	18
Layman	23	Ranger	20
Magician	18	Paladin	20
Illusionist	18	Monk	20
Cleric	18	Dabbler	20
Animist	18	Bard	20
Mentalist	18	Magent	20
Arcanist	18	Chaotic	20
Wizard	18	Magehunter	20
Channeling Alchemist	18	Mentalism Alchemist	18
Essence Alchemist	18		
Taoist Monk	23	Zen Monk	23
Runemage	18	Warrior Mage	20
Mana Molder	18		
Academic (Modern)	88*	Scientist (Modern)	88*
Fighter (Modern)	88*	Technician (Modern)	88*
Layman (Modern)	88*	Thief (Modern)	88*
Rogue (Modern)	88*	Warrior Monk (Modern)	88*
Academic (Pulp)	48†	Warrior Monk (Pulp)	101*
Fighter (Pulp)	61†	Healer (Pulp)	23
Layman (Pulp)	34†	Mystic (Pulp)	23
Noble Savage (Pulp)	62†	Sorcerer (Pulp)	23
Rogue (Pulp)	43†	Bard (Pulp)	31
Technician (Pulp)	30†	Monk (Pulp)	31
Thief (Pulp)	48†	Ranger (Pulp)	31

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



◆ 13.11 ◆ JOURNEYING APPRENTICE (L)

A journeying apprentice learns from a master who rarely stays in one place. Journeying apprentices learn practical magic and practical skills that assist himself and his master on their journeys. Journeying apprentices often have less book learning than a guild apprentice, though they are used to harsh conditions and difficult situations. The journeying apprentice learns from his master while driving wagons, riding horses, sitting at roadside inns, or walking along country lanes. Wanderlust and a thirst for adventure draw these students to such a wayward lifestyle, while skill and wits are what keep them alive long enough to one day become masters themselves.

Learning magic is like life itself. The journey is at least as important as the destination.

Time to Acquire: 104 months

Starting Money: Normal - 1d10

Special:

Daily Item III (3rd level spell).....	30
Spell Adder (+2)	30
Map of the Region (+20 to Region Lore)	50
Daily Item II (2nd level spell)	40
Spyglass	30
Spell Adder (+1)	40
Daily I item (1st level spell)	60
Compact cooking set	30
Riding animal	10
Weatherproof clothes	0

Category or Skill	# of Ranks
Lore • General skill category	3
Choice of up to 3 skills	3
Lore • Magical skill category	1
Choice of 1 skill	1
Power Awareness skill category	1
Choice of 1 skill	1
Outdoor • Environmental skill category	1
Choice of up to 2 skills	2
Spell List • Own Realm TP spell list	0
Traveler's Ways	3
Technical/Trade • General skill category	3
Choice of up to 3 skills	3

Professional Qualifier: None

Lifestyle Skill(s): None

Stat Gains: None

COST BY PROFESSION

Fighter	37	Lay Healer	28
Thief	35	Healer	28
Rogue	35	Mystic	28
Warrior Monk	37	Sorcerer	28
Layman	32	Ranger	30
Magician	27	Paladin	32
Illusionist	27	Monk	30
Cleric	27	Dabbler	29
Animist	26	Bard	29
Mentalist	28	Magent.....	30
Arcanist.....	27	Chaotic	29
Wizard	27	Magehunter	27
Channeling Alchemist	27	Mentalism Alchemist	28
Essence Alchemist	27		
Taoist Monk	30	Zen Monk	30
Runemage	27	Warrior Mage	29
Mana Molder	27		
Academic (Modern)	126*	Scientist (Modern)	113*
Fighter (Modern)	175*	Technician (Modern)	120*
Layman (Modern)	133*	Thief (Modern)	157*
Rogue (Modern)	157*	Warrior Monk (Modern)	175*
Academic (Pulp)	60†	Warrior Monk (Pulp)	64†
Fighter (Pulp)	72†	Healer (Pulp)	39
Layman (Pulp)	42†	Mystic (Pulp)	32
Noble Savage (Pulp)	71†	Sorcerer (Pulp)	39
Rogue (Pulp)	50†	Bard (Pulp)	36
Technician (Pulp)	36†	Monk (Pulp)	38
Thief (Pulp)	36†	Ranger (Pulp)	35

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



Part II

Section 13.11

Journeying Apprentice (L)

ESSENCE
COMPANION



Part II

Section 13.12

Librarian (V)

◆ 13.12 ◆ LIBRARIAN (V)

The librarian may either be a serious book collector, or an organization freak for a collector or college. Librarians are fine researchers and great sources of information, though they are generally too sedentary to adventure abroad. The occasional librarian may go in search of a rare or exotic text, though they are often looked down on by the librarian elite. Librarians are also expected to act aloof and frown in dismay at the general ignorance of the populace whenever possible.

Sssshhhhh.

Time to Acquire: 57 months

Starting Money: Normal

Special:

Rare Book (15 gp or less value)	30
Favor from an important person	30
Lore Book (+10 non-magic to a specific lore)	50
Spectacles	20
Lore Book (+10 non-magic to a specific lore)	40
Metal scroll case	40
Lore Book (+10 non-magic to a specific lore)	40
Stationary set (20 paper, 5 quills, 2 jars of ink)	40
Lore Book (+10 non-magic to a specific lore)	30
Lore Book (+5 non-magic to a specific lore)	0

Category or Skill	# of Ranks
Communications skill category	2
choice of up to 2 written languages	4 (total)
Crafts skill category	n/a
Scribing	3
Influence skill category	1
Diplomacy	1
Lore • General skill category	3
Choice of up to 2 skills	3
Lore • Technical skill category	1
Choice of up to 1 skills	1
Science/Analytic • Basic skill category	1
Research	2

Professional Qualifier: None

Lifestyle Skill(s): Research

Stat Gains: None

COST BY PROFESSION

Fighter	28	Lay Healer	24
Thief	28	Healer	24
Rogue	28	Mystic	21
Warrior Monk	28	Sorcerer	24
Layman	25	Ranger	27
Magician	24	Paladin	26
Illusionist	22	Monk	27
Cleric	24	Dabbler	25
Animist	24	Bard	22
Mentalist	24	Magent	22
Arcanist	24	Chaotic	27
Wizard	24	Magehunter	27
Channeling Alchemist	24	Mentalism Alchemist	24
Essence Alchemist	24		
Taoist Monk	32	Zen Monk	32
Runemage	22	Warrior Mage	27
Mana Molder	24		
Academic (Modern)	23	Scientist (Modern)	22
Fighter (Modern)	26	Technician (Modern)	22
Layman (Modern)	23	Thief (Modern)	26
Rogue (Modern)	26	Warrior Monk (Modern) ..	26
Academic (Pulp)	32	Warrior Monk (Pulp)	50
Fighter (Pulp)	60	Healer (Pulp)	34
Layman (Pulp)	40	Mystic (Pulp)	32
Noble Savage (Pulp)	64	Sorcerer (Pulp)	34
Rogue (Pulp)	45	Bard (Pulp)	36
Technician (Pulp)	37	Monk (Pulp)	38
Thief (Pulp)	50	Ranger (Pulp)	38



ESSENCE
COMPANION



◆ 13.13 ◆ NOMENIST CASTER (L)

The Nomenist is a master of language who forever seeks to learn new languages to find the words of the Primal Tongue that operate for themselves. Nomenists may be found in cosmopolitan cities or on the fringes of civilization in their pursuit of old or new languages.

Note: The Nomenist Caster training package is not required for Nomenist casters, but reflects the abilities of the true enthusiast of the Nomenist School of Magic.

No. He didn't say, "It's nice to meet you." He said, "It will be nice to eat you."

Time to Acquire: 42 months

Starting Money: Normal

Special:

Lore Book (+10) one language	40
Lore Book (+5) one language	40
Map of Area (+10)	30
Favor from a foreigner	30
Favor from a foreigner	30
Lore Book (+10) one culture	20
Bag of glass beads (100)	40
Lore Book (+5) one culture	0

Category or Skill	# of Ranks
Crafts skill category	0
Scribing	1
Lore • General skill category	1
History	1
Science/Analytic • Specialized skill category	0
Anthropology	2
Spells • TP skill category	0
Nomenist Casting TP List	3

Professional Qualifier: None

Lifestyle Skill(s): None

Stat Gains: None



COST BY PROFESSION

Fighter	28	Lay Healer	20
Thief	28	Healer	20
Rogue	28	Mystic	20
Warrior Monk	20	Sorcerer	20
Layman	26	Ranger	24
Magician	20	Paladin	24
Illusionist	20	Monk	24
Cleric	20	Dabbler	24
Animist	20	Bard	24
Mentalist	20	Magent.....	24
Arcanist.....	20	Chaotic	22
Wizard	20	Magehunter	24
Channeling Alchemist	20	Mentalism Alchemist	20
Essence Alchemist	16		
Taoist Monk	22	Zen Monk	22
Runemage	20	Warrior Mage	24
Mana Molder	20		
Academic (Modern)	88*	Scientist (Modern)	86*
Fighter (Modern)	92*	Technician (Modern)	90*
Layman (Modern)	90*	Thief (Modern)	92*
Rogue (Modern)	92*	Warrior Monk (Modern)	92*
Academic (Pulp)	46†	Warrior Monk (Pulp)	52†
Fighter (Pulp)	61†	Healer (Pulp)	20
Layman (Pulp)	33†	Mystic (Pulp)	20
Noble Savage (Pulp)	62†	Sorcerer (Pulp)	20
Rogue (Pulp)	43†	Bard (Pulp)	30
Technician (Pulp)	28†	Monk (Pulp)	30
Thief (Pulp)	47†	Ranger (Pulp)	30

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

Part II

Section 13.13

Nomenist
Caster (L)

ESSENCE
COMPANION



◆ 13.14 ◆ POTIONER (L)

The potioner is a magical apothecary. The potioner uses spells to craft potions of healing, magic, and poison. The potioner may enhance normal herbs for general use as tonics and liniments or he may produce drugs that cloud the mind of the imbiber. Like an apothecary, the potioner attempts to draw the essence out of natural herbs to capture them in a bottle, but it is a rare potioner who manages by such sciences to create herbal remedies better than the simple animists of the wild.

There will be a few side effects, such as hair loss, abdominal cramping, diarrhea, and dizziness; but this should cure your seizures.

Time to Acquire: 39 months

Starting Money: Normal

Special:

Small Alchemy set (beakers, burners, , etc.)	20
Potion (5th level spell)	30
Healing Potion (Heals 2-20)	30
Poison (5th level circulatory)	30
Potion (3rd level spell)	30
Healing Potion (Heals 1-10)	30
Poison (3rd level circulatory)	30
Metal vials (3)	40
Lore Book (+10 to non-magic lore)	0

Category or Skill	# of Ranks
Lore • Technical skill category	1
Herb Lore	1
Poison Lore	1
Science/Analytic • Specialized skill category	0
Alchemy	2
Technical/Trade • Vocational skill category	0
Choice of Prepare Herbs or Prepare Poisons	1
Spells • TP Own Realm skill category	n/a
Choice of one list*	3

* May choose to develop Brewing Lore or Liquid/Gas Skills as a TP spell list as long as the character does not develop another lifestyle training package.

Professional Qualifier: A total of 6 ranks in Alchemy and Biochemistry [-3 points]

Lifestyle Skill(s): Alchemy

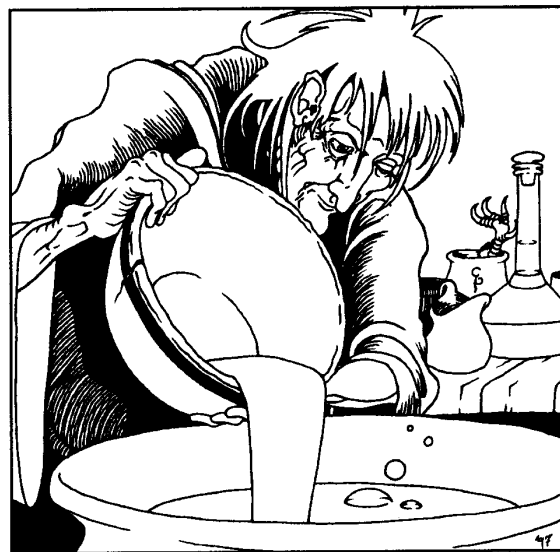
Stat Gains: None

COST BY PROFESSION

Fighter	30	Lay Healer	22
Thief	30	Healer	22
Rogue	30	Mystic	22
Warrior Monk	30	Sorcerer	22
Layman	27	Ranger	26
Magician	22	Paladin	26
Illusionist	22	Monk	26
Cleric	22	Dabbler	26
Animist	22	Bard	26
Mentalist	22	Magent	26
Arcanist	22	Chaotic	24
Wizard	22	Magehunter	26
Channeling Alchemist	22	Mentalism Alchemist	22
Essence Alchemist	19		
Taoist Monk	25	Zen Monk	25
Runemage	20	Warrior Mage	24
Mana Molder	20		
Academic (Modern)	89*	Scientist (Modern)	87*
Fighter (Modern)	93*	Technician (Modern)	90*
Layman (Modern)	90*	Thief (Modern)	93*
Rogue (Modern)	93*	Warrior Monk (Modern)	93*
Academic (Pulp)	48†	Warrior Monk (Pulp)	54†
Fighter (Pulp)	62†	Healer (Pulp)	23
Layman (Pulp)	35†	Mystic (Pulp)	23
Noble Savage (Pulp)	65†	Sorcerer (Pulp)	23
Rogue (Pulp)	44†	Bard (Pulp)	31
Technician (Pulp)	30†	Monk (Pulp)	31
Thief (Pulp)	49†	Ranger (Pulp)	31

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



◆ 13.15 ◆ SPELL RESEARCHER (V)

A spell researcher is constantly drawn to the boundaries of known magic. The researcher seeks to understand why magic works, and looks for new ways to make it work. Whether he studies the varying theories of the realms of magic or its more practical applications, the researcher seeks to add to the growing stores of magical knowledge, often without regard to the effect their findings may have on the world around them.

Eureka! I've created an invisible fire wall! And they laughed at me at the academy!

Time to Acquire: 114 months

Starting Money: Normal

Special:

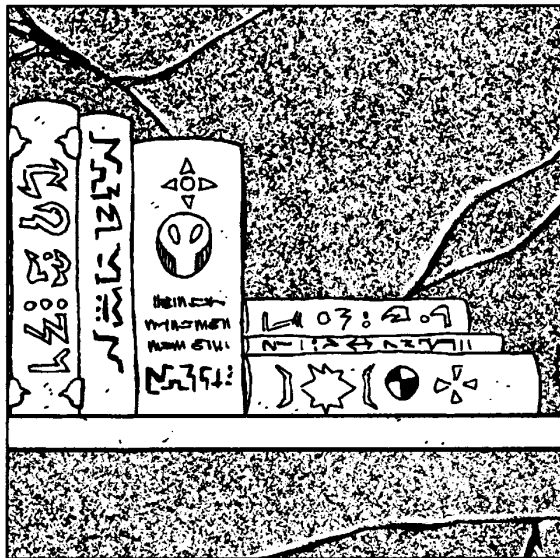
Magic Tome (4d10 total spell levels)	40
Source Book on Magic (+10 Research; one topic) ...	40
Source Book on Magic (+10 Research; one topic) ...	30
Source Book on Magic (+5 Research; one topic) ..	50
Spell Adder (+2)	40
Daily II item (casting 3rd level spell)	30
Spectacles	40
Spell Adder (+1)	0

Category or Skill	# of Ranks
Awareness • Senses skill category	1
Time Sense	1
Influence skill category	1
Teaching	1
Lore • General skill category	2
Choice of up to 2 skills	2 (total)
Lore • Magical skill category	3
Choice of up to 3 skills	3 (total)
Lore • Obscure skill category	1
Choice of 1 skill	1
Power Awareness skill category	2
Attunement	1
Read Runes	1
Science/Analytic • Basic skill category	4
Research	4

Professional Qualifiers: A total of 20 ranks in skills in the Lore group [-5 points]

Lifestyle Skill(s): Research

Stat Gains: None



COST BY PROFESSION

Fighter	45	Lay Healer	26
Thief	41	Healer	26
Rogue	40	Mystic	25
Warrior Monk	45	Sorcerer	26
Layman	32	Ranger	34
Magician	23	Paladin	35
Illusionist	22	Monk	32
Cleric	26	Dabbler	29
Animist	26	Bard	27
Mentalist	26	Magent	31
Arcanist	22	Chaotic	28
Wizard	22	Magehunter	26
Channeling Alchemist	26	Mentalism Alchemist	26
Essence Alchemist	23		
Taoist Monk	45	Zen Monk	44
Runemage	23	Warrior Mage	29
Mana Molder	23		
Academic (Modern)	103*	Scientist (Modern)	72*
Fighter (Modern)	229*	Technician (Modern)	93*
Layman (Modern)	124*	Thief (Modern)	187*
Rogue (Modern)	181*	Warrior Monk (Modern) ..	229*
Academic (Pulp)	60†	Warrior Monk (Pulp)	114†
Fighter (Pulp)	138†	Healer (Pulp)	58
Layman (Pulp)	78†	Mystic (Pulp)	56
Noble Savage (Pulp)	138†	Sorcerer (Pulp)	58
Rogue (Pulp)	92†	Bard (Pulp)	61
Technician (Pulp)	64†	Monk (Pulp)	70
Thief (Pulp)	110†	Ranger (Pulp)	68

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

Part II

Section 13.15

Researcher (V)

ESSENCE
COMPANION





Part II

Section 13.16

Spell Student (V)

◆ 13.16 ◆ SPELL STUDENT (V)

A spell student is taught the lessons of magic by a collegium or school of magic. Students learn magic from a number of different masters in classroom settings as well as independently in the college's library. Students have exposure to a tremendous variety of spell lists and magic theories, which often makes them the most educated of spell casters. Of course, students also tend to lack practical "real world" experience, having spent so much time cloistered in their studies. Students may either learn spells to assist them in city life or less often spells to assist in practicing abroad.

Are we going to be tested on this?

Time to Acquire: 105 months

Starting Money: Normal

Special:

Favor from a professor	50
Lore Book (+15 non-magic to one specific lore) ..	40
Rival student	30
Lore Book (+10 non-magic to one specific lore) ..	30
Spell Adder (+2)	30
Daily III item (2nd level spell)	30
Reputation in local marketplace (good or bad)	30
Daily II item (1st level spell)	30
Friendly contact at local pub	0

Category or Skill	# of Ranks
Lore • Magical skill category	3
Choice of up to 4 skills	4 (total)
Power Awareness skill category	3
Choice of up to 3 skills	3 (total)
Science/Analytic • Basic skill category	2
Research	2
Spell List • Own Realm TP spell list	n/a
Choice of 1 spell list*	3
Urban skill category	2
choice of 1 skill	2

* May choose either Guildcraft Mastery or Traveler's Ways as a TP spell List.

Professional Qualifiers: Total temporary stats for Memory and Reasoning of 180 or greater [-5 points]

Lifestyle Skill(s): None.

Stat Gains: None

COST BY PROFESSION

Fighter	52	Lay Healer	28
Thief	45	Healer	28
Rogue	45	Mystic	27
Warrior Monk	54	Sorcerer	28
Layman	38	Ranger	39
Magician	24	Paladin	42
Illusionist	24	Monk	35
Cleric	28	Dabbler	29
Animist	30	Bard	30
Mentalist	28	Magent	33
Arcanist	26	Chaotic	31
Wizard	26	Magehunter	28
Channeling Alchemist	28	Mentalism Alchemist	28
Essence Alchemist	24		
Taoist Monk	45	Zen Monk	45
Runemage	24	Warrior Mage	31
Mana Molder	24		
Academic (Modern)	196*	Scientist (Modern)	157*
Fighter (Modern)	360*	Technician (Modern)	181*
Layman (Modern)	224*	Thief (Modern)	302*
Rogue (Modern)	299*	Warrior Monk (Modern)	361*
Academic (Pulp)	79†	Warrior Monk (Pulp)	116†
Fighter (Pulp)	138†	Healer (Pulp)	51
Layman (Pulp)	74†	Mystic (Pulp)	51
Noble Savage (Pulp)	139†	Sorcerer (Pulp)	51
Rogue (Pulp)	92†	Bard (Pulp)	57
Technician (Pulp)	58†	Monk (Pulp)	66
Thief (Pulp)	108†	Ranger (Pulp)	64

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

ESSENCE
COMPANION



PART III

THE TABLES AND LISTS

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ESSENCE SPELL LISTS

Part II

Section 14.0

Essence Spell Lists

This section lists all of the spells associated with the Essence realm. All of the standard rules, restrictions, and notations from *Spell Law* are used here. For convenience, the spell description key is repeated here.

THE SPELL 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 an RR Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

Special Spell Codes

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

- * — Instantaneous; spell does not require preparation rounds.
- — Spell does not require power points.
- ‡ — Part of a set of spells that must be thrown in conjunction with other spells continuously 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.

DE — Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on one of the "bolt" attack tables.

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 make an attack roll on the *Spell Law* 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 in *Spell Law*, using the target's level and the attacker's level as the indices).

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 mostly likely will not resist successful). 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.

Spell Areas of Effect

x target(s) — The spell affects x number of targets.

x target(s)/lvl — The spell affects a number of targets equal to the caster's level times x.

distance R — The spell affects all within a radius equal to distance in size.

distance R/lvl — The spell affects all within a radius equal to distance times the caster's level in size.

area — The spell affects all within a fixed area of effect. Sometimes area will be specified as a specific target (e.g., 1 herb, 1 limb, etc.).

caster — The spell affects only the caster.

"—" — The spell has no area of effect.

varies — The exact size of the area of effect depends upon some other aspect of the spell.

Spell Durations

time — The spell has a fixed duration equal to time.

C — Concentration is required. Concentration takes 50% of the caster's normal activity. The caster cannot cast any other spells while concentrating.

duration (C) — Concentration is required, except the period of concentration cannot exceed the duration given. The caster can stop concentrating and the spell effect will stop. If the duration has not expired, the caster can concentrate again and the spell effect will resume.

P — Permanent. The spell has a permanent effect (in the sense of creating a "permanent" physical or mental condition). The effects of permanent spells that manipulate matter and require concentration will disperse according to the normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a permanent duration may be affect by outside forces.



For example, the spell may be dispelled, cured, or otherwise disturbed by enchantment, physical force, etc.

varies — Variable. The exact duration depends upon some other aspect of the spell.

“—” — No duration. The effects of this spell required no duration and are applied immediately.

time / level — The duration is the *time* multiplied by the level of the caster.

time / # fail — The duration is based upon the difference between the target's modified RR and the minimum roll required to resist the spell (see *RMSR* Section 23.6). The duration is equal to this difference divided by # and then multiplied by *time*.

Example: 1 rnd/10 fail would mean that if the RR is failed by 20, the spell would last for 2 rounds.

Spell Ranges

self — The spell can only be cast upon the caster himself.

touch — The caster must touch the target to create the effect.

distance — The caster can be no further than *distance* to the desired area of effect.

distance / lvl — The distance to the area of effect can be no further than *distance* times the caster's level.

unlimited — There are no limitations placed upon the distance to the area of effect.

varies — The distance to the area of effect depends upon some other aspect of the spell.

WHAT'S ON A SPELL LIST

1. **Spell List Name**—The name of the spell list appears in two places on the page; above the descriptions and above the listing.

2. **Spell List Number**—Each spell list is given a unique identifier that combines its classification and the equivalent of a section number.

3. **Listing**—In one of the upper corners of the page is a listing of all the spells on the list, sorted by level. This listing also shows important spell parameters.

4. **Check Box**—Beside each spell in the listing is a check box. Use this box to indicate the level two which your character currently knows spells on the list.

5. **Spell Level/Name**—The level and name of each spell appears in two places on the page; in the listing and in the descriptions. In all cases, if the name of two spells are the same (except for perhaps a roman numeral), the spells should be treated as the same.

6. **Area of Effect**—This is the area affected by the spell. If “varies” appears here, check the description for the exact area of effect.

7. **Duration**—This is the duration that the spell will remain active. If “varies” appears here, check the description for the exact duration.

8. **Range**—This is the range from the caster to the area of effect. If “varies” appears here, check the description for the exact range.

9. **Type**—This is the type of spell. The type of spell will determine what kind of resistance roll the target of the spell will get (if any).

Part II

Section 14.0

Essence Spell Lists



1 SHADOW MASTERY

1. **Shadows**—Target and all objects on his person appear to be a shadow, and thus are almost invisible in dark areas.
2. **Dark I**—Darkens a 10' radius about the point touched.
3. **Nightvision**—Target can see 100' on a normal night as if it were daylight. See Section 7.1.19 in *Spell List*.
5. **Shadow Sight**—The caster can pick any shadow in range and may visually perceive as if he were at that location.
6. **Shadow Hop**—Allows the caster to teleport by stepping into one shadow and out of another shadow within range. Both shadows must be in range of the spell and in the line of sight of the caster. Both shadows must be capable of covering the caster.
7. **Suddendark**—Causes a 10' radius burst of intense darkness. All targets inside are stunned for one round per 10% failure.
8. **Dark II**—As *Dark I*, except radius is 50'.
9. **Enshroud**—Creates a fog of concentrated shadow in a 100' radius that delivers an “A” Cold critical to those who pass through it. Once created, the fog is affected by the wind and breezes. At the end of the duration, the fog melts away entirely.
10. **Banish Shadow**—Target's shadow is banished. For the duration of this spell the caster has no shadow. People without shadows are often shunned as evil, hunted as servants of the unlife and are generally mistrusted.
11. **Circle of Shadows**—As *Enshroud*, except the fog is formed into a wall 10' high in a 10' radius about the target, and is not affected by the wind.
12. **Waiting Shadows**—When cast in conjunction with a *Dark* or *Enshroud* spell, it delays the effects of the other spell until a specific event (chosen by the caster at the time of casting).
13. **Darkvision**—As *Nightvision*, except any darkness can be seen through. Also, no light is needed at all for this spell to work.
15. **Shadow Curse**—Target's shadow has a life of its own. Although the shadow remains with the target, it does not mimic the target's movement (except in a general way). Instead, its specific movements are often grotesque and random.
17. **Utterdark**—Darkens a 100R about the point touched. Utterdark nullifies all magically and naturally created light.

OPEN ESSENCE 14.2.4				
1 SHADOW MASTERY				
Lvl	Spell	Area of Effect	Duration	Range
1	Shadows	1 target	10 min/lvl	10'
2	Dark I	10R	10 min/lvl	touch
3	Nightvision	1 target	10 min/lvl	10'
5	Shadow Sight	caster	10 min/lvl	100'
6	Shadow Hop	caster	—	5'/b/r
7	Suddendark	10R	1 rnd/10 fail	100'
8	Dark II	50R	10 min/lvl	touch
9	Enshroud	100R	1 rnd/lvl	100'
10	Banish Shadow	1 target	1 day/lvl	100'
11	Circle of Shadows	10R	1 rnd/lvl	100'
12	Waiting Shadows	varies	varies	100'
13	Darkvision	1 target	10 min/lvl	100'
14				
15	Shadow Curse	1 target	P	100'
16				
17	Utterdark	100R	P	touch
18	Area Shadow Curse	10R/lvl	—	100'
19				
20	Shadow Spy	caster	10 min/lvl	self
25	Shadow Servant	caster	10 min/lvl	self
30	Shadow Mage	caster	10 min/lvl	self
50	Shadow Mastery	caster	1 rnd/lvl	self

18. **Area Shadow Curse**—All shadows in the area of effect are constantly moving and shifting, and bear little if any relation to the actual physical situation.

20. **Shadow Spy**—Caster can animate his own shadow and transform it into a shadow spy. A shadow spy will follow any moderately simple instructions the caster gives it (e.g. follow that man, go to the center of town, look in the next room). It moves at a rate of 100' and cannot travel through solid objects (though they can fit through small openings). They cannot affect any solid object. If the shadow spy has not returned at the end of the spell's duration, it will begin traveling at the rate of 500' per round to return to the caster. When the shadow spy returns the caster sees everything that the shadow spy witnessed. While the caster is “reliving” what the spy saw, he is in a trance-like state. As long as the caster's shadow is spying, he will not project a shadow.

25. **Shadow Servant**—As *Shadow Spy*, except the shadow may interact with the environment and has the following combat statistics: AT 4; DB (half the caster's); Hits (half the caster's); Melee Attack (half the caster's best DB). The shadow warrior can only be affected by magical attacks. If destroyed, the caster takes 50% of his remaining hits and the caster's shadow will not return for 1 week.

30. **Shadow Mage**—As *Shadow Servant*, except the shadow also has half the caster's PPs (the PPs he has remaining after casting this spell). The shadow can cast spells from any one list that the caster knows (the list must be designated when this spell is cast).

50. **Shadow Mastery**—Caster can use one lower level spell on this list each round.



ESSENCE COMPANION



ESSENCE TP SPELL LIST 14.1.1

ARACHNEMANCY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Spider Familiar	1 spider	P	touch	U
2	Web Movement	caster	1 hour	touch	U
3	Minor Web Rope	varies	15 minutes	50'	F
4	Minor Web	1 target	P	50'	F
5	Charm Spider	1 spider	1 hour	100'	F
6	Spider Climb	caster	5 minutes	touch	U
7	Lesser Spider Summons	1 spider	30 minute	10'	U
8	Major Web Rope	varies	30 minutes	50'	F
9	Major Web	2 targets	P	50'	F
10	Drain Poison	1 target	P	touch	U
11	Spider Control	1 spider	15 minutes	50'	F
12	Poison Attack	caster	1 hour	touch	U
13	Gr. Spider Summons	1 spider	30 minutes	10'	U
14	Ls. Spider Shapechange	caster	1 hour	self	F
15	Web Rope True	varies	1 hour	50'	F
16	Web True	varies	P	50'	F
17	Web Cocoon	1 target	P	50'	F
18	Ceilingwalking	caster	30 minutes	touch	U
19	Major Spider Summons	1 spider	30 minutes	10'	U
20	Spider Plague	10'R	P	50'	U
25	Gr. Spider Shapechange	caster	1 hour	self	F
30	Spider Mastery	10'R	30 minutes	self	F
50	Arachnemancy	caster	1 rnd/lvl	varies	F

ARACHNEMANCY

- Spider Familiar**—The caster can attune himself to a normal spider to serve as his familiar. The caster must obtain the spider 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 his 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. Any spell that affects "familiars" will affect this spider.
- Web Movement**—Allows caster to move along the webs of giant spiders easily. Webs will not stick to the caster and he will be able to move freely through a any "web" spell.
- Minor Web Rope**—Caster creates a web rope (to climb, swing from, etc.) Each round, a 10' strand can be produced that will support 2000 lbs. One end can be "projected" away from the caster and will be sticky so that it will stick to whatever it hits (the rest of the strand will not be sticky). On subsequent rounds, the length of strand may be extended by 10' per round (each 10' extension decreases the weight the strand can hold by 100 pounds). Alternatively, the caster can create new strands each round. At the end of the duration, the web ropes become brittle and snap easily.
- Minor Web**—Web strands shoot out of the caster's hand at one target. If the target fails an RR, the amount of his body that is covered in the web is equal to the percent of failure. For example, if a target fails his RR by 25, 25% of his body is covered in the web. The portion of the body covered must be determined by the GM. If a limb or limbs are covered, they cannot be used. Breaking the web requires a Very Hard static maneuver (modified by the victim's Strength bonus).
- Charm Spider**—The spell will cause any arachnid-type creature to believe the caster to be a good friend. This spell will also allow the caster to speak and understand the language of spiders.

- Spider Climb**—Caster may move along (at half walking pace) any solid surface angled up to 90° so long as he maintains at least three of his four limbs in contact with the surface.
- Lesser Spider Summons**—Caster will summon a lesser great spider that will obey his wishes when he concentrates. If such spiders are common to the area, then the spider will appear slowly over the course of 3 rounds. If such spiders are not common to the area, then the spider will appear slowly over the course of 10 rounds.
- Major Web Rope**—As *Minor Web Rope*, except the caster can produce two 10' strands per round or one 20' strand per round.
- Major Web**—As *Minor Web*, except that the caster can hit two separate targets or two targets together or "attach" one target to a non-mobile object (object gets no RR). The breaking maneuver is Extremely Hard.
- Drain Poison**—Any poison inside the target must make an RR. If the RR fails, the poison is completely neutralized.
- Spider Control**—As *Charm Spider*, except that the target spider will obey one "suggestion" per round.
- Poison Attack**—Allows the caster to either has a poisonous touch or a poisonous bite. If the caster chooses a poisonous touch, the caster's finger tips will begin to secrete a poisonous venom. If this poison touches any bare skin (other than the caster's), it will deliver a Muscle Poison (level determined by rolling a d10). If the caster chooses a poisonous bite, the next bite attack that delivers a critical hit (even a Tiny critical) will be accompanied by a Circulatory Poison (level determined by rolling 2d10). The spell ceases to function once it has delivered one poison from an attack.
- Greater Spider Summons**—As *Lesser Spider Summons*, except that a greater great spider is summoned.
- Lesser Spider Shapechange**—Caster can take the form (and have all of the abilities of) a lesser great spider.
- Web Rope True**—As *Major Web Rope*, except the caster can produce a 30' strand each round.
- Web True**—As *Major Web*, except that up to one target for every two levels of the caster can be targeted or "webbed" together or half of that number can be webbed to non-mobile objects.
- Web Cocoon**—Completely encases target in webbing. Breaking the cocoon requires an Absurd maneuver (with a special modification of -20; modified by Strength bonus).
- Ceilingwalking**—As *Spider Climb*, except that only one limb need be in contact with the surface and any angled surface, even ceilings, can be moved along at full movement rate.
- Major Spider Summons**—As *Lesser Spider Summons*, except a major great spider is summoned.
- Spider Plague**—Summons hundreds of normal-sized, spiders (a mixture of poisonous and non-poisonous based upon what is common to the area) that swarm over a 10'R area. These spiders will stay together as a unit for 3d10 rounds (and can move into a new 10'R area each round; the caster has no control with this spell). Anyone in the area of effect must make d10RRs versus a Reduction Poison each round. The GM can determine the level of the poison, each round or he can use a level of d10-5. After 3d10 rounds, the spiders will wander away.
- Greater Spider Shapechange**—As *Lesser Spider Shapechange*, except caster takes the form of a greater great spider.
- Spider Mastery**—As *Spider Control*, except all spiders in the radius can be controlled.
- Arachnemancy**—Caster can use one spell from this list each round. All spiders who see the caster will regard him as master and obey him.

SPECIAL NOTE

See *Creatures & Monsters* for statistics on the various different types of spiders.



ESSENCE
COMPANION



BREWING LORE

1. **Identify Drug**—Caster knows the origins, purity, and general worth of any one drug sample. Any impurity will be known. Alternatively, this spell provides a +25 to the skill Drug Lore.
2. **Brew Alcohol**—Caster causes some base to rapidly ferment into an alcoholic beverage (beer, wine, etc). This spell can also be used to distill whiskey, brandy, etc. at one quarter a cubic foot per level of caster.
3. **Identify Poison**—As *Identify Drug*, except poison is known. Alternatively, this spell provides a +25 to the skill Poison Lore.
4. **Detect Poison/Intoxicant**—Caster is aware of the presence of all drugs and poisons in the area of effect. Caster may concentrate on a different 1'R each round. If the poison/drug was mixed with food by a Brew spell, the poison/drug may make a RR to resist detection.
5. **Soriel's Brew**—Enables the caster to prepare one dose of a stimulant through a chemical process from natural ingredients. The drug will have an effective duration of one hour and act as if it were the level of the caster for RR purposes. A person affected by a stimulant is at +10 for all actions for the duration of the drug.
6. **Devlin's Cure**—As *Soriel's Brew*, except induces unconsciousness, stupor, or a state of insensibility (rendering the patient unable to act).
7. **Syleg's Relief**—As *Soriel's Brew*, except a person affected is relieved of queasiness and vertigo. Alternatively, Syleg's Relief may be brewed to cause nausea.
8. **Brew Minor Poison**—Allows caster to prepare, handle, and contain a known poison of up to 10th level potency.
9. **Ristead's Relief**—As *Soriel's Brew*, except a person affected is relieved of sneezing, rashes, watery eyes and other allergy symptoms.
10. **Tyd's Potions**—As *Soriel's Brew*, except a person affected is -10 to all actions, but very happy. Additionally, a it will put the person into a sleep-like trance within 5 to 30 minutes of taking it. The Addiction Factors may be anywhere from 10 to double the caster's level (caster's choice).
11. **Brew Healing Herbs**—Caster may distill the essence of any healing herb into a portable potion that will keep indefinitely. The caster may also combine a healing herb with appropriate herbal catalysts (healing in nature) to create up to a 50% more powerful potion than the original healing herb.
12. **Alicon's Cure**—As *Soriel's Brew*, except this medicine will reduce the effects of a parasitic infestation, killing parasites on contact. This medication's Addiction Factor may be anywhere from 10 to double the caster's level.
13. **Brew Acid**—Allows caster to prepare, handle, and contain a known acid.
14. **Brew Major Poison**—As *Brew Minor Poison*, except allows caster to work with any poison up to 20th level potency.
15. **Sensory Enhancing Drug**—As *Soriel's Brew*, except a person affected may add +30 to all perception rolls
16. **Magic Cauldron**—Caster may brew any lower level spell on this list in 75% the normal time by mixing it in the target cauldron. For the purposes of this spell, any pot-shaped container may be considered a cauldron.
17. **Beaver's Brew**—As *Soriel's Brew*, except a person affected by an hallucinogenic is at -50 to all actions, but he is very happy and experiencing wild hallucinations. This medication's Addiction Factor may be anywhere from 15 to double the caster's level.
18. **Brew Antidote**—Caster may make one dose of a drug that acts as the antidote to one type of poison (determined at the time of brewing).
19. **Brew Truth Potion**—As *Soriel's Brew*, except drug lasts for 1 hour only. A person affected by this drug must tell the whole truth for the duration.

ESSENCE TP SPELL LIST 14.1.2

BREWING LORE

Lvl	Spell	Area of Effect	Duration	Range	Typ
1	Identify Drug	1 sample	—	self	I
2	Brew Alcohol	4 gallons	1 week	1'	B
3	Identify Poison	1 sample	—	self	I
4	Detect Poison/Intoxicant	1'R	C	10'	I
5	Soriel's Brew	caster	1 hour	self	U
6	Devlin's Cure	caster	1 hour	self	I
7	Syleg's Relief	caster	1 hour	self	I
8	Brew Minor Poison	caster	12 hours	self	I
9	Ristead's Relief	caster	1 hour	self	I
10	Tyd's Potion	caster	1 hour	self	I
11	Brew Healing Herbs	caster	1 hour	self	I
12	Alicon's Cure	caster	1 hour	self	I
13	Brew Acid	caster	12 hours	self	I
14	Brew Major Poison	caster	12 hours	self	I
15	Jemer's Philtre	caster	1 hour	self	I
16	Magic Cauldron	1 cauldron	24 hours	self	I
17	Beaver's Brew	caster	1 hour	self	I
18	Brew Antidote	caster	1 hour	self	I
19	Brew Truth Potion	caster	1 hour	self	I
20	True Brew	caster	1 hour	self	I
25	Magic Cauldron True	1 cauldron	24 hours	self	I
30	Poison True	caster	24 hours	self	I
50	Philosopher's Elixir	caster	1 year	self	I

20. **True Brew**—As *Brew Healing Herbs*, except any herb may be processed into a potion with up to a 50% increase in power.

25. **Magic Cauldron True**—As *Magic Cauldron*, except caster may brew any lower level spell on this list in half the normal time.

30. **Poison True**—As *Brew Minor Poison*, except allows caster to work with any poison.

50. **Philosopher's Elixir**—The caster produces the "elixir of life." This potion returns the person who drinks it to a youthful state. The target's age will drop to one-third its current age. Additionally, the elixir prolongs life so that ten passing years seems as only one to the person who drinks it. This potion may only be imbibed once by a person. Someone who takes a second drink will immediately and painfully die. Elves who drink this elixir experience no effect other than to suffer violent retching.

SPECIAL NOTES

- 1) To utilize this spell list, the caster must have access to appropriate equipment and supplies. Appropriate equipment can vary from a fully stocked laboratory to a simple kitchen depending on what the GM deems appropriate. Many of the spells on this list may work in conjunction with a number of natural herbs found in the materials catalyst chart. The GM may determine the appropriateness of the caster's supplies based on the utility of the various herbal catalysts. Alternatively, the GM can simply determine that it costs the caster 1 sp per level of the spell in ingredients for each spell on this list.
- 2) The duration for the various brewing and drug spells on this list is the amount of time it takes to prepare a single dose of the brew. Unless otherwise noted, the Addiction Factor for each drug produced on this list is equal to the level of the spell that created it.



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ESSENCE TP SPELL LIST 14.1.3

CORPIST CASTING

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Fauna Lore	caster	C	self	I
2	Call Catalyst*	1 corpus	—	self	U
3	Enchant Corpus I	1 corpus	P	touch	U
4	Preserve Organic I	1 corpus	1 week	1'	F
5	Create Minor Focus	1 corpus	P	touch	U
6	Sustain Animal	1 animal	1 week	1'	F
7	Enchant Corpus II	1 corpus	P	touch	U
8	Animal Summons I	varies	V	100'	F
9	Divide Corpus II	1 corpus	P	touch	U
10	Create Lesser Focus	1 corpus	P	touch	U
11	Animal Sleep III	3 animals	15 minutes	100'	F
12	Enchant Corpus III	1 corpus	P	touch	U
13	Befriending	10'R	C	10'	F
14	Preserve Organic II	1 corpus	1 week	1'	F
15	Create Greater Focus	1 lsr. focus	P	touch	U
16	Animal Summons III	varies	V	100'	F
17	Divide Corpus III	1 corpus	P	touch	U
18	Enchant Corpus IV	1 corpus	P	touch	U
19	Animal Sleep V	5 animals	2 hours	100'	F
20	Create Major Focus	1 grt. focus	P	touch	U
25	Enchant Corpus V	1 corpus	P	touch	U
30	Call of the Wild	1 animal	P	100'	F
50	Create True Focus	1 major focus	P	touch	U

CORPIST CASTING

- Fauna Lore**—Caster receives a special +25 to all Fauna Lore rolls while concentrating.
- Call Catalyst**—Caster instantly summons any one catalyst in his possession to his hand for immediate use.
- Enchant Corpus I**—Caster permanently enchants one corpus catalyst. The enchanted catalyst gains +1 to its level for casting purposes. Any subsequent casting of an Enchant spell on the catalyst destroys the catalyst.
- Preserve Organic I**—Caster freezes the passage of time for target inanimate organic (can not have more mass than the caster). This organic object will not deteriorate, decompose, or smell.
- Create Minor Focus**—Caster enchants one corpus catalyst making it a minor focus. A minor focus will never deteriorate through age or wear regardless of its composition. A minor focus can be used to satisfy the spell category requirement of a spell in the spell category(s) to which it is attuned without being consumed in the process. A minor focus does not add its level to the level requirement of any spell. A minor focus may also add a special +5 to any ritual dealing with its spell category. In addition, a minor focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.
- Sustain Animal**—The target animal thrives as if it were maintained under the best possible conditions for the animal in respect to food, shelter, and exercise. The animal must be fed, but the food can be inappropriate or of poor quality with no negative effect on the target animal. The animal will continue to grow even under very harsh conditions. Target animal can not have more mass than the caster.
- Enchant Corpus II**—As *Enchant Corpus I*, except the catalyst gains +2 to its level for casting purposes.
- Animal Summons I**—Caster can instantly summon a first level animal from the surrounding area. The summoned animal is under the control of the caster for as long as the caster concentrates. The general type of creature can be specified by

the caster, but exactly what the creature is should be determined by the GM. If the creature was summoned to be used for a task that is not dangerous to the animal, the duration of the 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.

- Divide Corpus II**—Caster can split a single corpus into two equal parts. Each part is just as effective as the original corpus. If this spell is ever cast a second time on an already split corpus, it is destroyed.
- Create Lesser Focus**—Caster enchants one minor focus making it a lesser focus. A lesser can be used to satisfy the spell category requirement of a spell in the spell category(s) to which it is attuned without being consumed in the process. A lesser focus may add one fourth of its normal level in PPs to any spell cast with it. A lesser focus may also add a special +10 to any ritual dealing with its spell category. In addition, a lesser focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.
- Animal Sleep III**—Puts any 3 animals to sleep. Will not affect enchanted creatures or creatures with greater than animal intelligence.
- Enchant Corpus III**—As *Enchant Corpus I*, except the catalyst gains +3 to its level for casting purposes.
- Befriending**—All animals within 10' will act friendly toward caster. This spell does not control the animals.
- Preserve Organic II**—As *Preserve Organic I*, except the organic material can be up to four times the caster's mass.
- Create Greater Focus**—Caster enchants one lesser focus making it a greater focus. A greater focus may use one third of its normal level in the casting of spells within its category. Additionally, a greater focus may add +15 to any associated ritual. In addition, a lesser focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.
- Animal Summons III**—As *Animal Summons I*, except caster can 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.
- Divide Corpus III**—As *Divide Corpus II*, except produces three usable corpi.
- Enchant Corpus IV**—As *Enchant Corpus I*, except the catalyst gains +4 to its level for casting purposes.
- Animal Sleep V**—As *Animal Sleep III*, except up to 5 animals may be affected.
- Create Major Focus**—Caster enchants one greater focus making it a major focus. A major focus may use one half of its normal level in the casting of spells within its category. Additionally, a major focus may add +20 to any associated ritual. In addition, a lesser focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.
- Enchant Corpus V**—As *Enchant Corpus I*, except the catalyst gains +5 to its level for casting purposes.
- Call of the Wild**—When cast on 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).
- Create True Focus**—Caster enchants one major focus making it a true focus. A true focus may use its normal level in the casting of spells within its category. Additionally, a true focus may add +30 to any associated ritual. In addition, a lesser focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.

SPECIAL NOTES

- None of the spells on this list require the use of catalysts. This list represents the caster's understanding and mastery of his catalyst school.
- A caster may only have one focus for every 5 levels of experience.



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CRYSTALIST CASTING

1. **Tap Tiny Crystal**—Allows the caster to tap the power of a tiny crystal catalyst. Each time a spell is cast from such a catalyst, one charge is drained, and if all of the charges are ever used, the crystal becomes "dead" and no further Tap or Charge spells will affect it.
2. **Charge Tiny Crystal**—Allows the caster to transfer some of his own power to a tiny crystal catalyst. The crystal must have been previously tapped by the caster. This spell will place d10 charges in the crystal, not to exceed its maximum total charges.
3. **Detect Charge**—The caster is instantly aware of the number of charges in a crystal and the category of catalyst the stone falls into. This spell will also inform the caster if the crystal is "dead," and if it contains a Gem Seed.
4. **Common Gem Seed**—Over the course of 1 hour, the caster summons forth a gem seed from a common crystal. The crystal must have a gem seed for this spell to work. This process does not harm the original crystal in any way, nor does it reduce the number of charges the crystal contains.
5. **Tap Small Crystal**—As *Tap Tiny Crystal*, except the caster may tap a small crystal catalyst.
6. **Charge Small Crystal**—As *Charge Tiny Crystal*, except the caster may charge a small crystal catalyst.
7. **Grow Common Seed**—Caster can propagate a new common crystal from a gem seed. The new crystal will be identical to the original in every respect, except that it will not contain a gem seed of its own. The caster must touch the gem seed when the spell is cast, but then the seed is placed in a mineral solution (a liquid solution with a high mineral content—medium Alchemy roll required to create). This process takes 5d10 days to complete.
8. **Semi-Precious Gem Seed**—As *Common Gem Seed*, except for the duration and a gem seed is extracted from a semi-precious crystal.
9. **Tap Medium Crystal**—As *Tap Tiny Crystal*, except the caster may tap a medium crystal catalyst.
10. **Charge Medium Crystal**—As *Charge Tiny Crystal*, except the caster may charge a medium crystal catalyst.
11. **Create Crystal Focus**—Allows caster to create a crystal focus. The crystal focus must be at least medium sized. Once created, the crystal focus allows the caster to cast spells through it from the spell category to which it is attuned. Casting spells through a focus does not use any charges and the focus contributes no power points to the spell. A crystal focus also adds +10 to any ritual rolls dealing with its spell category. A crystal focus also adds its level to all Spell Casting Static Maneuvers in the spell category to which it is attuned.
12. **Grow Semi-Precious Seed**—As *Grow Common Seed*, except for duration and a semi-precious crystal will be created. This process takes 10d10 days to complete.
13. **Tap Large Crystal**—As *Tap Tiny Crystal*, except the caster can tap a large crystal catalyst.
14. **Charge Large Crystal**—As *Charge Tiny Crystal*, except the caster may charge a large crystal catalyst.
15. **Precious Gem Seed**—As *Common Gem Seed*, except for the duration and a gem seed is extracted from a precious crystal.
16. **Tap Very Large Crystal**—As *Tap Tiny Crystal*, except the caster can tap a very large crystal catalyst.
17. **Charge Very Large Crystal**—As *Tap Tiny Crystal*, except the caster can tap a very large crystal catalyst.
18. **Grow Precious Seed**—As *Grow Common Seed*, except for duration and a precious crystal will be created. This process takes 20d10 days to complete.
19. **Rare Gem Seed**—As *Common Gem Seed*, except for the duration and a gem seed is extracted from a rare crystal.
20. **Tap Huge Crystal**—As *Tap Tiny Crystal*, except the caster can tap a huge crystal catalyst.
25. **Charge Huge Crystal**—As *Tap Tiny Crystal*, except the caster can tap a huge crystal catalyst.

ESSENCE TP SPELL LIST 14.1.4

CRYSTALIST CASTING

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Tap Tiny Crystal	1 crystal	—	touch	U
2	Charge Tiny Crystal	1 crystal	—	touch	U
3	Detect Charge	1 crystal	—	touch	U
4	Common Gem Seed	1 crystal	1 hour	touch	E
5	Tap Small Crystal	1 crystal	—	touch	U
6	Charge Small Crystal	1 crystal	—	touch	U
7	Grow Common Seed	1 seed	varies	touch	E
8	Precious Gem Seed	1 crystal	2 hours	touch	E
9	Tap Medium Crystal	1 crystal	—	touch	U
10	Charge Med. Crystal	1 crystal	—	touch	U
11	Create Crystal Focus	1 crystal	24 hours	touch	U
12	Grow Precious Seed	1 seed	varies	touch	E
13	Tap Large Crystal	1 crystal	—	touch	U
14	Charge Large Crystal	1 crystal	—	touch	U
15	Precious Gem Seed	1 crystal	4 hours	touch	E
16	Tap Large Crystal	1 crystal	—	touch	U
17	Charge Large Crystal	1 crystal	—	touch	U
18	Grow Precious Seed	1 seed	varies	touch	E
19	Rare Gem Seed	1 crystal	8 hours	touch	E
20	Tap Huge Crystal	1 crystal	—	touch	U
25	Charge Huge Crystal	1 crystal	—	touch	U
30	Grow Rare Seed	1 seed	varies	touch	E
50	Crystal Rebirth	1 crystal	24 hours	touch	E

30. **Grow Rare Seed**—As *Grow Common Seed*, except for duration and a rare crystal will be created. This process takes 40d10 days to complete.

50. **Crystal Rebirth**—Caster returns a "dead" crystal to "life." He must hold the crystal and concentrate his will upon it for an entire day. At the end of this period, the caster will have no power points, and the crystal will have one charge.

SPECIAL NOTES

- 1) A caster may only have one focus for every 5 levels of experience.
- 2) Crystal Size Chart is shown in Section 6.



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ESSENCE TP SPELL LIST 14.1.5

GUILDCRAFT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Book Analysis	1 text	—	touch	I
2	Detect Copy	1 text	—	touch	I
3	Dictate	1 page	C	10'	U
4	Clean	Varies	P	touch	I
5	Repel Small Vermin	10'R	1 hour	50'	F
6	Locate Copy I	1 copy	—	1 mile	I
7	Repel Filth	1 target	1 hour	10'	I
8	Lesser Seal	1 text	varies	touch	I
9	Sterilize	10'R	—	10'	I
10	Key Book	1 text	P	touch	I
11	Book Ward III	1 text	varies	touch	I
12	Locate Copy II	1 copy	—	10 miles	I
13	Preserve Book	1 text	P	touch	I
14	Greater Seal	1 text	varies	touch	I
15	Book Ward V	1 text	varies	touch	I
16	Repel Large Vermin	10'R	3 hours	50'	F
17	Locate Copy III	1 copy	—	50 miles	I
18	Revitalize Manuscript	1 text	P	touch	F
19	Spell Lore	1 target	—	100'	I
20	Mass Clean	10'R	P	50'	F
25	Book Ward X	1 text	varies	touch	I
30	Exterminate	10'R	—	10'	F
50	Spell Book	1 text	P	touch	I

GUILDCRAFT MASTERY

- Book Analysis**—Caster learns significant details of a book's past including the original author, the approximate age of the book, whether or not the book is keyed to a specific individual (but not who), and whether or not the book is sealed or warded.
- Detect Copy**—Caster can detect whether or not a book has been copied. The caster detects the existence (but not location) of all copies made within 1 year per level of the caster. For the purposes of this spell, the caster would be aware if the target book itself was a copy if made within the time frame.
- Dictate**—Caster may dictate to a blank page or book and his words will appear on the page in his own handwriting (must have appropriate writing knowledge for the language). The caster's words can be in any color and the caster can vary the appearance (font, size, underline, etc.) at will.
- Clean**—Target area (up to 1 square foot of surface area per level of caster) is completely cleaned of dirt, sweat, blood, grime, and accumulated filth. The filth all collects in a pile near the target area.
- Repel Small Vermin**—All zero level and first level creatures (of a type determined by the caster to be pests) must leave the area of effect. This spell only works on creatures with animal intelligence or less.
- Locate Copy I**—Allows the caster to locate all copies of a book within the range of the spell. The caster must have previously cast Book Analysis on the book or on one of its copies.
- Repel Filth**—Target repels dirt, mud, blood, and grime for the duration of this spell (i.e., such filth will not cling to the target).
- Lesser Seal**—Caster places a magical wax seal on the target book. When sealed, the caster determines a triggering event, sound, phrase, movement, etc. that will unseal the book. While sealed, the book may not be opened or used in any way. During this time, the book may not be damaged by the normal environment, it will not age, and the book will repel minor insects and vermin that might damage the book.

- Sterilize**—All zero level creatures (of animal intelligence or less) in the area of effect (including molds etc.) are instantly dead with no RR (unless magical in nature). Does not act as a Cure Disease spell.
- Key Book**—Caster "keys" a target book to a specific person. Keyed books are +25 to resist all types of disenchant spells. Only the keyed person may read the target book. Anyone else attempting to read the book find the words to be nonsensical. If someone other than the caster of this spell or the keyed person attempts to cast Key Book on a previously keyed book, then the book resists the spell at +25.
- Book Ward III**—Caster can place up to a third level spell into a book ward on any book (scroll, letter, etc.). Within one minute of casting the Book Ward spell, the spell to be emplaced must be cast (within 10'). The ward may be visible or invisible as the caster determines at the time of casting. When emplaced, the ward's trigger must be chosen, which may be a specified time period, specified movements, specified sounds, touch, reading, violent actions in the area, etc. If anything occurs to trigger the ward, the ward will fade as the emplaced spell is cast (at reader, area of effect, at book, as determined at time of emplacement). A ward can only be triggered once before it disappears. Only one ward may be active on any given book at a time.
- Locate Copy II**—As *Locate Copy I*, except range is 1 mile and if the copy is outside of this range, the caster receives a general impression of the direction of the nearest copy.
- Preserve Book**—Target book is protected from normal wear and tear, withering, aging, etc.
- Greater Seal**—As *Lesser Seal*, except the target book has a buffer of 35 HPs that must be overcome in a single attack before any damage is applied to the book.
- Book Ward V**—As *Book Ward III*, except up to 5th level spells may be emplaced.
- Repel Large Vermin**—As *Repel Small Vermin*, except affects pests up to 3rd level.
- Locate Copy III**—As *Locate Copy II*, except range is 50 miles.
- Revitalize Manuscript**—Completely rejuvenates any book, manuscript, tome, etc., of which the caster has a major portion. This spell repairs all damage done due to water damage, fire, vermin, etc. This book will not replace missing pages or portions of a book. For example, a book damaged in a fire could have partially burned pages restored to the extent that there remains a crisped page to repair. If any page was reduced to ash, then those pages could not be replaced.
- Spell Lore**—Caster learns the basic spell parameters of any spell in effect or alternatively that a target is preparing to cast. This allows the caster to learn how long a spell has been in effect and how long it will remain in effect.
- Mass Clean**—As *Clean*, except effects all targets in the area of effect.
- Book Ward X**—As *Book Ward III*, except up to 10th level spells may be emplaced.
- Exterminate**—As *Sterilize*, except first level creatures may also be affected. First level creatures do get a RR.
- Spell Book**—Caster records his knowledge of any one spell list into a spell book. The caster must have a number of sheets of rune paper equal to the number required for the spell book (see Learning from Books). The process of creating the book takes 1 week. The book may be used as a +25 source book by other casters attempting to learn that list, or alternatively used like rune paper to cast individual spells from the recorded spell list. Anyone attempting to cast a recorded spell must spend 5 rounds preparing and reading the spell in the book; the spell may be cast with a Read Runes skill roll. Any spell cast from the book in this manner removes the spell from the book. Anyone researching the list from a book with gaps in it will have gaps in their knowledge of the list.



HEARTH MAGIC

1. **Food Preparation**—Gives caster a +20 to all Cooking maneuvers and +10 to anyone to whom he describes the preparation. May also be used to chill or warm a food to the proper serving temperature.
2. **Flame Starter**—Causes a 2" flame to spring from the caster's finger. This flame will ignite any flammable material just as a normal fire would.
3. **Food Preservation**—This spell perfectly prepares one day's worth of food (1 ration) for one week. Also instantly freshens any slightly turned or spoiled food (e.g., wilted lettuce).
4. **Food Dehydration I**—This spell removes most of the water from one day's worth of food, reducing the weight of the food by 80%-90%. The food will be edible only after water has been added to it (approximately 2 quarts per ration). As long as the food is dry, the food remains dehydrated and the normal spoilage rate is decreased by 10 times.
5. **Condensation I**—Caster condenses 1 cubic foot of water from the surrounding air.
6. **Sustenance Purification**—This spell neutralizes abnormal diseases, poisons, and other similar substances in one day's worth (1 ration) of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food. Special magical poisons/diseases might be allowed a RR (GM's discretion). When the duration ends, any poisons or diseases return to normal potency. Any food consumed during the duration remains purified permanently.
7. **Heat/Cook**—Allows caster to heat a cooking container to any desired temperature (up to 500°). This spell will also allow caster to cook food in the desired method (e.g. bake, fry, steam, braise, etc).
8. **Season**—Caster creates a smell and taste illusion that alters the flavor of food within one container to any reasonable taste, by simulating the effects of spices or seasonings upon the food.
9. **Chill/Ice/Freeze**—Allows caster to chill a container to any desired temperature (down to -40°).
10. **Create Setting**—Creates a table, chairs, tablecloth and up to 12 place settings, candles, etc. Everything needed for a meal is provided except for food and drink. At the end of the duration, all created items vanish. If the created items are used in any manner other than for dining then they instantly vanish.
11. **Food Dehydration III**—As *Food Dehydration I*, except 3 rations are prepared.
12. **Cookery**—Automatically and successfully prepares one course of food, taking only half the normal preparation time. In addition to normal cooking, caster also detects any spoiled or poisoned food.
13. **Condensation III**—As *Condensation I*, except caster creates 3 cubic feet of water.
14. **Forage**—Allows caster to digest grass, wood, woody stems, etc. and receive nourishment from such for one day.
15. **Age**—Allows caster to age food or drink by up to 20 years. This can be used to improve the flavor of certain foods or it can be used to rot the target food.
16. **Detect Poison**—Caster may detect any poison. The caster may concentrate on a different 1'R each round.
17. **Sustenance Purification True**—As *Sustenance Purification*, except purifies up to 20 rations.
18. **Food Dehydration V**—As *Food Dehydration I*, except preserves 5 rations.
19. **Condensation V**—As *Condensation I*, except produces 5 cubic feet of water.
20. **True Cookery**—As *Cookery*, except may prepare one course per level of the caster.

ESSENCE TP SPELL LIST 14.1.6

HEARTH MAGIC

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Food Preparation	1 course	v	touch	F
2	Flame Starter	self	C	self	F
3	Food Preservation	1 ration	1 week	touch	F
4	Food Dehydration I	1 ration	v	touch	F
5	Condensation I	1 cu'	P	1'	F
6	Sustenance Purification	1 ration	1 hour	touch	F
7	Heat/Cook	varies	1 hour	touch	F
8	Season	varies	1 hour	touch	F
9	Chill/Ice/Freeze	varies	2 hours	touch	F
10	Create Setting	varies	1 hour	touch	F
11	Food Dehydration III	3 rations	v	touch	F
12	Cookery	1 course	v	10'	F
13	Condensation III	3 cu'	P	1'	F
14	Forage	caster	1 day	self	U
15	Age	1 ration	P	touch	F
16	Detect Poison	1' radius	C	10'	F
17	Sustenance Purif. True	20 rations	P	touch	F
18	Food Dehydration V	5 rations	v	touch	F
19	Condensation V	5 cu'	P	1'	F
20	True Cookery	1 course/lvl	v	10'	F
25	Forage True	caster	1 month	self	U
30	Banquet	varies	6 hours	self	F
50	Hearth Mastery	caster	10 minutes	varies	U

25. **Forage True**—As *Forage*, except for duration.

30. **Banquet**—As *Create Setting*, except caster creates everything necessary for one meal. Provides food and drink (any type), all serving and dining implements, table, chairs, lighting, linen, etc. The banquet can serve up to 20 people with up to 10 courses.

50. **Hearth Mastery**—Caster may use any lower level spell on this list each round for the duration of this spell.



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ESSENCE TP SPELL LIST 14.1.7

HERBALIST CASTING

Lvl	Spell	Area of Effect	Duration	Range	Typ
1	Flora Lore	caster	1 hour	self	1
2	Call Catalyst*	1 herb	—	self	1
3	Enchant Herb I	1 herb	P	touch	0
4	Plant Stasis I	1 plant	1 week	1'	1
5	Create Minor Focus	1 herb	P	touch	1
6	Optimum Conditions	1 plant	1 month	1'	1
7	Enchant Herb II	1 herb	P	touch	1
8	Locate Herb	100'R	v	200'	1
9	Divide Herb II	1 herb	P	touch	1
10	Create Lesser Focus	1 herb	P	touch	1
11	Plant Restore	1 plant	P	1'	1
12	Enchant Herb III	1 herb	P	touch	1
13	Protect Plant	1 plant	1 season	1'	1
14	Plant Stasis II	1 plant	1 season	1'	1
15	Create Greater Focus	1 herb	P	touch	1
16	Speed Growth II	10'R	1 day	10'	1
17	Divide Herb III	1 herb	P	touch	1
18	Enchant Herb IV	1 herb	P	touch	1
19	Tree Restore	1 tree	P	1'	1
20	Create Major Focus	1 herb	P	touch	1
25	Enchant Herb V	1 herb	P	touch	1
30	Protect Plant True	1 plant	P	1'	1
50	Create True Focus	1 herb	P	touch	1

HERBALIST CASTING

- Flora Lore**—Caster receives a special +25 to all Flora Lore rolls and +10 to all Herb Lore rolls.
- Call Catalyst**—Caster instantly summons any one catalyst in his possession to his hand for immediate use.
- Enchant Herb I**—Caster permanently enchants one herbal catalyst. The enchanted catalyst gains +1 to its level for casting purposes. This spell has no effect on healing herbs. Any subsequent casting of an Enchant spell on the catalyst destroys the catalyst.
- Plant Stasis I**—Caster freezes the passage of time for target plant (can not have more mass than the caster). This plant will neither grow, deteriorate, nor require any form of sustenance.
- Create Minor Focus**—Caster enchants one herbal catalyst making it a minor focus. A minor focus will never deteriorate through age or wear regardless of its composition. A minor focus can be used to satisfy the spell category requirement of a spell in the spell category to which it is attuned without being consumed in the process. A minor focus does not add its level to the level requirement of any spell. A minor focus may also add a special +5 to any ritual dealing with its spell category. In addition, a minor focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.
- Optimum Conditions**—The target plant grows as if it were maintained under the best possible conditions for the plant in respect to sunlight, water, nutrients, and so forth. The plant will continue to grow even under very harsh conditions. Target plant can not have more mass than the caster.
- Enchant Herb II**—As *Enchant Herb I*, except the catalyst gains +2 to its level for casting purposes.
- Locate Herb**—Caster can locate a specific herb if it lies within the target area.

9. **Divide Herb II**—Caster can split a single dose of herb into two equal parts. Each part is just as effective as the original dose. If this spell is ever cast a second time on a split dosage, it is destroyed.

10. **Create Lesser Focus**—Caster enchants one minor focus making it a lesser focus. A lesser can be used to satisfy the spell category requirement of a spell in the spell category to which it is attuned without being consumed in the process. A lesser focus may add one fourth of its normal level in PPs to any spell cast with it. A lesser focus may also add a special +10 to any ritual dealing with its spell category. In addition, a minor focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.

11. **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).

12. **Enchant Herb III**—As *Enchant Herb I*, except the catalyst gains +3 to its level for casting purposes.

13. **Protect Plant**—Target plant is protected from one elemental force (specified at time of casting) for the duration of this spell. The target plant receives a special bonus of +25 versus all attacks associated with this element. The spell is totally protected from natural occurrences of this element. For example, a plant that is protected from wind could not be blown down by a hurricane.

14. **Plant Stasis II**—As *Plant Stasis I*, except plant can be up to four times the caster's mass.

15. **Create Greater Focus**—Caster enchants one lesser focus making it a greater focus. A greater focus may use one third of its normal level in the casting of spells within its category. Additionally, a greater focus may add +15 to any associated ritual. In addition, a minor focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.

16. **Speed Growth II**—Allows caster to increase the speed of growth for all plants in area of effect by 100 times.

17. **Divide Herb III**—As *Divide Herb II*, except produces three usable doses.

18. **Enchant Herb IV**—As *Enchant Herb I*, except the catalyst gains +4 to its level for casting purposes.

19. **Tree Restore**—As *Plant Restore*, except it can affect any plant (including trees).

20. **Create Major Focus**—Caster enchants one greater focus making it a major focus. A major focus may use one half of its normal level in the casting of spells out of its category. Additionally, a major focus may add +20 to any associated ritual. In addition, a minor focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.

25. **Enchant Herb V**—As *Enchant Herb I*, except the catalyst gains +5 to its level for casting purposes.

30. **Protect Plant True**—As *Protect Plant*, except duration is permanent.

50. **Create True Focus**—Caster enchants one major focus making it a true focus. A true focus may use its normal level in the casting of spells within its category. Additionally, a true focus may add +30 to any associated ritual. In addition, a minor focus adds its level to any Spell Casting Static Maneuvers for spells in the spell category(s) to which it is attuned.

SPECIAL NOTES

- None of the spells on this list require the use of catalysts. This list represents the caster's understanding and mastery of his catalyst school.
- A caster may only have one focus for every 5 levels of experience.



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MAGICAL ROPES

1. **Magical Rope I**—If the caster holds one end of a rope, it can be made to move in any direction, tie itself in knots for as long as the caster concentrates. Alternatively, the caster may choose to make the rope attack a foe up to 20' away. The caster may develop skill in this attack (as a Directed Spell skill). Resolve the attack as a Small Grapple melee attack. The rope has a DB of +5, an AT of 1, and has 5 hits. If it reaches 0 (or less) concussion hits, the spell is canceled for this rope.

2. **Personal Rope**—Allows caster to make a rope (of no more than 5' per level in length) magical. Any maneuvers the caster performs with this rope will receive a special bonus of +25. Maneuvers performed by others will receive a special bonus of +10. Once made magical, the rope will support twice the weight it could before. A caster can only have one Personal Rope at any one time. If the caster ever casts Personal Rope on another rope, the old one loses its enchantment.

3. **Mystical Bond I**—The caster can place one end of the rope in any position and it will remain fixed there. Normal rules for encumbrance limits will apply to this bond (though the caster's weight should be used as the target weight).

4. **Magical Rope II**—As *Magical Rope I*, except the rope has a +10 DB and 30 hits.

5. **Carpet Flying I**—Allows the caster to activate a carpet prepared by the higher level spells on this list. The carpet will fly at a rate of up to 25' per round. The caster must concentrate to make the carpet move. Skill in "maneuvering" the carpet may be developed.

6. **Multiple Ropes II**—The next "rope" spell cast from this list will affect two ropes (this applies to any spell on this list that has as a target "one rope").

8. **Magical Rope III**—As *Magical Rope I*, except the rope has a +15 DB, 50 hits, and the attack is resolved as a Medium Grapple attack.

9. **Carpet Flying II**—As *Carpet Flying I*, except the carpet can move up to 50' per round.

10. **Mystical Bond II**—As *Mystical Bond I*, except for the duration and the normal strength of the rope is doubled.

11. **Rigidity**—The rope (up to 100' in length) this spell is cast on will keep the same form for the duration of the spell. It has the approximate strength of bands made of iron.

12. **Multiple Ropes III**—As *Multiple Ropes II*, except affects 3 ropes.

13. **Flying Carpet**—Allows caster to create a Flying Carpet that he can command. A caster can only have one Flying Carpet at a time. The creation process takes one week and this spell must

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MAGICAL ROPES

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Magical Rope I	1 rope	C	touch	U
2	Personal Rope	1 rope	P	touch	U
3	Mystical Bond I	1 rope	1 hour	touch	U
4	Magical Rope II	1 rope	C	touch	U
5	Carpet Flying I	1 carpet	30 min (C)	touch	U
6	Multiple Ropes II	2 ropes	varies	varies	U
7					
8	Magical Rope III	1 rope	C	touch	U
9	Carpet Flying II	1 carpet	1 hour (C)	touch	U
10	Mystical Bond II	1 rope	2 hours	touch	U
11	Rigidity	1 rope	2 hours	touch	U
12	Multiple Ropes III	3 ropes	varies	varies	U
13	Flying Carpet	1 carpet	P	touch	U
14	Magical Rope IV	1 rope	C	touch	U
15	Carpet Flying III	1 carpet	2 hours (C)	touch	U
16					
17	Multiple Ropes V	5 ropes	varies	varies	U
18					
19	Carpet Flying IV	1 carpet	3 hours (C)	touch	U
20	Flying Carpet True	1 carpet	P	touch	U
25	Carpet Flying True	1 carpet	4 hours (C)	touch	U
30	Multiple Ropes True	varies	varies	varies	U
50	Rope Mastery	varies	1 rnd/lvl	varies	U

be successfully cast once each day. The carpet will support the normal weight limits for spells. The size of the carpet can be any size up to 50 square feet. If it ever takes more than 50 hits, the caster must land and repair it. If the carpet ever takes more than 100 hits it will be destroyed (and will fall if flying at the time). Note that the caster must cast a *Carpet Flying* spell to make the carpet fly once it is created.

14. **Magical Rope IV**—As *Magical Rope III*, except the rope has a DB of +30 and 80 hits.

15. **Carpet Flying III**—As *Carpet Flying II*, except the move rate is 75' per round.

17. **Multiple Ropes V**—As *Multiple Ropes II*, except affects 5 ropes.

19. **Carpet Flying IV**—As *Carpet Flying I*, except the move rate is 100' per round.

20. **Flying Carpet True**—As *Flying Carpet*, except will hold double the normal encumbrance limits for spells. The carpet can be up to 100 square feet in area and can take 100 hits before needing repairs (taking 200 hits before being destroyed).

25. **Carpet Flying True**—As *Carpet Flying I*, except the rate is 150' per round.

30. **Multiple Ropes True**—As *Multiple Ropes II*, except up to 12 ropes are affected.

50. **Rope Mastery**—The caster can use any lower spell on this list each round.

SPECIAL NOTE

See *Spell Law*, Section 7.1.12 for more information about encumbrance limits for spells.



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ESSENCE TP SPELL LIST 14.1.9

MENDING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Mend String	1 string	P	touch	U
2	Mend Parchment	1 sheet	P	touch	U
3	Mend Rope	1 rope	P	touch	U
4	Mend Cloth	1 item	P	touch	U
5	Mend Leather	1 item	P	touch	U
6	Mend Wood	1 item	P	touch	U
7	Mend Earth & Ceramics	1 item	P	touch	U
8	Mend Horn/Bone/Antler	1 item	P	touch	U
9	Mend Base Metal	1 item	P	touch	U
10	Mend Common Stone	1 item	P	touch	U
11	Mend Precious Metal	1 item	P	touch	U
12	Mend Semi-Prec. Stone	1 item	P	touch	U
13	Mend Precious Stone	1 item	P	touch	U
14	Mend Magic Parchment	1 item	P	touch	U
15	Mend Magic Cloth/Rope	1 item	P	touch	U
16	Mend Magic Leather	1 item	P	touch	U
17	Mend Magic Wood	1 item	P	touch	U
18	Mend Magic Horn	1 item	P	touch	U
19	Mend Magic Earth	1 item	P	touch	U
20	Mend Magic Stone	1 item	P	touch	U
25	Mend Magic Metals	1 item	P	touch	U
30	Mending True	1 item	P	touch	U
50	Mending Mastery	caster	10 minutes	self	U

MENDING WAYS

- Mend String**—Mends multiple rips in a piece of string/twine up to 0.25" diameter. All bits must be collected together (i.e. within a 10' radius). The string is returned to its pre-ripped state. If pieces are missing or destroyed (i.e., burned to ash) the string can still be repaired but it will be structurally weaker and more susceptible to unraveling. Caster may mend up to 5 feet of string.
- Mend Parchment**—As *Mend String*, except mends parchment, paper, vellum, etc. Caster may mend 5 square foot of paper.
- Mend Rope**—As *Mend String*, except mends rope. Caster may mend up to 15 feet of rope.
- Mend Cloth**—As *Mend String*, except mends cloth. Caster may mend 5 square foot.

- Mend Leather**—As *Mend String*, except mends leather, hide, skin, etc. Caster may mend 5 square foot of leather.

- Mend Wood**—As *Mend String*, except mends multiple breaks in non-magical wood. This can be used to repair cracks or to reassemble broken pieces. Caster may mend 5 cubic foot of wood.

- Mend Earth & Ceramics**—As *Mend String*, except mends earth, ceramics, etc. Caster may mend 5 cubic foot of ceramics.
- Mend Horn/Bone/Antler**—As *Mend String*, except mends hard animal substances such as bone, horn, or antler. Caster may mend 1 bone up to 2 cubic foot.
- Mend Base Metal**—As *Mend String*, except mends iron, tin, lead, etc. Caster may mend up to 5 cubic foot.
- Mend Common Stone**—As *Mend String*, except mends ordinary stone and glass. Caster may mend up to 5 cubic foot.
- Mend Precious Metal**—As *Mend String*, except mends platinum, gold, silver, etc. Caster may mend up to 1 cubic foot.
- Mend Processed Metal**—As *Mend String*, except mends alloys, steel, and other hard, processed metals. Weapons and armor mended by use of this spell are returned to normal strength, so long as every fragment of the original was available for the mending process. Otherwise, the GM should determine a reduced strength for the item. Caster may mend up to 1 cubic foot.
- Mend Crystal**—As *Mend String*, except mends cracks and flaws in crystals. To reassemble a large crystal, all of the fragments of the original crystal must be present. Caster may mend up to 15 karats.
- Mend Magic Parchment**—As *Mend Parchment*, except mends magical parchment, etc.
- Mend Magic Cloth/Rope**—As *Mend Cloth*, except mends magic cloth or rope.
- Mend Magic Leather**—As *Mend Leather*, except mends magic leather.
- Mend Magic Wood**—As *Mend Wood*, except mends magic wood.
- Mend Magic Horn**—As *Mend Horn*, except mends magic horn.
- Mend Magic Earth**—As *Mend Earth*, except mends magic earth or ceramics.
- Mend Magic Stone**—As *Mend Stone*, except mends magic stone or glass.
- Mend Magic Metals**—As *Mend Metals*, except mends magic metals.
- Mending True**—As *Mend String*, except mends all facets of any one item regardless of the item's composition. Total mass may not exceed 30 cubic feet. All bits must be within 50'R.
- Mending Mastery**—Allows caster to use any of the lower level spells on this list each round for the duration of this spell.

SPECIAL NOTES

- A magic item that is broken may have lost its enchantment. Repairing the physical damage will not return the item to an enchanted status if this is the case.
- If the caster attempts to cast this spell without appropriate tools or materials for the repair, the item resists the spell with a level equal to the level of the spell required to mend the material. If the item resists, then the item cannot be mended until the caster advances a level or else finds appropriate tools for the job. For example, Rumil's family lute was destroyed by an angry specter. Rumil decides to cast *Mend Wood* on the body of the lute, though the GM determines that Rumil does not have the appropriate lute making tools for the job. Rumil casts the spell and the lute resists as if it were 6th level (*Mend Wood* is a 6th level spell). The item resists and Rumil has to study the lute's structure for a level or until he can find some specialized tools. Alternatively, the GM can determine that all items get a RR whether the caster has tools or not.
- All effects on this list occur over a period of time equal to 1 minute per level of the spell. During this time the caster must be working on the material with the appropriate tools or else the spell fails.



MIRROR MAGIC

1. **Create Mirror**—Allows caster to magically create a mirror (up to 6'x6') from any appropriate glass object. Caster must concentrate for 3 rounds after this spell is cast for the mirror to form. At the end of the duration, the glass object will return to its normal form.
2. **Steal Reflection**—Target has no reflection in mirrors and other reflective objects. This can affect other spells on this list (*Reflection Double*, *Reflect Inner Truth*, and *Mirror Slave*).
3. **Floating Mirror**—Allows caster to levitate a flat mirror (no larger than 2'x2'). The mirror must remain in sight of the caster at all times. While the caster concentrates, the mirror can be maneuvered around a within range of the spell at a rate of 20' per round.
4. **Reflection Scry**—Allows caster to gaze into a reflective surface and gain knowledge regarding one specific topic. This information will be conveyed in an indirect, symbolic, and metaphorical manner. The caster is in a trance like state for the duration of his vision.
5. **Mirror Rune**—Prepares a mirror to receive a rune. An appropriate rune spell must be cast on the mirror within one minute after casting this spell, and then the spell to be enruned must be cast (as per the normal rules for runes). The rune will be activated by someone looking in the mirror (if the spell has one target, the first person to look in the mirror becomes the target). Once the spell has been discharged, the rune fades. The caster will not trigger his own mirror runes.
6. **Mirror Wall**—Creates a 10'x10'x1" mirrored wall. This wall can take 50 concussion hits before shattering.
7. **Mirror Door I**—This spell may be cast on two mirrors that are within 1000' feet of each other (at the time of casting). The mirrors must have the spells cast upon them within 1 day. The mirrors must be at least 2'x3' in size. At any time during the duration of this spell, the caster may step "into" one of the two mirrors and emerge "out of" the other. If either mirror is moved, the spell is dispelled. Note that this spell must be cast separately on each mirror of a pair (and only two mirrors at a time may hold this spell).
8. **Reflect Invisible**—When cast on an appropriate reflective surface, the surface will reflect all objects, including those that are masked by magic.
9. **Mirror Illusion**—Allows the caster to create an illusionary image in any mirror (up to 10'x10' in size). The illusion is purely visual, but the caster may control the movement of objects in the image, or change the entire image by concentrating.
10. **Mirror Question I**—Allows caster to ask a single "yes/no" question when gazing into a mirror. He will receive a correct answer 75% of the time, an incorrect answer 20% of the time and a detailed answer 5% of the time.
11. **Mirror Trance**—When cast on a mirror, this spell traps the gaze of the next person who looks into it and fails a RR. If trapped, the victim will stand or sit immobile, and continue to look unwaveringly into the mirror, paying absolutely no attention to any activity around him (target can initiate no actions). The mirror trance can be interrupted by breaking the victim's visual contact with the mirror. The caster is immune to his own *Mirror Trance* spells.
12. **Reflection Double**—Pulls target's reflection from mirror, to become a doppelganger-like entity under control of the caster as long as he concentrates. The reflection has same skills and combat abilities as the target (though any wounds the target had at the time of casting will also appear on the double). If the target is a spell caster, the double will have the same number of PPs the target had at the time of the casting of this spell. For each wound the double takes, the target takes half as much damage (both half the concussion and half of all other penalties).
13. **Shatter Mirrors**—All mirrors in the radius shatter explosively. Victims within 50' of any mirrors, who are unable to make maneuver rolls to avoid the flying shards of glass take d10 'A' slash criticals.
14. **Reflect Inner Truth**—If target fails his RR, anyone in his presence will see a representation of his "true inner self" in reflective surfaces. For example, if the target is a blowhard bully who is really a coward, his reflection may depict him as a sheep.
15. **Mirror Question II**—As *Mirror Question I*, except answer may consist of a short phrase (no more than 10 words).

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MIRROR MAGIC

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Create Mirror	1 glass object	1 day	touch	U
2	Steal Reflection	1 target	1 day/10 fail	10'	F
3	Floating Mirror	1 mirror	1 min/lvl (C)	100'	U
4	Reflection Scry	caster	C	self	L
5	Mirror Rune	1 mirror	varies	touch	U
6	Mirror Wall	10'x10'x1"	5 min	10'	F
7	Mirror Door I	2 mirrors	1 week	touch	U
8	Reflect Invisible	1 mirror	1 hour	10'	F
9	Mirror Illusion	1 mirror	2 hours	100'	F
10	Mirror Question I	1 mirror	1 question	10'	F
11	Mirror Trance	1 target	varies	10'	F
12	Reflection Double	1 target	15 min (C)	10'	F
13	Shatter Mirrors	50'R	—	100'	U
14	Reflect Inner Truth	1 target	15 min	10'	F
15	Mirror Question II	1 mirror	1 question	10'	F
16	Mirror Door II	2 mirrors	1 week	touch	U
17	Soul Trap	1 target	varies	10'	F
18	Spell Reflection	1 mirror	1 day	touch	C
19	Steal Reflection True	1 target	1 month/10 fail	10'	F
20	Mirror Door True	2 mirrors	—	touch	U
25	Mirror Maze	50'x50'	30 min	100'	U
30	Mirror Slave	1 target	1 month/10 fail	10'	F
50	Mirror Reality	caster	2 months	self	U

16. **Mirror Door II**—As *Mirror Door I*, except mirrors may be separated by up to a mile.

17. **Soul Trap**—Traps target's soul in a mirror designated by the caster (the caster must be touching the mirror when the spell is cast), where it will remain until the mirror is shattered. If the mirror is broken, the target takes a 'B' impact critical as his soul escapes.

18. **Spell Reflection**—Allows caster to use a mirror to deflect a spell that has just been cast on him. If the caster is touching his mirror and can position it between himself and the attacking spell, the caster of the attack spell becomes the victim of his own spell.

19. **Steal Reflection True**—As *Steal Reflection*, except for duration.

20. **Mirror Door True**—As *Mirror Door I*, the mirrors may be up to 10 miles apart.

25. **Mirror Maze**—Caster causes a maze of mirrors to spring up and occupy an area of up to 50'x50' (there can be no intervening objects such as walls within the designated area). Mirrors are 10' high and can withstand 50 concussion hits per 5' section before shattering. The "corridors" of the maze are 5' wide. Caster intuitively knows how to maneuver through his own maze.

30. **Mirror Slave**—As *Reflection Double*, except target's reflection becomes caster's personal slave, under his complete control. The target no longer has a reflection. The target's reflection can be restored by the caster or by the caster's death.

50. **Mirror Reality**—Allows caster to pass through a mirror, and enter the Mirror World. The Mirror World parallels the caster's "real world" only at the point of connection (the mirror). Beyond sight of the mirror, the world may be completely different. Caster must return to his own world through the same mirror he left it. If he remains longer than the spell duration, there is a 1% cumulative chance per day that he will become permanently trapped in the Mirror World. Note that if the mirror in the casters own world is moved or destroyed, he will be unable to return home until another mirror is placed in the same location as the previous one.



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ESSENCE TP SPELL LIST 14.1.11

NOMENIST CASTING

Lvl	Name	Area	Duration	Range	T
1	Identify Language	self	C	self	
2	Remember	self	C	self	
3	Dictate	page(s)	C	10'	
4	Text Analysis III	self	C	self	
5	Spoken III	1 writing	5 min (C)	touch	
6	Translation III	self	C	self	
7	Preserve Writing	1 writing	1 year	touch	
8	Restore Text I	1 book	—	touch	
9	Text Analysis V	self	C	self	
10	Spoken V	1 writing	C	touch	
11	Translation V	self	C	self	
12	Copy	1 writing	1 min/lvl	10'	
13	Text Analysis VII	self	C	self	
14	Spoken VII	1 writing	C	touch	
15	Translate VII	self	C	self	
16	Locate Text	self	—	self	
17	Restore Text II	self	—	touch	
18	Text Analysis X	self	C	self	
19	Spoken X	1 writing	C	touch	
20	Translate X	self	C	self	
25	Copy Text	1 writing	—	10'	
30	Restore Text True	1 book	—	touch	
50	Locate Magical Text	self	—	self	

NOMENIST CASTING

- Identify Language**—While concentrating, caster can identify any written or spoken language.
- Remember**—Allows caster to completely recall anything he says, reads, or hears while concentrating, for up to 1 month.
- Dictate**—Caster may dictate to a blank page or book and his words will appear on the page in his own handwriting (must have the appropriate writing knowledge for the language). The caster's words can be in any color and the caster can vary the appearance (font, size, underline, etc.) at will.
- Text Analysis III**—Caster can read text written in an unknown language. The caster reads as though he has rank 3 written in the language. This spell does not convey the sounds of the language, only knowledge of the content of the text.
- Spoken III**—Causes any written text to be vocalized aloud in the language in which it is written. It will be heard in the caster's voice. This spell will only read up to a rank 3 linguistic level. If the text is of a higher rank, any concepts beyond rank 3 will be skipped, stuttered over, or incomprehensible. The caster may stop concentrating on this spell to cast any of the Translation spells on this list, and then resume the Phonics spell.
- Translation III**—While concentrating, caster can understand and speak at rank 3 to any sentient being with whom he is conversing. This spell only allows verbal communicating (it is useless for trying to communicate to a race that only communicates mentally or through motions). The caster gains no lasting knowledge of the language; the spell magically translates the caster's words into sounds the being can understand and vice versa. If this spell is used in conjunction with a Spoken spell, the caster can eventually learn the language. This requires the caster to use these spells for at least 2 hours per day for 1 week.
- Preserve Writing**—Protects any one book or paper from normal wear and tear, aging, weathering, etc.

- Restore Text I**—Completely restores any non-magical book, or manuscript to its original condition. This spell will not replace lost pages or missing parts of pages, but will return faded or smeared pages to like new.
- Text Analysis V**—As *Text Analysis III*, except a text can be read to rank 5 of complexity.
- Spoken V**—As *Spoken III*, except the writing will be read at rank 5 of complexity.
- Translation V**—As *Translation III*, except the caster can understand and respond at rank 5 complexity and, used in conjunction with Spoken spell, the caster can learn a language.
- Copy**—Copies a book or document at the rate of 1 page per minute. The caster does not need to open the book or read the pages, but he does need to supply the paper to be written on.
- Text Analysis VII**—As *Text Analysis III*, except a text can be read to rank 7 of complexity.
- Spoken VII**—As *Spoken III*, except the writing will be read at rank 7 of complexity.
- Translation VII**—As *Translation III*, except the caster can understand and respond at rank 7 of complexity and, used in conjunction with Spoken spell, the caster can learn a language.
- Locate Text**—Caster knows the general direction (east, northeast, etc.) and approximate distance to a non-magical text that he has seen or has been given a detailed description of. This description should contain at least the title, author and general topic of the text.
- Restore Text II**—As *Restore Text I*, except will affect magical books.
- Text Analysis X**—As *Text Analysis III*, except a text can be read to rank 10 of complexity.
- Spoken X**—As *Spoken III*, except the writing will be read at rank 10 of complexity.
- Translation X**—As *Translation III*, except the caster can understand and respond at rank 10 of complexity and, used in conjunction with Spoken spell, the caster can learn a language.
- Copy Text**—Instantly makes a complete copy of a non-magical manuscript (25 pages or less). The caster must have sufficient blank paper to make the copy. Multiple castings of this spell can copy larger manuscripts.
- Restore Text True**—Will restore any text to new condition so long as at least half of it is present. This will repair any damage other than lost or completely destroyed pages. Any pages that are lost or destroyed will be replaced by a page that is a 75% correct replication of the original page.
- Locate Magical Text**—As *Locate Text*, except will work for magical texts.



OCEAN LAW

1. **Identify Vessel**—Caster learns the dimensions, carrying capacity, average crew size, average running speed, top running speed, and maneuverability of target vessel.
2. **Detect Weather**—Caster becomes aware of any threatening weather within the area of effect. This spell will only detect weather capable of putting the ship and crew in danger, not simple wind and rain.
3. **Compass**—Allows caster to know in which direction North lies.
4. **Location Marker**—Caster magically marks a location upon the ocean and will know the approximate direction and distance to that location for the duration of the spell. The caster can only have one Location Marker active per 5 levels (round up).
5. **Sextant**—So long as the stars are visible, the caster can determine his exact latitude in the world.
6. **Read Depth**—Caster learns the exact depth of the water under him at that moment.
7. **Clean Hull**—Caster is able to clean all crustacean growth and other buildup from the bottom of his ship. Creatures with a level of 1 or greater get a resistance roll.
8. **Purify Seawater**—Purifies water making it suitable for drinking and cooking.
9. **Set Sails**—Caster instantly sets target sails to the exact length and tautness that he desires. This allows the caster to maximize his control and speed on any sailing vessel.
10. **Row**—Target(s) of this spell may row at average pace for the duration of this spell without tiring. Caster may affect up to 1 target per 2 levels.
11. **Remove Water**—Caster can move 25 gallons per minute. The water is magically moved up to 50' away in a direction of the caster's choosing. There can be no intervening barriers from the initial location to the target location.
12. **Spyglass**—Allows the caster to view objects in the distance as if they were 10 times closer. This gives a +50 to all Observation maneuvers involving objects at a distance.
13. **Predict Wind**—The caster is able to anticipate which direction the wind will be blowing from in the minutes ahead. Under normal circumstances, this results in a 20% increase in the speed of the vessel.
14. **Clear Fog**—Totally dissipates all fog within in the area of effect for as long as the caster concentrates.
15. **Detect Shallows**—Caster gains knowledge of any areas within area of effect too shallow for the draft of his vessel.
16. **Steer**—Caster can steer the vessel from anywhere aboard the vessel as though he were at the rudder. This spell must be cast while holding the wheel or rudder of the vessel. After the spell has been cast, the caster may move freely about the ship.
17. **Anchor**—This spell creates an anchor of force with a connecting chain that will allow a medium sized vessel to hold its position in light winds (waves). It may be cast multiple times to compensate for a larger vessel or heavier waves.
18. **Locate Land**—Caster will learn the distance and direction to the nearest dry land (of significant size).
19. **Fill Sales**—Caster summons a steady strong wind that will blow in any desired direction for one ship only. This wind should be sufficient to propel any sailing vessel at full speed. If the summoned wind is set against existing wind patterns, then the GM may subtract from the vessel's rate of movement. If this spell is cast directly against a gale force wind or greater, then this spell automatically fails. This spell may only be cast while at sea.
20. **Calm Sea**—Caster causes the ocean surrounding him to become an area of calmness. This results in 1. 2' waves inside the radius of the spell. Heavy waves will get a RR to this spell with a bonus based on their severity (+50 for extremely severe storms). This spell will not cause any change in the amount of rain or wind in the radius.

ESSENCE TP SPELL LIST 14.1.12

OCEAN LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Identify Vessel	1 vessel	—	self	I
2	Detect Weather	20 mile R	—	self	I
3	Compass	caster	C	self	I
4	Location Marker	caster	1 week	self	I
5	Sextant	caster	C	self	I
6	Read Depth	caster	—	self	I
7	Clean Hull	1 ship	—	touch	I
8	Purify Seawater	10 gal	P	touch	I
9	Set Sails	1 sail	—	100'	I
10	Row	5 targets	2 hours	100'	I
11	Remove Water	varies	C	50'	I
12	Spyglass	caster	15 minutes	self	I
13	Predict Wind	caster	2 hours	self	I
14	Clear Fog	500' R	C	self	I
15	Detect Shallows	1 mile R	C	self	I
16	Steer	caster	15 minutes	self	I
17	Anchor	1 vessel	3 hours	touch	I
18	Locate Land	caster	—	self	I
19	Fill Sails	1 vessel	3 hours	touch	I
20	Calm Sea	1 mile R	C	self	I
25	Captain	caster	4 hours	self	I
30	Home Port	caster	—	self	I
50	Windless Sail	1 vessel	12 hours	touch	I

25. **Captain**—The caster has a complete knowledge of his vessel for the duration. He will constantly be aware of the direction his ship faces, any damage to the ship, the ship's speed, and the direction of the wind. Further, the confidence gained by the casting of this spell will cause sailors to obey orders from the caster quickly and thoroughly.
30. **Home Port**—Caster knows the exact distance and direction to the last port in which his ship was docked, and becomes aware of the best route to arrive there.
50. **Windless Sail**—Caster's ship will immediately begin moving at full speed in any desired direction regardless of wind. Caster may change direction at any time during this spell (as often as desired).



ESSENCE COMPANION



ESSENCE TP SPELL LIST 14.1.13

PREDICTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Cryptography	caster	10 min	self	U
2	Determine Difficulty	caster	—	self	I
3					
4	Educated Guess	caster	—	self	I
5	Study Patterns	caster	1 hour	sight	U
6	Study Person	caster	2 months	50'	P
7	Read Person I*	caster	—	self	U
8	Orienteering I	caster	—	self	I
9	Probable Location I	1 location	—	1 mile	I
10	Locate Person I	1 target	—	1 mile	I
11	Memory's Path*	caster	12 hours	self	I
12	Memorize Person	caster	—	self	U
13	Read Person II*	caster	—	self	U
14	Orienteering II	caster	—	self	I
15	Probable Location II	1 location	—	5 miles	I
16	Locate Person II	1 target	—	5 miles	I
17	Find Lost	1 object	—	500'	I
18	Verbal Truths	caster	30 min	self	I
19	Study Prophecy	caster	—	self	I
20	Revelation	10'R	C	100'	I
25	Know Weakness*	caster	1 rnd	self	U
30	Locate Opponent III	1 target	—	50 miles	I
50	Hypothesis Mastery	caster	10 min	self	U

PREDICTIONS

- Cryptography**—Caster gains a special insight into any cryptograph he is trying to decipher or trying to code. The character receives a special +25 to any cryptography maneuver for the duration of the spell. Alternatively, the caster may use this spell to create a personal code that he can only decipher through the use of this spell. Anyone attempting to decipher this code will be at -50.
- Determine Difficulty**—Caster gains special insight into the difficulty of any proposed maneuver. The GM should inform the character of the difficulty of the proposed maneuver as well as all modifications to the roll. The GM does not have to reveal the source of modifications that are not apparent, but does need to reveal the existence of them.
- Educated Guess**—When faced with a choice about which he has little information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the GM will determine if there are any obscure clues that might indicate the correct answer. If there are some overlooked clues, then the GM will inform the caster of the best choice biasing the choice favorably by 25% (e.g. on a 1-100 roll: 01-25 incorrect or 26-100 correct). If there are no clues, then the GM will randomly decide what the best choice is without any bonus.
- Study Patterns**—Caster gains a special insight into any pattern he is studying. The pattern could be anything from the stars in the heavens to spider webs to guard shifts. The character gets +25 to all maneuvers associated with understanding the pattern and determining any exceptions or changes in the pattern.
- Study Person**—Caster study's a person's outward appearance, mannerisms, clothing, and speech patterns to gain insight into the opponent's psyche. This understanding allows the character to take advantage of this insight through the use of higher level spells on this list. A caster can have any number of opponents studied at one time as he wishes, but at the end of the duration, the character forgets all of his insights.

- Read Person**—Caster can "read" a studied person that is within line of sight. By "reading" an opponent, the caster learns the opponent's intentions and most likely course of action for the next round. This is a detailed insight in that the caster will learn what the opponent will do as well as in which phase the opponent will do it. If this spell is cast during conversation with an opponent then the character should get a +10 to any Influence maneuvers against that opponent (as he can anticipate his opponent's emotions as well).
- Orienteering I**—Caster learns the location(s) of any "path(s)" within 500'; gives the nearest point on path, but not the path's course. The caster must either be familiar with the area, have been given directions, or have seen a map of the general area to use this spell accurately. If the caster does not meet one of these criteria then this spell will only give accurate results 75% of the time.
- Probable Location I**—As *Orienteering I*, except caster learns the most probable location(s) of a specific landmark, structure, or site (within range of this spell). This spell will only locate things that are larger than the caster in size.
- Locate Person**—Caster learns the direction and distance to a specified person who is currently "studied" through the use of a *Study Person* spell (he must be within range of this spell).
- Memory's Path**—Caster can remember an exact route he is travelling; whether or not he was without one or more of his senses (e.g. a caster could remember a trip even if he had been blindfolded).
- Memorize Person**—Caster can commit to memory any person currently "studied" through the use of a *Study Person* spell. The caster can only have one person per level memorized. If the caster attempts to memorize a person when he has already memorized his maximum number of persons, the oldest memorized person will "slip" from his memory and will be lost unless re-studied and re-memorized.
- Read Person II**—As *Read Person I*, except caster gains information on the next two rounds and receives a +25 to Influence maneuvers.
- Orienteering II**—As *Orienteering I*, except finds all paths within 1 mile.
- Probable Location II**—As *Probable Location I*, except range is 5 miles.
- Locate Person II**—As *Locate Person I*, except range is 5 miles.
- Find Lost**—Caster can locate any 1 object with which he is familiar. If the object is not in range, the caster learns nothing.
- Verbal Truths**—For the duration of the spell, the caster detects all non-magical lies (magical lies have a 50% chance of being detected). If the caster is subject to an ongoing series of lies, he has a chance to determine the actual truth, assuming that the liar is trying to hide the truth. The chance of determining the truth in this manner is based on the GM's discretion.
- Study Prophecy**—Caster learns all of the conditions and facts behind a prophecy. The caster can identify the age of the prophecy, the origin of the prophecy, and a general indication of the time the prophecy should come to pass. The caster has a 50% chance of learning if a supposed prophecy is a total hoax.
- Revelation**—Caster may locate all hidden openings in the area of effect. This spell will only hidden openings that are normally concealed (i.e., not magical). Caster may concentrate on a different area each round.
- Know Weakness**—When cast upon a studied person, this spell allows the caster to learn a target's greatest weakness. This weakness can be a physical deformity, a mental deficiency, or a magical susceptibility. Alternatively, the caster can use this spell once per day to make one attack against the person that ignores the opponent's DB.
- Locate Person III**—As *Locate Person I*, except for range.
- Hypothesis Mastery**—Caster may freely cast any lower level spell on this list each round.



ESSENCE
COMPANION



TRAVELER'S WAYS

1. **Compass**—For the duration of this spell, caster will always know in which direction North lies.
2. **Signet**—Caster creates his own symbol on a surface of object, which may flare up and be visible to the naked eye or merely visible to Detect Magic spells.
3. **Sew/Patch**—Caster is able to instantly fasten together any two pieces of cloth, leather, etc. with appropriate materials (thread, thongs, etc). This spell also allows the caster to patch torn or holed material by roughly reattaching torn edges. This spell may also be used to reinforce clothing.
4. **Repel Insects**—Caster repels all insects within the area of effect. All insects in the area of effect must leave.
5. **Spyglass**—Caster can see far-off objects as if they were ten times closer. Provides a special +35 to all Observation maneuvers involving distant objects.
6. **Repel Filth**—Target repels dirt, mud, blood, and grime for the duration of this spell.
7. **Repel Rain**—Target repels rain, hail and snow in a 1' radius around the target. For the duration, the target will not get wet from precipitation. This spell does not provide any protection from bodies of water or water attacks.
8. **Light I**—Lights a 10' radius area about the point touched. If the point is on a mobile object or being, it will move with the object or being.
9. **Alarm**—Caster sets conditions (such as "unauthorized entry") upon which a loud alarm will sound. The alarm may be set to protect an area up to a 50' radius.
10. **Hidden Pouch**—Creates a hidden carrying area up to 1 cubic foot that will hold objects with a combined weight of less than five pounds. Caster is able to recall what is kept in the Hidden Pouch instantly to his hand. For example, Puzz the mage is captured by bandits and is stripped, bound, and gagged. During a moment alone he called up his trusty dagger that is stored in his Hidden Pouch, which enables him to escape. For the duration, the caster may retrieve from or place an item within the Hidden Pouch any number of times. If the items are not retrieved before the end of the duration, the stored items will appear at the caster's feet.
11. **Turn Lock**—Caster 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 Spell Law Section 7.1.29). Alternatively, the caster may automatically lock any lock.
12. **Signal**—Allows caster to communicate at a distance using a normal method such as flags, flares, lights, drums, etc. Caster may communicate simple ideas or concepts to all who can see the signal. If a viewer of the signal has the skill Signaling, then they will be able to understand more complex concepts or ideas sent by this method.
13. **Protect Package**—Shields a package from the environment. The caster may protect a total surface area of up to 10 square feet per level of the caster. This spell will not protect against temperature differences, merely moisture damage and vermin. For example, a package protected through the use of this spell will be free of mold and mice, but the mayonnaise inside will still go bad in the summer heat.
14. **Read Weather**—Allows caster to read weather signs (e.g., clouds, winds, smells, temperature, barometric pressure, animal actions, etc). This will allow the caster to predict probable weather conditions for up to 12 hours in advance with 90% accuracy.
15. **Steer**—Allows caster to control the direction of a ship, wagon, or other vehicle from any location on that vehicle as if he were in the appropriate location to steer the vehicle.
16. **Carry**—Allows caster to move up to 200 pounds at his normal walking pace (i.e., as if he were not encumbered).
17. **Move**—Allows caster to move large loads (up to 2,000 pounds) short distances (up to 10' per round with no acceleration).

ESSENCE TP SPELL LIST 14.1.14

TRAVELER'S WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Compass	caster	C	self	I
2	Signet	1'R	1 hour	touch	U
3	Sew/Patch	1 object	varies	touch	U
4	Repel Insects	10'R	1 hour	50'	Fm
5	Spyglass	caster	C	self	U
6	Repel Filth	1 target	1 hour	10'	I
7	Repel Rain	1 target	1 hour	10'	I
8	Light I	10'R	1 hour	touch	U
9	Alarm	varies	24 hours	touch	U
10	Hidden Pouch	varies	12 hours	touch	U
11	Turn Lock	1 lock	—	touch	I
12	Signal	caster	15 minutes	self	U
13	Protect Package	varies	12 hours	touch	U
14	Read Weather	caster	—	self	I
15	Steer	varies	30 minutes	varies	U
16	Carry	varies	3 hours	touch	U
17	Move	varies	5 minutes	touch	U
18	Load	varies	5 minutes	touch	U
19	Diminish Weight	varies	3 hours	touch	U
20	Caravan	varies	1 month	100'	U
25	Beast of Burden	1 beast	6 hours	touch	F
30	Stasis Pack	varies	1 month	touch	U
50	Dimensional Pack	varies	1 day	touch	F

18. **Load**—Allows caster to move objects from one place to another without concentration. Caster casts this spell on a pile of objects which are then transferred (usually from ground to wagon or back). Caster is able to transfer up to 200 pounds per round a distance of up to 100 feet. This spell will not move objects heavier than allotted, and when this is attempted the spell will be canceled. For example, Hollad, a 20th level mage, casts this spell on a storeroom full of weapons. The spell then moves the weapons (approximately 200 pounds of them per round) to the designated place up to 100 feet away (in this case a waiting wagon outside the building).

19. **Diminish Weight**—Allows caster to diminish the weight of an object or package to one-fifth normal weight.

20. **Caravan**—This spell makes all members of a caravan recognizable to each other (outsiders will be easily noticed). This portion of the spell "magically" marks every member of the caravan. The mark manifests itself to every type of perception (though not in an unpleasant or dominating way). The caster may effect up to 100 targets.

25. **Beast of Burden**—Creates an animal of force that will transport up to 500 pounds as a normal pack animal (movement rate of approximately 5 mph).

30. **Stasis Pack**—Caster is able to pack one item (up to 50 cubic feet) that will be kept in stasis for up to 1 month. If the packing container is opened before the duration is up, the spell is canceled. If this spell is cast upon a living target, the target will be placed in stasis when put into the container.

50. **Dimensional Pack**—Caster creates an interdimensional space (that will hold up to 50 cubic feet) that will hold up to 1,000 pounds. The dimensional pack encumbers the caster at a weight equal to one-tenth the stored weight. This spell must be cast on a suitable container (e.g., barrel, backpack, large box, etc.) which can normally carry the one-tenth weight. If this spell fails, any item inside the space is forever lost.



ESSENCE
COMPANION



OPEN ESSENCE 14.2.1

AIR MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Zephyr*	target	1 min/lvl	10'	U
2	Long Breath I	caster	1 min/lvl	self	U
3	Long Whisper I	1 point	C	100'	U
4	Tracking	caster	varies	self	U
5	Minor Turbulence	1 target	varies	100'	U
6	Purify Air	1 cu'/rnd	P	100'	U
7	Fly I	caster	1 min/lvl	self	U
8	Choke	1 target	C	100'	U
9	Cross Winds I	10'R	1 rnd/lvl	100'	U
10	Concealing Mist	100'R	1 min/lvl	100'	U
11	Favorable Winds*	1 missile	—	100'	U
12	Air Form	caster	1 rnd/lvl	self	U
13	Major Turbulence	1 target	varies	100'	U
14	Long Breath II	caster	10 min/lvl	self	U
15	Long Whisper V	1 point	C	500'	E
16	Fly II	caster	1 min/lvl	self	U
17	Cross Winds II	30'R	1 rnd/lvl	100'	U
18	Whirlwind	caster	1 min/lvl	self	E
19					
20	Fly III	10'R	1 min/lvl	100'	F
25	Turbulence True	caster	10 min/lvl	self	F
30	Fly True	50'R	1 min/lvl	self	F
50	Air Mastery	caster	1 rnd/lvl	varies	F



- Fly I**—Caster can fly at a rate of 75' per round. While Fly is active, normal movement (e.g., walking, running) is not allowed.
- Choke**—If the target fails his RR he takes damage equal to 10% of his remaining hits each round that the caster concentrates.
- Cross Winds I**—Caster causes all missile attacks to be blown off course, giving them a -100 attack modification.
- Concealing Mist**—Creates a dense mist in a 100 radius; normal visibility is 10'.
- Favorable Winds**—Caster reduces all range penalties for one missile attack by 50 (to a maximum of +0).
- Air Form**—The caster's body and gear assumes a gaseous state. The caster may not make or be the target of physical attacks nor perform any action requiring physical manipulation (picking locks, opening doors, lifting, moving objects). The caster may still be the target of spells. Caster is especially vulnerable to wind magic. For the duration of this spell, the caster can move through small openings, pass through bars, and ignore physical attacks. The caster may cast spells normally while in this state, but any elemental spell (E) the caster attempts automatically fails.
- Major Turbulence**—As *Minor Turbulence*, except maneuver penalty is -50 and attack penalty is -10.
- Long Breath II**—As *Long Breath I*, except for duration.
- Long Whisper V**—As *Long Whisper I*, except for range.
- Fly II**—As *Fly I*, except rate is 150' per round.
- Cross Winds II**—As *Cross Winds I*, except area of effect.
- Whirlwind**—A 10' radius 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.
- Fly III**—As *Fly I*, except rate is 300'.
- Turbulence True**—As *Minor Turbulence*, except the maneuver modifier is -100 and the attack penalty is -20.
- Fly True**—As *Fly I*, except rate is 450'.
- Air Mastery**—Caster can use any one lower level spell on this list each round.

AIR MASTERY

- Zephyr**—Caster can run at one better pace category than normally allowed for his armor and encumbrance. For example, an unarmored man could move at his base rate x6 (expending 75 exhaustion points per round) instead of x5. If the caster stops running, the spell ends. The spell does not give the caster any modifier to the maneuver difficulty nor does it give exhaustion bonuses.
- Long Breath I**—The caster does not have to breathe for the duration of this spell.
- Long Whisper I**—Caster can whisper and the whisper can be heard at any point he chooses within the range.
- Tracking**—Caster is able to track by sense of smell. This spell gives the caster a +25 to his Tracking skill or +25 to his Observation skill where a sense of smell could help him track (i.e., not underwater).
- Minor Turbulence**—This spell sets up random wind currents and eddies around a target for one round per 10% failure. The target is at -25 to all moving maneuvers and combat for the duration. Anyone attempting to attack the target suffers a penalty of -5 to their OB.
- Purify Air**—The caster can convert any gas to normal, breathable air at a rate of 1 cubic foot/round.



ESSENCE
COMPANION



ALLUREMENT

1. **Empathy I**—For the duration, the caster gains a +5 bonus to all skills in the Influence skill category (and any other skill that deals with interaction with people).
2. **Charm Opposite I**—One humanoid target of the opposite sex believes the caster is a good friend. The target's RR can be modified by racial prejudices.
3. **Self Aura**—Causes a bright aura about the caster, making him appear more powerful and subtracting 10 from all attacks.
4. **Charm Plant I**—As *Charm Opposite I*, but one sentient plant is affected.
5. **Seduction**—Caster emotionally and/or sensually manipulates one humanoid target (emotional attachment may result). Caster receives a bonus to his Seduction maneuvers against this target equal to the amount the target failed his RR. For example, if a target fails a RR by 15, the caster gets +15 to all Seduction maneuvers for the duration of the spell.
6. **Charm Opposite Sex II**—As *Charm Opposite I*, except up to two targets may be affected.
7. **Charm Animal I**—As *Charm Opposite I*, except one creature with animal intelligence is affected.
8. **Suggestion I**—Target will follow a single suggested act that is not completely alien (e.g. suicide, blinding himself, etc.). This spell expires when the target completes the action.
9. **Charm Same I**—As *Charm Opposite I*, except a member of the same sex is affected.
10. **Charm Opposite III**—As *Charm Opposite I*, except up to 3 targets may be affected.
11. **Empathy II**—As *Empathy I*, except the bonus is +10.
12. **Charm True**—As *Charm Opposite I*, except affects any sentient being.
13. **Great Aura**—As *Self Aura*, except 20 is subtracted from all attacks.
14. **Charm Opposite V**—As *Charm Opposite I*, except up to 5 targets may be affected.
15. **Geas**—Target is given one task that must be within its abilities. Failure or refusal to perform the task results in the target taking 3 'E' electricity criticals.



OPEN ESSENCE 14.2.2

ALLUREMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Empathy I	self	1 min/lvl	self	U
2	Charm Opposite I	1 target	10 min/lvl	100'	Fr
3	Self Aura	self	1 min/lvl	self	U
4	Charm Plant I	1 target	10 min/lvl	100'	Fr
5	Seduction	1 target	10 min/lvl	10'	Fr
6	Charm Opposite II	2 targets	10 min/lvl	100'	Fr
7	Charm Animal I	1 target	10 min/lvl	100'	Fr
8	Suggestion I	1 target	varies	10'	Fr
9	Charm Same I	1 target	10 min/lvl	100'	Fr
10	Charm Opposite III	3 targets	10 min/lvl	100'	Fr
11	Empathy II	self	10 min/lvl	self	U
12	Charm True	1 target	10 min/lvl	100'	Fr
13	Great Aura	self	1 min/lvl	self	U
14	Charm Opposite V	5 targets	10 min/lvl	100'	Fr
15	Geas	1 target	varies	10'	Fr
16	Charm Plant III	3 targets	10 min/lvl	100'	Fr
17	Suggestion III	3 targets	varies	10'	Fr
18	Charm Animal III	3 targets	10 min/lvl	100'	Fr
19	Charm Same III	3 targets	10 min/lvl	100'	Fr
20	Charm Opposite X	10 targets	10 min/lvl	100'	Fr
25	True Geas	1 target	varies	10'	Fr
30	Alkar	self	10 min/lvl	self	U
50	Charming Mastery	self	1 rnd/lvl	self	U

16. **Charm Plant III**—As *Charm Plant I*, except up to 3 plants may be affected.
17. **Suggestion III**—As *Suggestion I*, except up to 3 targets may be given the same suggestion.
18. **Charm Animal III**—As *Charm Animal I*, except up to 3 animals may be affected.
19. **Charm Same III**—As *Charm Same I*, except up to 3 targets may be affected.
20. **Charm Opposite X**—As *Charm Opposite I*, except up to 10 targets may be affected.
25. **True Geas**—As *Geas*, except failure results in death.
30. **Alkar**—As *Self Aura*, except caster seems like a demi-god and the penalty to all attacks is -30.
50. **Charming Mastery**—Caster can use one lower level spell from this list every round.



OPEN ESSENCE 14.2.3

FEY CONJURY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Fey	1 fey	—	100'	I
2	Call Local Fey	1 fey	—	5 miles	U
3	Summon Fey I	1 fey	3 rounds	100'	U
4	Minor Challenge	1 fey	—	10'	F
5	Command Fey I	1 fey	C	10'/lvl	E
6	Produce Small Animal	1 animal	varies	100'	U
7	Summon Fey II	1 fey	varies	100'	U
8	Bind Fey I	1 fey	varies	10'	E
9	Lesser Challenge	1 fey	—	10'	F
10	Soul Link	1 fey	P	touch	U
11	Command Fey II	1 target	C	10'/lvl	E
12	Produce Med. Animal	1 target	varies	100'	U
13	Summon Fey III	1 target	varies	100'	U
14	Bind Fey II	1 target	varies	10'	E
15	Banish Fey I	1 target	varies	10'	F
16	Mass Call Local Fey	1 target	—	5 miles	U
17	Command Fey III	1 target	C	10'/lvl	E
18					
19	Bind Fey III	1 target	varies	10'	E
20	Banish Fey II	1 target	varies	10'	F
25	Mass Prod. Sm. Animal	1 target	varies	100'	U
30	Greater Challenge	1 target	—	10'	F
50	Soul Link True	1 target	P	touch	U

FEY CONJURY

- Detect Fey**—Caster detects any fey within the area of effect as well as any objects or items closely associated with the fey.
- Call Local Fey**—The closest appropriate fey will receive a request or distress call from the caster. Whether the fey decides to respond depends on the caster's relationship to the fey and the fey's current attitude. Often if the fey does show up, he will bargain extensively before offering assistance, unless he is already associated with the caster.
- Summon Fey I**—Summons a Type I fey from the faerie realms. The fey appears gradually over the course of d10+1 rounds. The summoned fey will remain for the duration and then leave if not bargained with, challenged, commanded, or bound in this time. After the duration, the fey may choose to remain in the area.
- Minor Challenge**—The target fey must accept a challenge from the caster to play a game of chance, riddles, or other similar game. The loser of the game is bound to provide a reasonable service to the winner. A reasonable service includes paying a small sum (up to 1 gp), revealing a secret, providing a non-magic item, or any other service that would normally have a cost of less than 1 gp or requires less than 2 hours of time (GM discretion). If an unreasonable request is made then the spell is broken. A fey cannot refuse a reasonable request so long as it is within his capabilities. If a character refuses a request then all fey receive a special +50 RR to all further Challenge spells cast by the caster. If the caster ever successfully casts a challenge spell after such a refusal and manages to win or provide the requested service, then this penalty is removed.
- Command Fey I**—Allows the caster to control a Type I fey for the duration of the spell. At the end of this duration, the fey will wander away confused 50% of the time, the other 50% of the time fey will be angry and either attack the caster or require compensation. These requests for compensation will be minor, as Type I fey are easily appeased.
- Produce Small Animal**—Caster summons a small animal (up to 10 pounds) from the faerie realms. The animal will be a beautiful specimen of his species. The animal need not be representative of

the surrounding area as he comes from the faerie realms, but the caster has no control over what small animal is produced. The animal will remain for 10 minutes per level of the caster as long as he is not put in danger (at which time the duration drops to 1 round per level of the caster). The animal can be controlled through concentration of the caster while this spell lasts.

- Summon Fey II**—As *Summon Fey I*, except summons a Type II fey.
- Bind Fey I**—Target Type I fey is bound to the caster for a specified time or a specified task. The fey will remain with the caster for 1 day per level of the caster or until one specific task is accomplished (e.g., the lich king is dead, Prince Solon is crowned, etc.). If the caster is not taking active steps to achieve the specified task, the fey has a 10% chance per day to break the bind. A fey who must break his binding sometimes seek revenge for the deception or else spread word among the fey of the unreliability of the caster. The GM should determine if this has any effects on the caster's later dealings with the fey.
- Lesser Challenge**—As *Minor Challenge*, except the challenge can include contests of magic. The loser must provide a service with a normal value up to 5 gp or 1 week's service.
- Soul Link**—Caster and fey become soul mates. This is a process by which two close friends or lovers link their souls and fates together. This spell must be cast once per day for 1 month and can only be completed once in a lifetime by a caster. A soul link shares the spirits or souls of the two targets in such a way that both targets will always know the general direction and distance to their soul mate. Whenever a soul mate is in dire need he can mentally summon his other half. The other half must get there by normal means, but will know the general location of the threatened half of his soul. Each target receives a bonus of +30 versus charm, seduction, fear, subjugation, and mind control spells. Furthermore, each will take on traits of the other half, as determined by the GM.
- Command Fey II**—As *Command Fey I*, except affects Type II fey. Also, compensation should be more valuable as Type II fey are more jealous of their time and abilities.
- Produce Medium Animal**—As *Produce Small Animal*, except summons an animal up to 50 pounds from the faerie world.
- Summon Fey III**—As *Summon Fey I*, except summons a Type III fey.
- Bind Fey II**—As *Bind Fey I*, except affects Type II fey.
- Banish Fey I**—Banishes a Type I fey from the human world for a period of time equal to 1 year per 1% failure. This is a humiliation and a punishment for the targeted fey. Other fey will look down on any such crippled fey.
- Mass Call Local Fey**—As *Call Local Fey*, except all fey in the range will receive the request for help or the distress call. All who are interested will arrive and they may help or begin arguing with one another.
- Command Fey III**—As *Command Fey I*, except a Type III fey may be affected. Compensation should be in keeping with their status.
- Bind Fey III**—As *Bind Fey I*, except affects Type III fey.
- Banish Fey II**—As *Banish Fey I*, except affects Type II fey.
- Mass Produce Small Animal**—As *Produce Small Animal*, except 1 random animal is summoned each round for 1 round per level. The animals will work together and not attack one another for the duration of the spell.
- Greater Challenge**—As *Minor Challenge*, except physical contests may also be proposed. The loser must provide the equivalent of 1 months service or up to 10 gp value gift.
- Soul Link True**—This spell may only be cast on the target of a *Soul Link* spell. Targets can communicate mentally at a distance of 100' per level of their average level. The two targets have twice the number of rounds before soul departure, and are immune to charm spells, seduction, fear, subjugation, and mind control spells.

SPECIAL NOTE

Type I Fey: Dwarves, Gremlins, Ellyllon, Leprechaun

Type II Fey: Nixies, Pysk, Sylphs, Pech, Nymph, Satyrs, Undines,

Type III Fey: Tylweth Teg, Fosse-Grim, Yaa



ESSENCE
COMPANION





SHADOW MASTERY

1. **Shadows**—Target and all objects on his person appear to be a shadow, and thus are almost invisible in dark areas.
2. **Dark I**—Darkens a 10' radius about the point touched.
3. **Nightvision**—Target can see 100' on a normal night as if it were daylight. See Section 7.1.19 in *Spell Law*.
5. **Shadow Sight**—The caster can pick any shadow in range and may visually perceive as if he were at that location.
6. **Shadow Hop**—Allows the caster to teleport by stepping into one shadow and out of another shadow within range. Both shadows must be in range of the spell and in the line of sight of the caster. Both shadows must be capable of covering the caster.
7. **Suddendark**—Causes a 10' radius burst of intense darkness. All targets inside are stunned for one round per 10% failure.
8. **Dark II**—As *Dark I*, except radius is 50'.
9. **Enshroud**—Creates a fog of concentrated shadow in a 10'R that delivers an 'A' Cold critical to those who pass through it. Once created, the fog is affected by the wind and breezes. At the end of the duration, the fog melts away entirely.
10. **Banish Shadow**—Target's shadow is banished. For the duration of this spell the caster has no shadow. People without shadows are often shunned as evil, hunted as servants of the unlife and are generally mistrusted.
11. **Circle of Shadows**—As *Enshroud*, except the fog is formed into a wall 10' high in a 10' radius about the target, and is not affected by the wind.
12. **Waiting Shadows**—When cast in conjunction with a Dark or Enshroud spell, it delays the effects of the other spell until a specific time has passed (up to 24 hrs), or until triggered by a specific event (chosen by the caster at the time of casting).
13. **Darkvision**—As *Nightvision*, except any darkness can be seen through. Also, no light is needed at all for this spell to work.
15. **Shadow Curse**—Target's shadow has a life of its own. Although the shadow remains with the target, it does not mimic the target's movement (except in a general way). Instead, its specific movements are often grotesque and random.
17. **Utterdark**—Darkens a 100'R about the point touched. Utterdark nullifies all magically and naturally created light.

OPEN ESSENCE 14.2.4

SHADOW MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Shadows	1 target	10 min/lvl	10'	E
2	Dark I	10'R	10 min/lvl	touch	E
3	Nightvision	1 target	10 min/lvl	10'	U
4					
5	Shadow Sight	caster	10 min/lvl	100'	U
6	Shadow Hop	caster	—	5'/lvl	F
7	Suddendark	10'R	1 rnd/10 fail	100'	E
8	Dark II	50'R	10 min/lvl	touch	E
9	Enshroud	10'R	1 rnd/lvl	100'	E
10	Banish Shadow	1 target	1 day/lvl	100'	E
11	Circle of Shadows	10'R	1 rnd/lvl	100'	E
12	Waiting Shadows	varies	varies	100'	F
13	Darkvision	1 target	10 min/lvl	100'	F
14					
15	Shadow Curse	1 target	P	100'	E
16					
17	Utterdark	100'R	—	touch	E
18	Area Shadow Curse	10'R/lvl	P	100'	F
19					
20	Shadow Spy	caster	10 min/lvl	self	E
25	Shadow Servant	caster	10 min/lvl	self	E
30	Shadow Mage	caster	10 min/lvl	self	E
50	Shadow Mastery	caster	1 rnd/lvl	self	U

18. **Area Shadow Curse**—All shadows in the area of effect are constantly moving and shifting, and bear little if any relation to the actual physical situation.

20. **Shadow Spy**—Caster can animate his own shadow and transform it into a shadow spy. A shadow spy will follow any moderately simple instructions the caster gives it (e.g. follow that man, go to the center of town, look in the next room). It moves at a rate of 100' and cannot travel through solid objects (though they can fit through small openings). They cannot affect any solid object. If the shadow spy has not returned at the end of the spell's duration, it will begin traveling at the rate of 500' per round to return to the caster. When the shadow spy returns the caster sees everything that the shadow spy witnessed. While the caster is "reliving" what the spy saw, he is in a trance-like state. As long as the caster's shadow is spying, he will not project a shadow.

25. **Shadow Servant**—As *Shadow Spy*, except the shadow may interact with the environment and has the following combat statistics: AT 4; DB [half the caster's], Hits [half the caster's], Melee Attack [half the caster's best OB]. The shadow warrior can only be affected by magical attacks. If destroyed, the caster takes 50% of his remaining hits and the caster's shadow will not return for 1 week.

30. **Shadow Mage**—As *Shadow Servant*, except the shadow also has half the caster's PPs (the PPs he has remaining after casting this spell). The shadow can cast spells from any one list that the caster knows (the list must be designated when this spell is cast).

50. **Shadow Mastery**—Caster can use one lower level spell on this list each round.



ESSENCE
COMPANION



OPEN ESSENCE 14.2.5

SOUND MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Sly Ears	1 target	10 min/lvl	10'	U
2	Volume Control	1 target	10 min/lvl	10'	E
3	Quiet I	1 target	1 min/lvl	100'	E
4	Selective Hearing	caster	10 min/lvl	self	U
5	Long Voice I	1 point	1 min/lvl (C)	100'	E
6	Soundwall I	20'x20'	10 min/lvl	touch	E
7	Long Ear I	1 point	1 min/lvl (C)	100'	U
8	Silence I	10'R	1 min/lvl	100'	E
9	Quiet III	3 targets	1 min/lvl	100'	E
10	Sounding	1 target	10 min/lvl	100'	E
11	Soundwall V	(20'x20')x5	10 min/lvl	100'	E
12	Long Voice III	1 point	C	300'	E
13	Quiet V	5 targets	1 min/lvl	100'	E
14	Long Ear III	1 point	C	300'	U
15	Deafen	1 target	1 rnd/5 F	100'	F
16	Silence V	50'R	1 min/lvl	100'	E
17	Long Voice V	1 point	C	500'	E
18	Shatter Blast	1 object	—	20'	F
19	Long Ear V	1 point	C	500'	U
20	Mute	1 target	1 rnd/10 F	100'	F
25	Mass Soundwalls	varies	10 min/lvl	100'	E
30	Silence True	100'R	1 min/lvl	100'	E
50	Sound Mastery	caster	1 rnd/lvl	self	U

7. **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 through walls or doors).

8. **Silence I**—As *Quiet I*, except affects a 10'R.

9. **Quiet III**—As *Quiet I*, except may affect up to three targets.

10. **Sounding**—Target's voice has its loudness quadrupled. This has no effect on spell casting capabilities (it simply allows the target to make himself heard without difficulty over long distances).

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

12. **Long Voice III**—As *Long Voice I*, except range is 300'.

13. **Quiet V**—As *Quiet I*, except may affect up to three targets.

14. **Long Ear III**—As *Long Ear I*, except range is 300'.

15. **Deafen**—Target's ears begin ringing so loud that he can hear nothing for the duration.

16. **Silence V**—As *Quiet I*, except affects a 50'R

17. **Long Voice V**—As *Long Voice I*, except range is 300'.

18. **Shatter Blast**—Target object must make a resistance roll or break. Glass items resist at -25 and metal items resist at +25.

19. **Long Ear V**—As *Long Ear I*, except range is 500'.

20. **Mute**—Target is incapable of vocalizing any sound for 1 round per 5% failure.

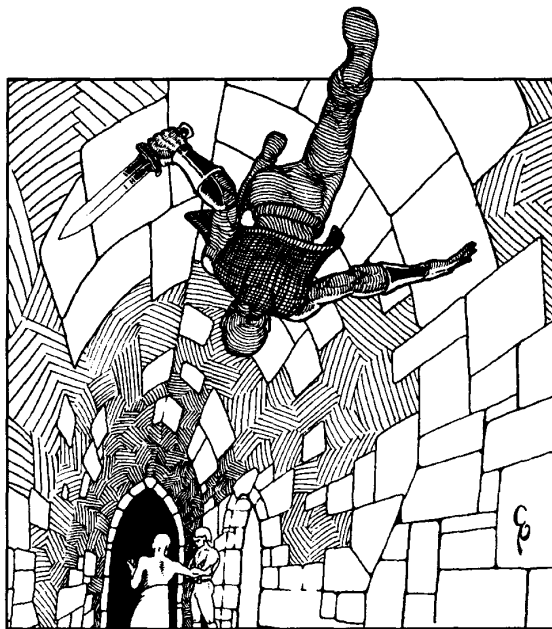
25. **Mass Soundwalls**—As *Soundwall V*, except as many Soundwalls as the target's level can be created.

30. **Silence True**—As *Quiet I*, except affects a 100'R.

50. **Sound Mastery**—Caster may use any lower level spell on this list each round for the duration of this spell.

SOUND MASTERY

- Sly Ears**—Target gains double normal hearing. This results in +50 to Awareness maneuvers involving only hearing; +25 involving hearing and other senses.
- Volume Control**—Caster can modify the volume of all natural noises produced by the target by x0.5 to x2 original volume (the volume must be selected at the time of casting).
- 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 in *Spell Law*.
- Selective Hearing**—Caster can select a specific source of sound that he can hear clearly. All other forms of noise will be muted. This spell effectively screens out all forms of background noise. Caster must make an Alertness maneuver to recognize any other sound for the duration of this spell.
- Long Voice I**—Caster designates a point within the range of the spell. Caster can speak and his voice will be heard as if it originates at that point.
- Soundwall I**—Creates a plane (up to 20'x20'), through which sound will not pass.



SUSTAIN BODY

1. **Hold Breath**—The target need not breathe for the duration of this spell. This spell does not allow the target to breathe water, only to hold his breath for a long time. Therefore, the target cannot speak for the duration either.
2. **Sustain Nutrition**—Provides the minimum nutritional requirements to keep the caster from starving. Use of this spell does not provide the feeling of having eaten (the target will still feel hungry). If this spell is used continuously for more than a week (without actually eating normally), the caster will begin to suffer -1 for each additional day he uses the spell for sustenance. This penalty can be relieved by eating normally (gaining back 10 points for each day the caster eats normally).
3. **Sustain Endurance**—While the spell is in effect, the caster may, at any time, spend 1 power point to gain 5 exhaustion points. This is not considered to be casting another spell, requires no concentration, and takes no activity.
4. **No Sleep**—Target will feel well-rested without sleep, however he does not heal (or regain power points) until such time as he does sleep for at least 4 hours plus an additional 4 hours for each night he went without sleep.
5. **Resist Temperature**—Target can tolerate temperatures 1° per level of the caster beyond normal with no ill effects. This temperature modification can be set for extremes of heat or extremes of cold, but cannot be changed once the spell is cast.
6. **No Fatigue**—For the duration of this spell, the caster will expend no exhaustion points for any activity that he performs. If this spell is cast multiple times in one day, after the second spell ends, all exhaustion point expenditures are doubled (then tripled after the third spell, etc.).
7. **Dense Skin**—Caster can cause his skin to become more dense and resistant to damage. The caster gains AT 3 for the duration. However, if the caster spends double the normal necessary PPs (i.e., 14 PPs), he gains AT 8. If the caster spends triple the normal PPs (i.e., 21 PPs), he gains AT 11. If the caster spends quadruple the normal PPs (i.e., 28 PPs), he gains AT 14. However, in all cases, the caster's DB is lowered by -10.
8. **Resist Damage**—For the duration of this spell, all concussion damage the caster takes is halved (rounding up).
9. **Resist Poison**—The caster gains an extra RR versus any poison in his system. This RR is modified by +20. If the poison is still not resisted, it takes effect normally.
10. **Resist Disease**—As *Resist Poison*, except affects diseases.
12. **Resist Element**—Target becomes extremely resistant to a particular element (designated by the caster at the time of casting). The target and his equipment gain a special modification of +50 to any RRs versus normal, non-magical elements specified. Versus magical attacks from that element, the target gains a special bonus of +20 to DB and/or RRs.
13. **Self Keeping**—Upon receiving a death blow, the caster goes into a coma until he is healed or his brain is destroyed. The caster's normal bodily functions occur, but he is still subject to changes from the environment around him.
14. **Maintain Sanity**—Resists the effects of harmful psychological changes on the target. This allows the target to make an RR versus the insanity modified by a +20. If the RR fails, the insanity has normal effects.
15. **Resist Realm**—Allows caster a special bonus of +1 per level to all RRs versus spells from one realm of magic (Essence, Channeling or Mentalism) chosen at the time of casting.

OPEN ESSENCE 14.2.6

SUSTAIN BODY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Hold Breath	1 target	1 min/lvl	touch	U
2	Sustain Nutrition	1 target	1 day	touch	U
3	Sustain Endurance	caster	10 min/lvl	self	U
4	No Sleep	1 target	varies	touch	U
5	Resist Temperature	1 target	10 min/lvl	touch	U
6	No Fatigue	self	1 min/lvl	self	U
7	Dense Skin	self	1 min/lvl	self	U
8	Resist Damage	self	10 min/lvl	self	U
9	Resist Poison	self	—	self	U
10	Resist Disease	self	—	self	U
11					
12	Resist Element	1 target	10 min/lvl	touch	U
13	Self Keeping	self	varies	self	U
14	Maintain Sanity	1 target	—	touch	U
15	Resist Realm	self	10 min/lvl	self	U
16	Resist Hybrid	self	10 min/lvl	self	U
17	Resist Criticals	self	1 rnd/lvl	self	U
18	Resist Aging	self	1 day/lvl	self	U
19					
20	Maintain Soul*	self	—	self	U
25	Maintain Pressure	self	10 min/lvl	self	U
30	Resist Gravity	self	10 min/lvl	self	U
50	Complete Stasis	self	varies	self	U

16. **Resist Hybrid**—Allows caster a special bonus of +1 per level to all RRs versus one combination of the realms (Essence/Channeling, Essence/Mentalism, Arcane, etc.) chosen at the time of casting.

17. **Resist Criticals**—Caster gains some slight resistance to criticals. All criticals rolled against the caster are lowered by -1 per five levels of the caster (i.e., a 21st level Illusionist would have all criticals he took lowered by -4). However, this effect does not apply to natural '00' or natural '66' on the critical roll.

18. **Resist Age**—Caster gains some slight resistance to aging. Caster ages at a 1% per level slower rate. For example, a 20th level caster would only age 8 out of 10 days (80% normal aging rate).

20. **Maintain Soul**—Caster may make a second RR versus any attempt to remove his soul from from his body (via *Absolution*, etc.).

25. **Maintain Pressure**—Caster is able to cause his body to maintain it's internal pressure regardless of outside conditions. Thus it is possible for a caster to be exposed to the ocean depths (or in a vacuum) without harm.

30. **Resist Gravity**—For the duration of this spell, the caster operates as if he were in normal gravity conditions.

50. **Complete Stasis**—Caster goes into a state of suspended animation. He can survive in any environment regardless of conditions. When this spell is cast, the caster sets a condition under which he will come out of the stasis. This condition must be relatively simple and pertain to the immediate location of the caster (i.e., after a certain time has elapsed, when the temperature drops below 100 degrees, when I am no longer underwater, etc.).



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CLOSED ESSENCE 14.3.1

CIRCLE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Circle of Protection	varies	1 min/lvl	touch	F
2	Circle of Summoning	varies	1 min/lvl	touch	F
3	Circle I*	varies	1 min/lvl	touch	F
4	Circle of Containment	varies	1 min/lvl	touch	F
5	Circle II*	varies	1 min/lvl	touch	F
6	Multi-Circle II*	varies	1 min/lvl	touch	F
7	Circle III*	varies	1 min/lvl	touch	F
8	Circle of Pain	varies	1 min/lvl	touch	F
9	Blazing Circle*	varies	1 min/lvl	touch	F
10	Circle V*	varies	1 min/lvl	touch	F
11	Multi-Circle III*	varies	1 min/lvl	touch	F
12	Circle VI*	varies	1 min/lvl	touch	F
13	Circle of Binding	varies	1 min/lvl	touch	F
14	Circle VII*	varies	1 min/lvl	touch	F
15	Waiting Circle*	varies	1 min/lvl	touch	U
16	Power Circle	varies	1 min/lvl	touch	F
17	Circle X*	varies	1 min/lvl	touch	F
18	Power Leech Circle	varies	1 min/lvl	touch	F
19	Multi-Circle IV*	varies	1 min/lvl	touch	U
20	Circle XII*	varies	1 min/lvl	touch	F
25	Circle XV*	varies	1 min/lvl	touch	F
30	Power Circle Matrix	varies	1 min/lvl	touch	F
50	Circle True*	varies	10 min/lvl	touch	F

- Multi-Circle III**—As *Multi-Circle II*, except up to three circles may be placed in conjunction.
- Circle VI**—As *Circle I*, except up to 6th level spells can be imbedded.
- Circle of Binding**—Any creature summoned within a *Circle of Binding* must answer one question or perform one task for the caster. This spell does not grant the caster the ability to communicate with the creature.
- Circle VII**—As *Circle I*, except up to 7th level spells can be imbedded.
- Waiting Circle**—The next imbedded *Circle* spell effect(s) can be delayed for up to one 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.
- Power Circle**—All within the area of effect must make an RR or gain 1 power point per 10% failure for every round they are in the area.
- Circle X**—As *Circle I*, except up to 10th lvl spells can be imbedded.
- Power Leech Circle**—All within the area of effect must make a RR or lose 1 power point per 10% failure for every round they are in the area.
- Multi-Circle IV**—As *Multi-Circle II*, except up to four circles may be placed in conjunction.
- Circle XII**—As *Circle I*, except up to 12th level spells can be imbedded.
- Circle XV**—As *Circle I*, except up to 15th level spells can be imbedded.
- Power Circle Matrix**—Allows the caster to "link" multiple circles (each circle must be within half a mile of at least one other circle in the matrix) for the transfer of power points or spells. A spell user in any linked circle may send spells or power points to any other spell user in a circle within the matrix. The recipient of any spells must cast the spell immediately as an instantaneous spell. The recipient still may only cast one spell per round and if multiple spells are transferred to him he will cast each in the order that they were sent to him. Any spell sent to a recipient must include the appropriate number of power points and both the sender and recipient must make spell casting maneuvers to check for spell failure. The size of the matrix must be defined when this spell is cast. All circles must already be in place and this spell must be cast at each circle (within one year of the creation of the first piece of the matrix). The maximum size of the matrix is one circle per 10 levels of the caster.
- Circle True**—As *Circle I*, except up to 30th level spells can be imbedded.

CIRCLE MASTERY

- Circle of Protection**—Everyone in the area of effect receive a bonus to their DB and RRs. If the circle radiates inward then all targets receive a +10 DB and +10 RR. If the circle radiates outward, then all targets receive a +5 DB and +5 RR.
- Circle of Summoning**—When a *Circle of Summoning* is drawn it is dedicated to a type of creature subject to the GM's approval (e.g., animal, demon, elemental, faerie, etc). While the caster is within this circle he receives a special +35 to his Summoning skill for that particular creature.
- Circle I**—Allows up to a 1st level spell to be imbedded into a prepared circle. The spell to be imbedded into the circle must be cast within one minute after the *Circle* spell.
- Circle of Containment**—The caster dedicates the containment circle to a type of creature subject to GM's approval (e.g., human, animal, demon, elemental, faerie, etc). Whenever such a creature tries to cross the border of the circle, he must make a RR at -50 or else take a 'C' Impact critical. If the creature makes his RR, the containment circle is canceled. The caster can summon creatures into a circle of containment.
- Circle II**—As *Circle I*, except up to 2nd level spells can be imbedded.
- Multi-Circle II**—Allows the caster to place two circles around each other, thereby combining their effects without negating one another.
- Circle III**—As *Circle I*, except up to 3rd level spells can be imbedded.
- Circle of Pain**—All within the area of effect must resist or take 10% of their remaining hits every round (they may make a new RR each round).
- Blazing Circle**—Caster causes the outline of the circle to blaze in unearthly fire. Anyone attempting to cross the circle will take an 'A' Heat critical.
- Circle V**—As *Circle I*, except up to 5th level spells can be imbedded.

SPECIAL NOTES

- Circles can be up to 1' radius per level of the caster in size. The caster must take 1 minute per 1' radius to draw the circle. Drawing the circle consists of inscribing the circle onto a solid surface. After the circle is drawn, the *Circle* spell is cast (as well as any imbedded spell). All circles are immobile once activated. A character may only draw a circle if he has a number of ranks in the Circle Lore skill equal to the level of the *Circle* spell he wishes to cast.
- Spells imbedded into circles will either have a duration equal to the duration of the *Circle* spell or the normal duration of the spell imbedded, whichever is greater. Only spells of type P, U, F, or I may be imbedded into circles.
- When a circle is drawn, the caster can choose to have the spell radiate inwards or outwards. For circles that radiate inward, all targets receive a -50 to any applicable RRs. Circles that radiate outwards have a radius of effect equal to 5' per 1' radius of the circle; any targets adjacent to the circle have an additional -25 to RRs rolls (if applicable). All targets within the area of effect are treated as targets for the spell and receive the benefits or penalties of the spell for as long as they are within the area of effect.

(notes continued on next page)



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(from previous page)

- 4) All effects from a circle will extend to their full area regardless of obstacles.
- 5) Crossing a circle delivers 25% of the trespasser's remaining concussion hits in damage if he fails a RR. If the circle is broken at any point (i.e., its inscription is even partially erased or destroyed), the spell is canceled and the caster must roll for spell failure with a special modifier of +5 per level of the circle spell in the resulting backlash of power.
- 6) If the *Multi-Circle* spell is not used when two or more circles of any type intersect or overlap in physical location or effect, both will be canceled (the caster makes an unmodified spell failure roll).

COUNTERSPELLS

1. **Study Spell**—This spell allows the caster to study one spell for use with the other spells on this list. For a spell to be studied, the caster must cast this spell within 1 minute of the time the target spell was cast, and must concentrate for one round per level of the studied spell. A caster can only have one spell "studied" per level of experience.
2. **Detect Counterspell**—Detects the presence of any counterspells on a target. Has a 50% chance of revealing what spell by which the counterspell will be triggered. Multiple casts of this spell on a target will reveal no additional information.
3. **Counterspell I**—When casting this spell on the target, the caster must specify one first level spell to be counterspelled. The spell to be counterspelled must either be known by the caster or have been previously studied (using the Study Spell on this list). If the specified spell is later cast on that target, that spell will have no effect, and this counterspell will be dispelled. At any one time, a target can only have one level of counterspells per level of experience. Each Counterspell I counts as 1 spell level, each Counterspell III counts as 3 spell levels, etc.
4. **Detect Spelltrap**—Detects the presence of any spelltraps on a target. Has a 50% chance of revealing what spell by which the spelltrap will be triggered. Multiple casts of this spell on a target will reveal no additional information.
5. **Spelltrap I**—As *Counterspell I*, except if the specified spell is cast on the target, the target will gain a number of PP equal to the level of the countered spell.
6. **Counterspell III**—As *Counterspell I*, except that three levels of spells can be countered. This can be a specific third level spell or a specific second and a specific first level spell or three specific first level spells. Note that the three first level spells can be the same spell, so that if the spell is cast on the target repeatedly it can be countered more than once.
7. **Countermeasures**—Any *Counterspells* or *Spelltraps* on the target have a chance of disintegrating with no effect. Each counterspell or spelltrap should roll a resistance roll at +25. Failure results in the dispelling of the failing counterspell or spelltrap.
8. **Counterspell IV**—As *Counterspell III*, except affects 4 levels.
9. **Spelltrap III**—As *Spelltrap I*, except that up to 3 levels may be trapped.
10. **Counterspell V**—As *Counterspell III*, except affects 5 levels.
11. **Spelltrap V**—As *Spelltrap III*, except 5 levels can be trapped.
12. **Counterspell VIII**—As *Counterspell III*, except affects 8 levels.
13. **Reflect Essence**—This spell may be cast in conjunction with any Counterspell. If the specific spell selected is cast on the target, the spell is reflected back upon its caster. Treat the caster as the target of the spell in all ways.
14. **Reflect Channeling**—As *Reflect Essence*, except affects Channeling spells.
15. **Reflect Mentalism**—As *Reflect Essence*, except affects Mentalism spells.

CLOSED ESSENCE 14.3.2

COUNTERSPELLS

Lvl	Spell	Area of Effect	Duration	Range	Typ
1	Study Spell	1 spell	varies	100'	I
2	Detect Counterspell	1 target	—	100'	I
3	Counterspell I	1 target	1 hour/lvl	touch	F
4	Detect Spelltrap	1 target	—	100'	I
5	Spelltrap I	1 target	1 hour/lvl	touch	F
6	Counterspell III	1 target	1 hour/lvl	touch	F
7	Countermeasures	1 target	—	100'	I
8	Counterspell IV	1 target	1 hour/lvl	touch	F
9	Spelltrap III	1 target	1 hour/lvl	touch	F
10	Counterspell V	1 target	1 hour/lvl	touch	F
11	Spelltrap V	1 target	1 hour/lvl	touch	F
12	Counterspell VIII	1 target	1 hour/lvl	touch	F
13	Reflect Essence	1 target	1 hour/lvl	touch	F
14	Reflect Channeling	1 target	1 hour/lvl	touch	F
15	Reflect Mentalism	1 target	1 hour/lvl	touch	F
16	Spelltrap X	1 target	1 hour/lvl	touch	F
17	Countermeasures True	1 target	—	100'	F
18	Counterspell XV	1 target	1 hour/lvl	touch	F
19	Spelltrap XV	1 target	1 hour/lvl	touch	F
20	Reverse Effect *	1 spell	C	10'	F
25	Lord Counterspell	1 target	1 hour/lvl	touch	F
30	Counterspell Sphere	10'R	1 min/lvl	touch	F
50	Lord Spelltrap	1 target	1 hour/lvl	touch	F

16. **Spelltrap X**—As *Spelltrap III*, except 10 levels can be trapped.

17. **Countermeasures True**—As *Countermeasures*, except resistance rolls are made at no modification (+0).

18. **Counterspell XV**—As *Counterspell III*, except affects 15 levels.

19. **Spelltrap XV**—As *Spelltrap III*, except 15 levels can be trapped.

20. **Reverse Effect**—When this spell is cast, the target spell must make a RR (target level is the level of the spell) or be reversed. A reversed spell will have the opposite effect it was intended to have. For example, elemental attack spells will heal hits and wounds, Hold spells will Haste the target, Curses will Bless, etc. The exact nature of this reversal is up to the GM. If there is no appropriate reverse effect, the spell is merely canceled.

25. **Lord Counterspell**—As *Counterspell III*, except affects 20 levels.

30. **Counterspell Sphere**—As *Lord Counterspell*, except affects the specified spells that target anyone or anything inside a 10'R around a point touched. This point may be on an object that can be moved.

50. **Lord Spelltrap**—As *Spelltrap III*, except 20 levels can be trapped.

SPECIAL NOTE

All spells on this list are "difficult" to cancel or dispel. Any such attempt results in a +50 to the spell's RR versus cancellation or dispelling.



ESSENCE
COMPANION



EARTH MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Identify Earth	10'R	C	self	U
2	Dig	varies	1 min/lvl	10'	U
3	Caving	caster	—	self	U
4	Earthwall	10'x10'x3'	1 min/lvl	10'	E
5	Earth Fingers	5'R	1 rnd/lvl (C)	1'/lvl	E
6	Earthskin	caster	1 rnd/lvl	self	U
7	Tunnel	varies	1 min/lvl	10'	U
8	Stonewall	10'x10'x1'	1 min/lvl	100'	E
9	Major Earthwall	10'x10'x3'	10 min/lvl	50'	E
10	Earth Hand	1'R/lvl	1 rnd/lvl (C)	100'	E
11	Earth Merge	caster	10 min/lvl	self	U
12	Earth Molding	varies	1 rnd/lvl	touch	U
13	Stoneskin	caster	1 rnd/lvl	self	U
14	Earth Phasing	caster	1 min/lvl	self	U
15	Stone Wall True	10'x10'x1'	P	100'	E
16	Earth Perception	caster	1 min/lvl	self	U
17	Earth Arm	1'R/lvl	1 rnd/lvl (C)	100'	E
18	Greater Earthwall	10'x10'x3'	1 hr/lvl	100'	E
19	Earth Shaping	varies	C	touch	E
20	Greater Stoneskin	caster	1 rnd/lvl	self	U
25	Earth Phasing True	caster	1 min/lvl	self	U
30	Great Stone Wall	50'x10'x1'	1 min/lvl	100'	E
50	Earth Mastery	caster	1 rnd/lvl	self	U

EARTH MASTERY

- Identify Earth**—Caster learns the origin and nature of any natural earth, stone, or metal.
- Dig**—Caster can relocate packed earth at the rate of 1 cubic foot per minute. Dirt can be relocated anywhere within 10' radius of target area.
- Caving**—Caster gains a +25 to all caving, underground survival, and direction sense rolls (while underground).
- Earthwall**—Creates a wall of earth up to 10'x10'x(3' at base, 1' at top). This wall can be dug through.
- Earth Fingers**—This spell causes earth and stone tendrils to rise up out of the ground and attack anything within their area of effect. The tendrils attack as a +0 Medium Grapple attack. Alternatively, the GM may allow the caster to develop a skill called Targeting for Earth Fingers (Power Manipulation Skill Category). If the GM allows this skill, then all attacks that use this bonus requires that the caster concentrates.
- Earthskin**—For the duration of the spell, the caster has +15 HPs and reduces criticals by 1 level. Any spells cast from any other list while this spell is active is at -15. Any damage done to the character affects the 15 HPs of the Earthskin first and never hits the caster. So when the spell is over the damage does not transfer to the caster.
- Tunnel**—As Dig, except that stone may be relocated at the rate of 1 cubic foot per minute or earth may be relocated at 2 cubic feet per minute.
- Stonewall**—Creates of wall of stone up to 10'x10'x(3' at the base, 1' at the top). This wall can be chipped through.
- Major Earthwall**—As *Earthwall*, except range and duration.
- Earth Hand**—As *Earth Fingers*, except causes a huge hand to rise up out of the ground. The hand can attack with a +50 Large Grapple anything the caster chooses within the area of effect. After being held, the target takes a 50 Large Crush attack



each round. Target may make a RR each round (using his strength bonus as his level) versus the caster's level. If successful, the target escapes the hand.

- Earth Merge**—Caster can merge into any earth, stone or metal inanimate object or wall. 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. The caster can exit at any time during the spell duration.
- Earth Molding**—Allows caster to alter the shape of up to 1 cubic foot per level of any stone or metal material by molding it with his hands. The shape formed lasts until the duration ends, and then is affected normally by the environment.
- Stoneskin I**—As *Earthskin*, except caster gains +45 HPs and reduces criticals by 2 levels. Any spells cast from any other list while this spell is active is at -45.
- Earth Phasing**—Caster can phase through any earth, stone or metal inanimate object or wall at a rate of 2' per round.
- Stone Wall True**—As *Stone Wall*, except duration is permanent.
- Earth Perception**—Caster can see through natural earth or stone to a depth of up to 1' per level.
- Earth Arm**—As *Earth Hand*, except a pair of huge (5'diameter, 10' long) earth and stone arms rise out of the ground and attacks the target of the caster's choice within the area of effect with a +100 Huge Grapple Attack. If the attack causes a 'C' critical or better, the victim is enveloped and begins to suffocate. If the caster concentrates then the victim will take an 'E' Crush critical each round. Target may make a RR each round (using his strength bonus as his level) versus the caster's level. If successful, the target escapes the hand.
- Greater Earthwall**—As *Earthwall*, except range and duration.
- Earth Shaping**—As *Earth Molding*, except for duration.
- Stoneskin II**—As *Earthskin*, except grants the caster AT 16 for the duration of the spell.
- Earth Phasing True**—As *Earth Phasing*, except caster can move at a rate of 10' per round.
- Great Stone Wall**—As *Stone Wall*, except creates a 50'x10'x1' stone wall.
- Earth Mastery**—Caster can use one lower level spell on this list each round.



ELEMENTAL SUMMONS

2. **Repel Elemental Servant**—The target Elemental Servant must make a RR each round. If it fails this RR, it will attempt to move away from the caster.
3. **Control Elemental Servant**—Allows caster total control of an Elemental Servant. When caster stops concentrating the Servant will either return to its normal plane of existence or attack the summoner (equal chance of either).
4. **Banish Elemental Servant**—Banishes an Elemental Servant to its normal plane of existence. The Servant does get a RR to avoid this.
5. **Summon Elemental Servant**—Allows caster to summon an Elemental Servant. The caster must be in range of necessary materials for the elemental type he is attempting to summon (campfire for Fire Servant, ice for Cold Servant, etc.). The Elemental will gradually manifest itself over the course of 2 rounds.
6. **Master Elemental Servant**—As *Control Elemental Servant*, except caster need not concentrate to control elemental. The elemental will remain and obey the caster until the caster is killed, the elemental is outside the range limit, or the elemental is killed. If the elemental is ever freed from this bond, it will either return to its normal plane of existence or attack the summoner (equal chance of either). A maximum of three Elemental Servants can be mastered by any one being at one time.
7. **Repel Weak Elemental**—As *Repel Elemental Servant*, except it repels Weak Elementals.
8. **Control Weak Elemental**—As *Control Elemental Servant*, except affects Weak Elementals.
9. **Banish Weak Elemental**—As *Banish Elemental Servant*, except affects Weak Elementals.
10. **Summon Weak Elemental**—As *Summon Elemental Servant*, except affects Weak Elementals.
11. **Elemental Communication**—For the duration, the caster can communicate freely with the target Elemental. This spell allows no control of the Elemental and does not automatically make it friendly toward the caster.



CLOSED ESSENCE 14.3.4

ELEMENTAL SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1					
2	Repel Elem. Servant	1 target	1 min/lvl	100'	E
3	Control Elem. Servant*	1 target	C	10'/lvl	E
4	Banish Elem. Servant	1 target	—	100'	E
5	Summon Elem. Servant	1 target	varies	10'/lvl	E
6	Master Elem. Servant*	1 target	—	5'/lvl	E
7	Repel Weak Elem.	1 target	1 min/lvl	100'	E
8	Control Weak Elem.*	1 target	C	10'/lvl	E
9	Banish Weak Elem.	1 target	—	100'	E
10	Summon Weak Elem.	1 target	varies	10'/lvl	E
11	Elemental Comm.	1 target	1 min/lvl	100'	E
12	Master Weak Elem.*	1 target	—	5'/lvl	E
13					
14	Repel Strong Elem.	1 target	1 min/lvl	100'	E
15	Control Strong Elem.*	1 target	C	10'/lvl	E
16	Banish Strong Elem.	1 target	—	100'	E
17					
18	Elem. Communication True 50'R		1 min/lvl	100'	E
19					
20	Summon Strong Elem.	1 target	varies	10'/lvl	E
25	Master Strong Elem.*	1 target	—	5'/lvl	E
30	Control Elem. Guardian	1 target	C	10'/lvl	E
50	Summon Elem. Guardian	1 target	varies	10'/lvl	E

12. **Master Weak Elemental**—As *Master Elemental Servant*, except affects Weak Elementals.
14. **Repel Strong Elemental**—As *Repel Elemental Servant*, except it repels Strong Elementals.
15. **Control Strong Elemental**—As *Control Elemental Servant*, except affects Strong Elementals.
16. **Banish Strong Elemental**—As *Banish Elemental Servant*, except affects Strong Elementals.
18. **Elemental Communication True**—As *Elemental Communication*, except caster may communicate with all Elementals of one type within 50' radius.
20. **Summon Strong Elemental**—As *Summon Elemental Servant*, except affects Strong Elementals.
25. **Master Strong Elemental**—As *Master Elemental Servant*, except affects Strong Elementals.
30. **Control Elemental Guardian**—As *Control Elemental Servant*, except affects Elemental Guardians.
50. **Summon Elemental Guardian**—As *Summon Elemental Servant*, except affects Elemental Guardians.

SPECIAL NOTES

- 1) Elemental Types are Air, Cold, Dark, Earth, Fire, Light, and Water. See *C&M* for an explanation of the various elementals mentioned.



ESSENCE
COMPANION



CLOSED ESSENCE 14.3.5

FAMILIAR MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Call Familiar I*	familiar	—	100'/lvl	U
2	Sense Sharing	familiar	1 min/lvl	50'/lvl	U
3	True Familiar	1 animal	P	touch	U
4	Locate Familiar I	caster	—	500'/lvl	U
5	Range Extension I	familiar	1 min/lvl	100'/lvl	U
6	Life Sharing	familiar	1 min/lvl	50'/lvl	U
7	Spell Carrier	familiar	varies	touch	U
8	Call Familiar II*	familiar	—	500'/lvl	U
10	Range Extension II	familiar	1 min/lvl	500'/lvl	U
11	Familiar's Speech	caster	1 min/lvl	self	U
12	Locate Familiar II	caster	—	1 mile/lvl	U
13	Resistance Sharing	familiar	1 min/lvl	50'/lvl	U
14	Master's Gate	familiar	—	varies	U
15	Call Familiar III*	familiar	—	1 mile/lvl	U
16	Range Extension III	familiar	1 min/lvl	1 m/lvl	U
17	Locate Familiar True	caster	—	10 m/lvl	U
18	Familiar's Gate	caster	—	varies	U
20	Call Familiar True*	familiar	—	10 m/lvl	U
25	Range Extension True	familiar	1 min/lvl	10 m/lvl	U
30	Soul Sharing	familiar	1 day/lvl	50'/lvl	U
50	Two as One	familiar	1 round/lvl	varies	U

FAMILIAR MASTERY

- 1. Call Familiar I**—Caster calls out to his familiar, summoning it to his location. The familiar will instinctively know the direction to the caster and begin moving in that direction at best speed. If the caster moves while the familiar is in transit, he will have to cast this spell again for the familiar to know his new location.
- 2. Sense Sharing**—Allows the caster and his familiar to combine their senses, and use those best suited for their surroundings. This means that they will both receive +20 to all Observation and Alertness maneuvers for the duration. For this spell to work, the familiar must be "in range" of the this spell.



- 3. True 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 and cast this spell on the creature once per day for 2 weeks (concentrating for 4 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). See Section 10.2 for more information about True Familiars.
- 4. Locate Familiar I**—Caster will know the exact distance and direction to the familiar, at that moment, if it is within range of this spell.
- 5. Range Extension I**—Allows the caster's familiar to be considered "in range" up to 100' per level.
- 6. Life Sharing**—The caster can take any damage to his familiar upon himself if he wishes. In addition, the caster can choose to send any damage he has suffered to his familiar instead (this must be done when the wound occurs to the caster).
- 7. Spell Carrier**—Allows the caster to store one spell in the familiar. Whenever the caster desires, the spell will be instantly cast as though the caster were in the location of the familiar. The familiar must be "in range" for the stored spell to be activated, and the caster may not cast any other spells until the stored spell is discharged.
- 8. Call Familiar II**—As *Call Familiar I*, except for range.
- 10. Range Extension II**—As *Range Extension I*, except for range.
- 11. Familiar Speech**—Allows the caster to converse in the general language of the familiar. Thus a caster with a bird familiar could talk to other avians, a caster with a snake familiar could talk to other reptiles, etc.
- 12. Locate Familiar II**—As *Locate Familiar I*, except for range.
- 13. Resistance Sharing**—Allows caster and familiar to share their resistance to magic, poison, and disease, using those most advantageous to their environment. This results in a +20 to all RR's for the duration. If either caster or familiar fails a RR, they both suffer the consequences of failure.
- 14. Master's Gate**—Instantly teleports the familiar to the caster's side as long as the familiar is "in range".
- 15. Call Familiar III**—As *Call Familiar I*, except for range.
- 16. Range Extension III**—As *Range Extension I*, except for range.
- 17. Locate Familiar True**—As *Locate Familiar I*, except for range.
- 19. Familiar's Gate**—Allows the caster to instantly teleport to the familiar's location as long as the familiar is "in range".
- 20. Call Familiar True**—As *Call Familiar I*, except for range.
- 25. Range Extension True**—As *Range Extension I*, except for range.
- 30. Soul Sharing**—This spell goes into effect the instant the caster or familiar's soul leaves its body. The soul is stored in the body of the other until the body can be restored to a condition where it can survive again (this may require a variety of healing spells), or until 1 day per level of the caster has elapsed. If the caster or familiar (whichever one did not die) is killed while carrying both souls, both souls depart as normal.
- 50. Two as One**—The caster and familiar are able to act and think in perfect unison for the duration. The caster may cast any lower level spell from this list once per round.

SPECIAL NOTE

All spells on this list can be cast in conjunction with either a normal familiar (e.g., created using the first level spell on the Gate Mastery spell list) or on a True Familiar (created using the third level spell on this spell list).



ESSENCE
COMPANION





FIRE MASTERY

1. **Torch Fire**—The caster can summon a torch-sized flame to his hand. The hand will be unharmed by the flames, though the fire is very real. If the caster strikes an opponent in combat with this hand, there is a 50% chance that he will inflict an 'A' Heat critical on his opponent in addition to any other damage he does.
2. **Warm Solid**—Any solid inanimate, non-metal material (up to 1 cubic per level) can be warmed to 100° F at a rate of 1 cubic per round of concentration.
3. **Ignite**—Causes one flammable object to burst into flames. Fire is normal and can be put out by the usual methods.
4. **Cauterize**—Caster can cauterize any one bleeding wound that is bleeding 5 hits per round or less. The target takes 2 concussion hits for each hit per round the wound was bleeding. This stops the bleeding, but leaves an ugly scar.
5. **Resist Heat**—Caster is totally protected from natural heat up to 200° F and adds +10 to RRs versus heat and -10 to elemental fire attacks.
6. **Fire Cloak I**—Caster is bathed in flames. Anyone who comes within 1' of the caster will take an 'A' Heat critical. The caster is unharmed by these flames, but the cloak provides no protection from other elemental attacks (including fire).
7. **Mass Ignite**—As *Ignite*, except 1 object per 2 levels of the caster is ignited.
8. **Heat Armor**—As *Resist Heat*, except protects against all natural heat and fire and modifies spells involving heat and fire by -20.
9. **Lesser Fire Bolt**—A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Attack Table.
10. **Control Flames**—Caster can control the movement and spread of flames within the area of effect. The caster can cause flames to spread in a specific direction at the rate of 1' per round to 10' per round depending upon the fuel. The fire itself can be caused to suddenly flare in areas to attack targets within the area of effect causing an 'A' Heat critical to any targets within the area of effect (the whole area must be aflame). The caster can only cause the fire to flare in such a way every other round. The caster can concentrate on a different area each round.
11. **Fire Cloak II**—As *Fire Cloak I*, except causes a 'B' Heat critical.
12. **Lesser Fireball**—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 Attack Table.
13. **Fire Bolt I**—As *Lesser Firebolt*, except range is 100'.
14. **Mass Ignite True**—As *Ignite*, except 1 object per level of the caster is ignited.

CLOSED ESSENCE 14.3.6

FIRE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Torch Fire	caster	1 min/lvl	self	U
2	Warm Solid	1 cu'/lvl	24 hours	10'	F
3	Ignite	1 object	—	100'	U
4	Cauterize	1 wound	P	touch	U
5	Resist Heat	caster	1 min/lvl	self	U
6	Fire Cloak I	caster	1 rnd/lvl	self	U
7	Mass Ignite	1 object/2 lvls	—	100'	U
8	Heat Armor	caster	1 min/lvl	self	U
9	Lesser Fire Bolt	1 target	—	50'	U
10	Control Flames	10'R	C	100'	U
11	Fire Cloak II	caster	1 rnd/lvl	self	U
12	Lesser Fireball	10'R	—	50'	DB
13	Fire Bolt I	1 target	—	100'	DB
14	Mass Ignite True	1 object/lvl	—	100'	F
15	Circle Aflame	10'R	1 rnd/lvl	self	F
16	Fire Armor	caster	1 min/lvl	self	U
17	Call Flame I	10'x10'x10'	1 rnd/lvl	10'	F
18	Fire Cloak III	caster	1 rnd/lvl	self	F
19	Control Flames True	50'R	C	100'	F
20	Forge Fire	1 fire	C	10'	F
25	Lord Fire Cloak	caster	1 rnd/lvl	self	F
30	Blaze of Glory	1'R/lvl	—	self	E
50	Fire Mastery	caster	1 rnd/lvl	varies	F

15. **Circle Aflame**—Caster creates a wall of fire that 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).

16. **Fire Armor**—As *Resist Heat*, except protects against all natural heat and fire and modifies spells involving heat and fire by 20, reduces damage from fire by half, and reduces heat criticals by one level.

17. **Call Flame II**—Caster creates a 10'x10'x10' cube of flame. 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.

18. **Fire Cloak III**—As *Fire Cloak I*, except causes a 'C' Heat critical to anyone touching the caster and an 'A' Heat Critical to all within 5'R of the caster.

19. **Control Flames True**—As *Control Flames*, except area of effect is 20'R, caster can cause a flame to spread at a rate of 3' per round to 30' per round depending on the fuel. Also, the caster can cause 'B' Heat criticals from sudden flare up of the flame.

20. **Forge Fire**—Caster can enchant any normal fire to an intense heat. This fire will burn anything remotely flammable and can be used to melt or weaken most metals. Any metal item made at a forge from such an enchanted flame becomes magical with no bonus and no other abilities. These weapons can affect creatures that can only be affected by magical weapons. The use of this spell does not modify the normal time to create any such item.

25. **Lord Fire Cloak**—As *Fire Cloak I*, except causes a 'D' Heat critical to anyone within 1' of the caster and an 'B' Heat Critical to all within 10'R of the caster.

30. **Blaze of Glory**—With this spell, the caster causes an explosion of fire. The attack is resolved as a +100 Fire Ball delivering double concussion hits. The caster is at the center of the attack, but takes half damage.

50. **Fire Mastery**—Caster can use one lower level spell from this list each round.



ESSENCE
COMPANION



CLOSED ESSENCE 14.3.7

LIGHT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Flare*	10'R	1 rnd/lvl	100'	E
2	Projected Light	50' beam	10 min/lvl	self	E
3	Glare Vision	1 target	10 min/lvl	10'	U
4	Dancing Lights	1'R sphere	1 min/lvl	100'	R
5	Light I	10'R	10 min/lvl	touch	E
6	Pyrotechnics	1cu'/lvl	1 rnd/lvl	100'	E
7	Aura I	1 target	10 min/lvl	10'	F
8	Sudden Light I	10'R	varies	100'	E
9	Light V	50'R	10 min/lvl	touch	E
10	Photonic Orb	1 target	varies	50'	E
11	Hue	1000 cu'	10 min/lvl	touch	F
12	Aura II	1 target	10 min/lvl	10'	F
13	Sudden Light II	20'R	varies	100'	E
14	Light X	100'R	10 min/lvl	touch	E
15	Waiting Light	varies	varies	100'	F
16	Beacon V	5 miles	1 min/lvl	self	E
17	Aura III	1 target	10 min/lvl	10'	F
18	Light XX	200'R	10 min/lvl	touch	E
19	Sudden Light True	50'R	1 rnd/5 F	100'	E
20	Utterlight	100'R	1 min/lvl	touch	E
25	Beacon X	10 miles	1 min/lvl	self	E
30	Light True	10'R/lvl	10 min/lvl	touch	E
50	Light Mastery	caster	1 rnd/lvl	varies	U

4. **Dancing Lights**—Creates 1 ball of iridescent light per caster's level, which can be made to "dance" anywhere within the spell's range. These lights cannot harm, and give off light equal to that of a torch. Everyone within sight of the lights (except the caster) must make a RR versus a first level attack (as per a Fear RR) or be transfixed for one round per 10% failure.

5. **Light I**—Lights a 10' radius area about the point touched. If the point is on a mobile object or being, it will move with the object or being. See *Spell Law* Section 7.1.17.

6. **Pyrotechnics**—Creates a multi-colored display of exploding lights.

7. **Aura I**—Creates a bright aura about the target, making him appear more powerful and subtracting 5 from all attacks against him.

8. **Sudden Light I**—Causes a 10' radius burst of intense light; all those inside are stunned for 1 round per 10% failure.

9. **Light V**—As *Light I*, except has a 50' radius.

10. **Photonic Orb**—Caster creates and releases a sparkling ball of translucent, swirling color which strikes the target, resulting in one round of blindness per 10% failure.

11. **Hue**—Causes any object up to 1000 cubic feet to glow any desired color.

12. **Aura II**—As *Aura*, except subtracts 10 from all attacks.

13. **Sudden Light II**—As *Sudden Light I*, except has a 20' radius.

14. **Light X**—As *Light I*, except has a 100' radius.

15. **Waiting Light**—This spell is cast in conjunction with any *Light* spell (i.e. the *Light* spell must be cast within 1 minute of casting this spell). It can delay the activation of that spell for up to 24 hours. It can be triggered by one of the following (decided by the caster at the time of casting): time period, specific movements, specific sounds, touch, violent action in the area, etc.

16. **Beacon V**—A ray of light (any color) springs from caster's palm. This ray can be up to 5 miles long.

17. **Aura III**—As *Aura*, except subtracts 15 from all attacks.

18. **Light XX**—As *Light I*, except has a 200' radius.

19. **Sudden Light True**—As *Sudden Light I*, except has a 50' radius.

20. **Utterlight**—As *Light I*, except has a 50' radius.

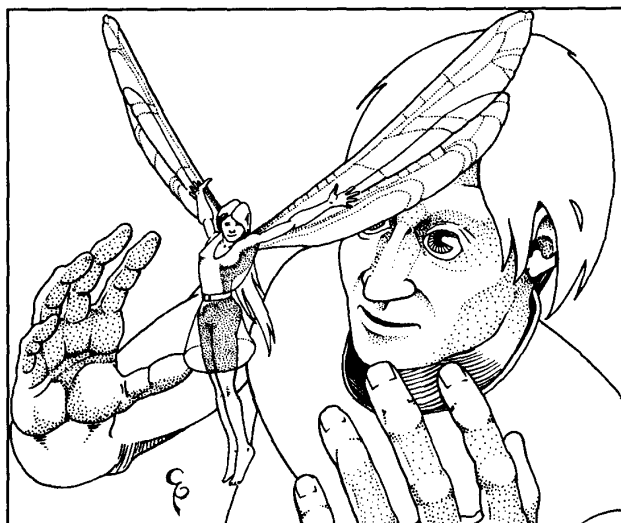
25. **Beacon X**—As *Beacon V*, except ray can be up to 10 miles long.

30. **Light True**—As *Light I*, except for area of effect.

50. **Light Mastery**—Caster may use any lower level spell on this list each round for the duration of this spell.

LIGHT MASTERY

1. **Flare**—Caster launches a flare of light that rapidly flies to a target area within range, where it slowly drifts to the ground. For the duration of the spell, the flare illuminates a 10' radius area. If fired at a target, it will do no damage and simply fade away.
2. **Projected Light**—A beam of light 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 has not expired).
3. **Glare Vision**—Target is immune to bright light, sun glare, and snow blindness. Target also receives a special bonus of +25 versus all blinding attacks.



ESSENCE
COMPANION



MAGIC STAFF

1. **Minor Staff**—Allows the caster to take an appropriate material (e.g., wood, bone, metal, etc.) and form a staff. The caster must cast this spell once a day for 1 week on the staff, concentrating for 1 hour each day. At the end of this week, the caster has a minor staff. A minor staff is a +1 essence adder. If the staff is destroyed, then the caster immediately takes 50% of his hits and functions at -30 for 2 weeks.

2. **Wyrdlight**—The tip of the staff glows at whatever intensity the caster desires, from barest glimmer to a bright light (20'R). When the caster is not concentrating, the tip will barely glow.

3. **Staff Spell I**—The caster can store any one spell in his staff. The spell to be stored must be cast immediately after this spell (within 1 minute). The power point cost of this spell is equal to the level of the store spell plus the cost of the spell to be stored. For example, in order to store a 5th level spell in a magic staff using Staff Spell I is equal to 5 (the level of the spell) + 3 (the level of the store spell) = 8. The caster must spend power points to cast the spell that has been stored. A stored spell may be cast at any later time with no preparation and does not prevent the caster from casting other spells normally. Every staff has up to 5 spell storage slots in it. Only the first of these slots is available through the use of this spell, so only one spell may be stored at a time through the use of Spell Store I.

4. **Lesser Staff**—As *Minor Staff*, except that it turns the Minor Staff into a +1 adder and a +10 quarterstaff.

5. **Alarm Staff**—When this spell is cast on a staff, it becomes attuned to a particular situation. If this situation arises, the staff makes a sound, alerting the caster. The situation must be within 100' for the staff to register the situation. For example, if the caster attuned his staff to orcs, the staff would make a sound as soon as an orc approached within 100'. The caster must decide if he wants the alerting sound to be loud or soft at the time of casting.

7. **Recall Staff**—This immediately returns the caster's staff to his outstretched hand if the staff is within range of this spell.

8. **Attune Staff**—Caster may modify his staff so that the adder may be used with a single spell list. It takes two hours of concentrating on the staff every day for one week in order to effect this transfer. During this transfer period the adder may only be used with the list to which it is being attuned. After this two week period, the staff receives an additional +1 spell adder. Once a staff is attuned to a list it may not be unattuned, though it could be attuned to a different list by the same process. If the staff is attuned to a different list, the adder may not be used for either list during the attunement period.

9. **Staff Spell II**—As *Staff Spell I*, except caster can store spells in the second spell storage slot. The caster may store any one spell in this slot and use it with no preparation at any later time.

10. **Greater Staff**—As *Lesser Staff*, except that it turns the Lesser Staff into a +2 spell adder and a +10 quarterstaff.

12. **Staff Spell III**—As *Staff Spell I*, except caster can store spells in the third spell storage slot.

13. **Finding Staff**—Caster's staff points in the direction of any specific object or place that the caster is familiar with or has had described to him in detail. The caster must have the dimensions of the object 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.

14. **Guardian Staff**—When this spell is cast, the caster adds his level to his Defensive Bonus and Resistance Rolls (e.g. a 15th level caster would add +15 to both his DB and all RRs).

15. **Staff Spell IV**—As *Staff Spell I*, except caster can store spells in the fourth spell storage slot.

16. **Silver Staff**—As *Greater Staff*, except that it turns a Greater Staff into a +3 spell adder and a +15 quarterstaff.

17. **Hammerstaff**—Staff does double concussion hits for the duration of this spell.

18. **Beaststaff**—Transforms caster's staff into any animal (creature intelligence). The creature's mass may not exceed 50 pounds. The beast is treated as a familiar (see Section 10.0 for more information on familiars).

CLOSED ESSENCE 14.3.8

MAGIC STAFF

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Minor Staff	staff	P	touch	U
2	Wyrdlight +	staff	10 min/lvl(C)	touch	U
3	Staff Spell I	staff	varies	touch	U
4	Lesser Staff	minor staff	P	touch	U
5	Alarm Staff +	staff	1 hour/lvl	100'	U
6					
7	Recall Staff	staff	—	100'	U
8	Switch List	staff	P	touch	U
9	Staff Spell II	staff	varies	touch	U
10	Greater Staff	lesser staff	P	touch	U
11	Greater Recall Staff	staff	—	10'/lvl	U
12	Staff Spell III	staff	varies	touch	U
13	Finding Staff +	staff	1 min/lvl	100'/lvl	U
14	Guardian Staff +	staff	1 min/lvl	touch	U
15	Staff Spell IV	staff	varies	touch	U
16	Silver Staff	greater staff	P	touch	F
17	Hammerstaff +	staff	1 min/lvl	touch	F
18	Beaststaff +	staff	1 min/lvl	touch	F
19	Staff Spell V	staff	varies	touch	U
20	Golden Staff	silver staff	P	touch	F
25	Greater Hammerstaff +	staff	1 min/lvl	touch	F
30	Lord Staff	golden staff	P	touch	F
50	True Staff	lord staff	P	touch	F

19. **Staff Spell V**—As *Staff Spell I*, except caster can store spells in the fifth spell storage slot.

20. **Golden Staff**—As *Silver Staff*, except that it turns a Silver into a +4 spell adder and a +15 quarterstaff. Alternatively, the caster may choose to change the staff into a x2 PP multiplier and a +10 quarterstaff.

25. **Greater Hammerstaff**—Staff does triple concussion hits for the duration of this spell.

30. **Lord Staff**—As *Golden Staff*, except that it turns a Golden into a +5 spell and a +20 quarterstaff. Alternatively, the caster may choose to change the staff into a x2 PP multiplier and a +15 quarterstaff.

50. **True Staff**—As *Lord Staff*, except that it turns a Lord Staff into a +6 spell adder and a +30 quarterstaff. Alternatively, the caster may choose to change the staff into a x2 PP multiplier and a +20 quarterstaff.

SPECIAL NOTES

1) Only one spell marked with a "+" may be active on a staff at any time.

2) Caster may only have one "staff" spell in existence at a time, and his spells may only affect his own staff. If the caster currently has a staff or "staff" spell (enruned or stored) in existence, he may not cast another staff spell. The GM may want to require one specific material from which the staff must be made. When the owner of a staff dies, there is a 75% chance that the staff will be destroyed as well (except for True Staffs, which have only a 25% chance of being destroyed).

3) A magic staff quickly becomes a crutch for any magic user. Once a magic staff is created, the caster must hold the magic staff in at least one hand for all spell casting maneuvers. If the staff is not in the caster's hand, he takes a special -20 modifier to all Spell Casting Static Maneuvers. If the caster loses his staff, he will suffer -20 for 3 months. After this time the caster may cast magic normally; however, if the caster ever finds and uses his staff again (in any way), he will once again suffer the penalties for not using the staff.



ESSENCE COMPANION



MATTER SHAPING

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Store Shape	self	—	self	I
2	Modify Stored Shape	self	—	self	I
3	Design Shape	self	varies	self	I
4	Mold Gas	varies	1 min/lvl	touch	F
5	Mold Liquid	varies	1 min/lvl	touch	F
6	Mold Solid	varies	1 min/lvl	touch	F
7	Mold Other	varies	1 min/lvl	touch	F
8	Lessen Shape	1 object	P	touch	F
9	Add to Shape	1 object	P	touch	F
10	Flexibility	1 object	1 hour/lvl	touch	F
11	Decrease Weight	varies	1 hour/lvl	touch	F
12	Increase Weight	varies	1 hour/lvl	touch	F
13	Shape Gas	varies	C	10'	F
14	Shape Liquid	varies	C	10'	F
15	Shape Solid	varies	C	10'	F
16	Shape Other	varies	C	10'	F
17	Liquefy Gas	varies	1 rnd/lvl	10'	F
18	Vaporize Liquid	varies	1 rnd/lvl	10'	F
19	Solidify Liquid	varies	1 rnd/lvl	10'	F
20	Melt Solid	varies	1 rnd/lvl	10'	F
25	Vaporize Other	varies	1 rnd/lvl	10'	F
30	Melt Other	varies	1 rnd/lvl	10'	F
50	Solidify Other	varies	1 rnd/lvl	10'	F

MATTER SHAPING

- Store Shape**—Allows caster to memorize any one shape he has seen or created (through the use of Modify Stored Shape). A given caster can only have as many shapes stored as he has levels.
- Modify Stored Shape**—Allows caster to alter any "stored" shape. Caster may combine parts of up to one shape per level into one shape. Shape must be contiguous.
- Design Shape**—Allows caster to create desired shape from an idea. Shape may then be stored for normal use.
- Mold Gas**—Allows a caster to alter the shape of up to 1 cubic foot per level of any one type of gas by using his hands to move and place portions of the gas. The shape formed lasts until the duration ends and is then affected normally by the environment. For example Haladan the Vizier, uses this spell to mold smoke from the fireplace into funny animal shapes, pleasing the king and courtiers.
- Mold Liquid**—As *Mold Gas*, except allows the molding of one type of liquid.
- Mold Solid**—As *Mold Gas*, except allows the molding of one type of solid.
- Mold Other**—As *Mold Gas*, except allows the molding of a material that is either a combination of two of the other three previous materials (lava, mud, etc.), or none of them (energy, plasma, magical energy, living tissue, etc.). This spell confers no immunity to harmful effects of handling these materials.
- Lessen Shape**—Allows caster to remove matter from a shape without upsetting the dynamics and/or balance of the object/material. This removed material may be utilized for other purposes. Up to 1% of the present material may be removed per level of the caster.
- Add to Shape**—As *Lessen Shape*, except that material is added to an object instead of subtracted. This spell does not provide the extra material to be added.

- Flexibility**—Allows caster to alter the flexibility of a material. Caster may add or remove flexibility. This is reflected in adding +1 to the object's Strength/Reliability per level of the caster (or -1 if the caster wants to remove flexibility).
- Decrease Weight**—Allows caster to reduce the density of up to 1 cubic foot of material per level. The density (and therefore weight) can be reduced by up to 5% per level of the caster, but never more than 90% decrease.
- Increase Weight**—Caster can increase the density of up to 1 cubic foot of material per level. The density (and therefore weight) can be increased by up to 5% per level.
- Shape Gas**—Allows caster to alter the shape (with his mind) of up to 1 cubic foot per level of any one type of gas within range. The Altered form will retain its shape for the duration and afterwards until acted upon by outside forces.
- Shape Liquid**—As *Shape Gas*, except allows the shaping of one type of liquid.
- Shape Solid**—As *Shape Gas*, except allows the shaping of one type of solid.
- Shape Other**—As *Shape Gas*, except allows the shaping of a material that is either a combination of two of the other three previous materials (lava, mud, etc.), or none of them (energy, plasma, magical energy, living tissue, etc.). This spell confers no immunity to harmful effects of handling these materials.
- Liquify Gas**—Allows caster to change up to 1 cubic foot per level of one type of gas to a liquid. This change will not alter the temperature in any way (temperature, pressure, etc.). The liquid will retain the same qualities it had as a gas (flammable, chemical composition, etc.) but in liquid state.
- Vaporize Liquid**—As *Liquify Gas*, except material goes from a liquid to a gas.
- Solidify Liquid**—As *Liquify Gas*, except material goes from a liquid to a solid.
- Melt Solid**—As *Liquify Gas*, except material goes from a solid to a liquid.
- Vaporize Other**—As *Liquify Gas*, except material goes from "other" state to a gas. Living things and magical forces get a RR.
- Melt Other**—As *Liquify Gas*, except material goes from "other" state to a liquid. Living things and magical forces get a RR.
- Solidify Other**—As *Liquify Gas*, except material goes from "other" state to a solid. Living things and magical forces get a RR.

SPECIAL NOTE

For all of the Mold or Shape spells on this list, it takes a minimum of 1 minute per cubic foot of material to create fairly basic shapes. Complex shapes take a minimum of 2 minutes to form. The times and quality of objects formed with these spells should be modified by the casters Artistic • Passive (Sculpting) skill.



MECHANISM'S WAY

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 can get a +10 when operating the machine.
3. **Discover Weakness**—Caster discovers the weakest point in the studied object. The weakness may be a crack, a thin point, or crumbling mortar in a wall. This weak point may be exploited by the caster or pointed out to others. Any attacks the caster does to a weak point is at x1.5 damage. This spell does not work on living creatures.
4. **Concealed Flaw**—Target object develops a temporary internal fracture-like flaw. This reduces the strength of the item by 10 for every 10% failure on the item's RR. The item must be checked for breakage/reliability the first time it is used after this spell is cast on it. After the initial check, follow normal breakage/reliability rolls.
5. **Warp Mechanism**—Caster warps a mechanism to modify its normal operations in a specific way. For example, if the mechanism is set to go off if the correct key is not inserted into the lock, the mechanism can be warped to go off only when the correct key is inserted. Changes to a mechanism must operate with the existing machinery.
6. **Improve Mechanism**—Caster can improve the efficiency of any mechanism by 50% over its original efficiency for the duration of this spell.
7. **Entropy**—For the duration of this spell, the object degrades with use. Each round the object is used it receives a cumulative -1. At the end of this spell, the object will lose a -1 penalty each round (to a maximum of +0). For every accumulated penalty of -25, the object will have a permanent -5 penalty. This penalty can be removed with an appropriate maintenance maneuver.
8. **Practice Effect**—For the duration of this spell, the object improves with use. Each round the object is appropriately used it receives a cumulative +1 (non-magic bonus). For every 2 rounds the object is not appropriately used, it loses a +1 bonus (to a minimum of +0). At the end of the spell's duration, the object will lose a +1 bonus every 2 rounds. The maximum bonus for any object is +50.
9. **Organized Chaos**—The area of effect becomes a chaotic maelstrom of activity. The actual appearance of this spell depends on the surroundings. If this spell is cast in the forest, then leaves and dirt may swirl in the air throughout the area of effect. If this spell is cast indoors, books, pots, pans, and the like may swirl around. Though the appearance varies, the net effect remains the same. Everyone in the area of effect must make a successful Observation maneuver (Medium to Very Hard) or be unable to move for that round. The caster may pass through the chaos unaffected.
10. **Trap**—Caster instantly assembles a number of appropriate components to form a simple trap. The catalysts must logically work together, but the spell itself forms the connections that assembles the catalysts into a coherent trap. The GM must determine the effectiveness and quality of the trap based on the materials and the caster's description of how the trap will work.
11. **Mechanition**—Caster gains special insight into mechanical operations which allows him to analyze the inner workings of a specific mechanism. The caster can use this information to later re-create this mechanism given the appropriate materials. Additionally, caster gains a +25 to all Mechanition rolls.
12. **Major Flaw**—As *Concealed Flaw*, except the strength of the item is reduced by 25 per 10% failure.
13. **Delayed Reaction**—Allows caster to delay the effects of the next spell cast from this list (must be cast within 1 minute) up to 24 hours. The spell may be triggered by a specific set of circumstances that must be set at the time of casting.

CLOSED ESSENCE 14.3.10

MECHANISM'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Machine Lore	1 mechanism	—	10'	I
2					
3	Discover Weakness	1 object	—	10'	I
4	Concealed Flaw	1 object	1 min/lvl	50'	F
5	Warp Mechanism	1 mechanism	10 min/lvl	touch	F
6	Improve Mechanism	1 mechanism	10 min/lvl	touch	F
7	Entropy	1 object	1 min/lvl	touch	F
8	Practice Effect	1 object	1 min/lvl	touch	F
9	Organized Chaos	50'R	1 rnd/lvl	50'	F
10	Trap	5'R	10 min/lvl	touch	F
11	Mechanition	caster	—	self	F
12	Major Flaw	1 object	1 min/lvl	50'	F
13	Delayed Reaction	1 spell	24 hrs	self	F
14	Engineering	caster	—	self	F
15	Mass Concealed Flaws	varies	1 min/lvl	50'	F
16	Trap True	10'R	1 hour/lvl	touch	F
17	Warp Mech. True	1 mechanism	varies	touch	F
18	Improve Mech. True	1 mechanism	varies	touch	F
19	Entropy True	1 object	1 min/lvl	touch	F
20	Practice Effect True	1 object	1 min/lvl	touch	F
25	Perpetual Motion	1 mechanism	10 min/lvl	touch	F
30	Structural Flaws	1 structure	1 min/lvl	100'	F
50	Mj. Structural Flaws	1 structure	1 min/lvl	100'	F

14. **Engineering**—Caster gains a special insight into engineering studies. The caster receives a special bonus of +50 to all engineering maneuvers for the duration of this spell.

15. **Mass Concealed Flaw**—As *Concealed Flaw*, except caster may affect 1 object per 3 levels.

16. **Trap True**—As *Trap*, except for duration.

17. **Warp Mechanism True**—As *Warp Mechanism*, except duration is 1 hour per level. If caster works on the mechanism for 1 hour, the duration is one day per level.

18. **Improve Mechanism True**—As *Improve Mechanism*, except duration is 1 hour per level. If caster works on the mechanism for 1 hour, the duration is one day per level. Only one such spell has any affect on each mechanism.

19. **Entropy True**—As *Entropy*, except penalty is -2 per round used. At the end of this spell, the object will lose a -1 penalty every round. For every accumulated penalty of -25, the object will have a permanent -10 penalty. This penalty can be removed with an appropriate maintenance skill roll.

20. **Practice Effect True**—As *Practice Effect*, except bonus is +2 per round used. For every round the object is not appropriately used, it loses a +1 bonus (to a minimum of +0). At the end of the spell's duration, the object will lose a +1 bonus every 2 rounds. The maximum bonus for any item is +50.

25. **Perpetual Motion**—Target non-magic mechanism will operate in its normal capacity for the duration of this 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.

30. **Structural Flaws**—Target structure develops a number of temporary fracture-like flaws. The entire structure takes double damage for the duration of the spell. The chance of a structure collapsing due to damage is also doubled.

50. **Major Structural Flaws**—As *Structural Flaws*, except damage is tripled as is the probability of a collapse.



ESSENCE
COMPANION



CLOSED ESSENCE 14.3.11

WATER MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Sweeten Water	1 cu/lvl	P	1'	F
2	Swim I	caster	10 min/lvl	self	U
3	Watervision	caster	10 min/lvl	self	U
4	Waterlungs	caster	1 min/lvl	self	U
5	Wave I	10'/lvl R	—	10'	F
6	Soak	1 cu/lvl	P	10'	F
7	Dehydrate	1 cu'	P	10'	F
8	Negate Buoyancy	1 target	1 min/lvl	100'	F
9	Fast Swim I	caster	10 min/lvl	self	U
10	Wave II	10'/lvl R	—	10'	F
11	Calm Water	100'R	C	100'	F
12	Water Form	caster	1 rnd/lvl	self	E
13	Dehydrate True	10 cu'	P	10'	E
14	Favorable Current	special	C	self	U
15	Wave III	10'/lvl R	—	10'	F
16	Call Rain	100'R/lvl	10 min/lvl	100'	E
17	Dam	varies	1 min/lvl	100'	F
18	Deep Swim	caster	10 min/lvl	self	U
19	Lord Wave	10'/lvl R	—	10'	F
20	Desiccation	1 target	P	100'	F
25	Whirlpool	50'R	C	1000'	E
30	Calm Water True	100'R/lvl	10 min/lvl	100'/lvl	F
50	Water Mastery	caster	1 rnd/lvl	varies	F

WATER MASTERY

- Sweeten Water**—Caster removes all dissolved material from target water (e.g., salt, sediment).
- Swim I**—Caster may swim at double his normal swimming 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. This spell also grants a special +10 to all Swimming maneuvers.
- Watervision**—Caster can see up to 100' in even murky water.
- Waterlungs**—Caster can breathe water, but not air, for the duration of this spell.
- Wave I**—Causes a wave of water to move away from the caster across the surface of a body of water. The wave is large enough to capsiz small boats (i.e. a canoe or small row boat) and give swimmers a -50 to their swimming maneuvers.
- Soak**—Target becomes soaked in water that condenses from the air.
- Dehydrate**—Removes all of the liquid (usually water) from 1 cubic foot of inanimate material.
- Negate Buoyancy**—Target must make a RR or else begin to sink. The target takes a penalty to all of his Swimming maneuvers equal to the amount by which he failed his RR.
- Fast Swim I**—As *Swim I*, except target may move at three times his normal swimming pace and only expends exhaustion points at the same rate he would if he were walking.
- Wave II**—As *Wave I*, except it is large enough to upset medium boats and give swimmers a -75 to Swimming maneuvers.
- Calm Water**—Water within the area of effect is calmed. Waves are cut by 20' in center (less towards the perimeter).
- Water Form**—The caster's body and gear assumes a liquid state. The caster cannot pick up anything more dense than water while in this form and the caster is immune to normal attacks. The caster may still be the target of spells (though elemental spells will have half effect on him, except for electrical attacks).

For the duration of this spell, the caster can move through small openings, pass through bars, etc. The caster may cast spells normally while in this state (though he will suffer the penalty of not having a voice and is treated as having no free hands).

- Dehydrate True**—As *Dehydrate*, except affects 10 cu'.
- Favorable Current**—The area of effect for this spell is the water immediately surrounding any vessel the caster is on. For the duration of this spell, the speed of small boats can be increased by 75' per round, medium boats by 50' per round, and large boats by 25' per round.
- Wave III**—As *Wave I*, except it is large enough to upset large boats and give swimmers a -100 to Swimming maneuvers.
- Call Rain**—If there are clouds in the sky, it rains (outdoors) for the duration of the spell.
- Dam**—Caster creates a dam (of magical force) with a length and height of 5' per level. For the duration of the spell, flowing water will build up against the dam or flood around it as dictated by natural forces.
- Deep Swim**—As *Swim I*, except target may move at four times his normal swimming pace and only expends exhaustion points at the same rate he would if he were walking. Also, the caster is immune to the pressures of deep water for the duration of this spell.
- Lord Wave**—As *Wave I*, except it is large enough to upset any boat or ship and give swimmers a -200 to Swimming maneuvers.
- Desiccation**—If the target fails his RR, he immediately begins to dehydrate. The target is immediately at -10% 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 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 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.
- Whirlpool**—Creates a 50'R 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.
- Calm Water True**—As *Calm Water*, except waves are cut by 50' in center and caster need not concentrate.
- Water Mastery**—Caster can use one lower level spell from this list each round.



COMMANDING WILL

1. **Calm**—Target will take no aggressive/offensive action, and will fight only if attacked. If the caster casts this spell at an already calmed target, the target will fall asleep.
2. **Truth**—Target must answer the next question the caster asks truthfully.
3. **Confusion**—Target is incapable of making decisions or initiating action; he may continue to fight current foes or in self defense.
4. **Fascinate**—Target believes that the caster is of the same alignment as himself, is influential, and is superior to himself in rank, power and/or efficiency. Target will usually seek to ingratiate himself to the caster.
5. **Command**—Target will obey a command of up to 5 words in length from the caster. Command cannot be completely alien to the target (e.g., suicide, blinding himself, etc) and the caster must speak a language the target can understand.
6. **Forget**—Target permanently forgets up to 1 min/lvl of specified memories as selected by caster. Memories older than 1 day give a special modification of +20 to the target's RR and memories older than 1 week get a special +40 RR modification. Memories older than 1 month may not be forgotten through this spell.
7. **Call of the Wild**—Target domesticated animal reverts to a wild state for the duration of this spell.
8. **Emote**—Caster causes the target to experience any one specified emotion. Caster cannot dictate the direction the target will choose to express this emotion. For example, caster can specify the emotion of love, but he cannot choose a person for the target to fall in love with, the target will just be very loving in general.
9. **Inclination**—The target likes or dislikes a person, place, or thing as specified by the caster. If the target has very strong feelings about the subject previously, the GM may indicate that the target receives a bonus or penalty to his resistance rolls.
10. **Fear**—Target flees in total fear from the caster (or a specified location) for 1 min per 5% failure. The target will not desire to return to the location or wish to face the caster for 1 day/5% failure.
11. **Doubt**—Target develops a very serious and troublesome doubt concerning a previously accepted fact, action, or idea.
12. **Love/Hate**—As *Inclination*, except the target experiences either devoted love or repulsive hatred towards a subject designated by caster (must be present at time of casting). For the duration the intensity of the emotion will be such that the target will have a difficult time focusing on anything else other than his love or hate. At the end of the duration, the target must make an additional resistance roll with a +20 RR modification or the effect will become permanent (to a lesser degree of intensity).
13. **Vengeance**—Target will seek to enact some vengeance against a person, place, or thing as specified by the caster. There must be in the target's mind some concept of the subject having wronged the target for the spell to be effective. The exact form of the vengeance sought depends on the character of the target, and the severity of his RR failure.
14. **Invoke**—The caster may summon any extra planar creature (e.g., demon, elemental, etc) whose True name he knows (through use of the Creature Name spell). Each round there is a 35% chance the specified creature hears his name and appears to the caster. This spell does not command the entity, though the caster may control the entity through the use of other spells on this list or through various influential skills.
15. **Quarrels**—All targets within the area of effect will become hostile and seek to attack the nearest opponent

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COMMANDING WILL

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Calm	1 target	1 min/lvl	100'	Fm
2	Truth	1 target	1 question	10'	Fm
3	Confusion	1 target	1 rnd/5% fail	100'	Fm
4	Fascinate	1 target	10 min/lvl	50'	Fm
5	Command	1 target	varies	50'	Fm
6	Forget	1 target	P	10'	Fm
7	Call of the Wild	1 target	1 day/5 fail	50'	Fm
8	Emote	1 target	1 min/lvl	100'	Fm
9	Inclination	1 target	1 min/lvl	100'	Fm
10	Fear	1 target	1 min/lvl	100'	Fm
11	Doubt	1 target	P	100'	Fm
12	Love/Hate	1 target	1 day/5% fail	100'	Fm
13	Vengeance	1 target	varies	100'	Fm
14	Invoke	1 target	varies	self	Fm
15	Quarrels	25'R	1 rnd/5% fail	25'	Fm
16	Dismiss/Banish	1 target	varies	50'	Fm
17	Shout of Panic	50'R	1 rnd/5% fail	100'	Fm
18	Peace	1 target	1 day/10% fail	touch	Fm
19	Shout of Confusion	50'R	1 rnd/5% fail	100'	Fm
20	Shout of Command	50'R	varies	100'	Fm
25	Slumber	1 target	1 day/5% fail	100'	Fm
30	Insanity	1 target	P	100'	Fm
50	Slave	1 target	1 day/10% fail	50'	Fm

16. **Dismiss/Banish**—Target extra planar creature (e.g. demon, elemental, etc) whose True name the caster knows (through the use of the Creature Name spell) is dismissed from the caster's plane back to his home plane. Alternatively, the caster can attempt to banish the target from the caster's plane for a period of 100 years/10% failure. The target receives a special +20 RR modification to any banish attempt and if the spell fails, the target will either attack the caster or flee. The attempt to banish the demon cancels any of the caster's control spells of which the target is under the influence.

17. **Shout of Panic**—Targets flee in total panic from the caster.

18. **Peace**—Target is eased from the effects of mind disease, grief, lycanthropy, hate, etc for the duration of this spell.

19. **Shout of Confusion**—As *Confusion*, except affects all targets in radius.

20. **Shout of Command**—As *Command*, except affects all targets in radius.

25. **Slumber**—Target sleeps in a deep, unwakable sleep without aging or deterioration until dispelled, a set condition is met or the duration ends.

30. **Insanity**—Target develops a permanent mental disorder. The caster can dictate the general type of disorder but the exact effects are up to the GM. For example, a caster can specify a manic/depressive disorder, while the GM determines whether the target is bi-polar, manic, depressive, etc.

50. **Slave**—Target becomes the caster's unquestioning slave for the duration of this spell. The target may attempt a new RR at the end of each week to break the effect. The target will seek to ingratiate himself to his master and do all things in a manner to please his master and forward his master's goals.



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RUNEMAGE BASE 14.4.2

INSCRIPTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Observation Sign	1 surface	P	touch	F
2	Rune II	1 spell	varies	touch	U
3	Sign of Pain	1 target	varies	touch	F
4	Rune III	1 spell	varies	touch	U
5	Sign of Weakness	1 target	varies	touch	F
6	Inscription Analysis	1 rune or sign	—	10'	I
7	Rune V	1 spell	varies	touch	U
8	Sign of Shock	1 target	varies	touch	F
9	Rune VI	1 spell	varies	touch	U
10	Sign of Fear	1 target	varies	touch	F
11	Rune VII	1 spell	varies	touch	U
12	Sign of Transport	1 target	varies	touch	U
13	Rune VIII	1 spell	varies	touch	U
14	Signwatch	caster	C	1 mi/lvl	U
15	Rune X	1 spell	varies	touch	U
16	Sign of Torment	1 target	varies	touch	F
17	Inscr. Analysis Tr.	1 rune or sign	—	10'	I
18	Rune XV	1 spell	varies	touch	U
19	Sign of Blinding	1 target	varies	touch	F
20	Lord Rune	1 spell	varies	touch	U
25	Signwatch True	caster	C	10 mi/lvl	U
30	Mass Sign	1 target	varies	touch	F
50	Rune of Power	1 rune paper	varies	touch	U

INSCRIPTIONS

- Observation Sign**—Caster inscribes an Observation Sign. The sign is a point of reference and perception for the *Signwatch* and *Transport Sign* spells on this list. The caster may never have more than one half of his level (round up) in Observation Signs at any one time. The caster may cancel any previously inscribed Observation Sign by concentrating for a round and touching the sign.
- Rune II**—This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once. The spell to be inscribed must be cast within one minute after this spell is cast. Rune II can inscribe 1st or 2nd level spells. The rune can be set to affect the reader.

- Sign of Pain**—[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 target fails a RR against it. Sign of Pain causes the target to take 25%

of his remaining concussion hits. The duration of this effect is 10 minutes per 5 RR failure. These lost hits will be regained when the duration of this spell expires.

- Rune III**—As *Rune II*, except caster may inscribe up to 3rd level spells.
- Sign of Weakness**—[RR Mod: -20] As *Sign of Pain*, except target feels weak and drained. This results in a special modification of -20 to all maneuvers and attacks for 10 minutes per 5 RR failure.
- Inscription Analysis**—The caster may determine what spell is inscribed within a rune or sign. This spell has a 1% chance per level of the inscribed spell of setting off the inscribed spell. The caster also learns if the rune or sign is set to affect a reader or not.
- Rune V**—As *Rune II*, except caster may inscribe up to 5th level spells.
- Sign of Shock**—[RR Mod: -20] As *Sign of Pain* except target is in a state of shock for 10 minutes per 5% failure (treat shock victims as if they are stunned except they never pass out due to this shock).
- Rune VI**—As *Rune II*, except caster may inscribe up to 6th level spells.
- Sign of Fear**—[RR Mod: -20] As *Sign of Pain* except target will flee the place of the sign. The target may not return for 10 minutes per 5 RR failure.
- Rune VII**—As *Rune II*, except caster may inscribe up to 7th level spells.
- Sign of Transport**—As *Sign of Pain* except target is teleported to one of the caster's designated Observation Signs. The designated Observation Sign may not be more than 1 mile per level of the caster (at the time of inscribing this spell) away from the Sign of Transport or else the attempt to inscribe this Sign automatically fails.
- Rune VIII**—As *Rune II*, except caster may inscribe up to 8th level spells.
- Signwatch**—Caster's may see and hear as if he were at any one of his Observation Signs within range of this spell. The caster's vision may rotate around the point of the Observation Sign (except that he will not be able to see through the surface the Sign is inscribed on if it is opaque).
- Rune X**—As *Rune II*, except caster may inscribe up to 10th level spells.
- Sign of Torment**—[RR Mod: -20] As *Sign of Pain* except target takes 90% of his remaining hits.
- Inscription Analysis True**—Caster may examine any one sign or rune. If the caster has ever analyzed a rune by the creator of this rune or symbol, he will recognize the creator and the age of the rune or symbol. If the caster has not analyzed the creator's work, he will learn the profession of the creator, the creator's level, and the age of the rune or symbol. This spell has a 1% chance per level of the inscribed spell of setting off the inscribed spell.
- Rune XV**—As *Rune II*, except caster may inscribe up to 15th level spells.
- Sign of Blinding**—[RR Mod: -20] As *Sign of Pain* except target is blinded for 1 hour per 5% RR failure.
- Lord Rune**—As *Rune II*, except caster may inscribe up to 20th level spells.
- Signwatch True**—As *Signwatch*, except for the range.
- Mass Sign**—Caster may inscribe any lower level Sign on this list, except that it can affect a number of targets equal to the level of the caster before being cancelled.
- Rune of Power**—Caster may store a number of power points within a sheet of rune paper equal to the level of this spell. The power points stored are considered to be of the same realm as the caster and they may not be multiplied in any way when the rune is eventually activated.



NOMENCLATURE MASTERY

1. **Memorize I**—Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall for the duration.
2. **Text Analysis III**—Caster can read text written in an unknown language. The caster reads as though he has rank 3 written in the language. This spell does not convey the sounds of the language, only knowledge of the content of the text.
3. **Learn Language II**—This spell cuts study time in half and allows a caster to develop one rank higher in a language than his teacher or book would normally allow.
4. **Vocalize III**—Causes any written text to be vocalized aloud in the language in which it is written. It will be heard in the caster's voice. This spell will only read up to a rank 3 linguistic level. If the text is of a higher rank, any concepts beyond rank 3 will be skipped, stuttered over, or incomprehensible. This spell will remain active for the duration of the spell (even if the caster casts another spell while this spell).
5. **Organic Name**—Caster learns the "True" name of target non-living organic item. This organic item is at -25 to all RRs versus any spell this caster casts on it in the future. The caster can only have one True name per level known (this includes all True names, not just names gained from this spell)
6. **Memorize II**—As *Memorize I*, except for the duration.
7. **Text Analysis V**—As *Text Analysis III*, except a text can be read to Rank 5 of complexity.
8. **Vocalize V**—As *Vocalize III*, except the writing will be read at Rank 5 of complexity.
9. **History**—Caster learns the area of origin of target item, the race of the being who made it, and when it was made (within 100 years). Also, determines if the item has any cultural or historical significance, but not exactly what those significances are.
10. **Animal Name**—As *Organic Name*, except caster learns the "True" name of target animal.
11. **Learn Language III**—As *Learn Language II*, except caster requires one third the time to learn a language and can learn up to two ranks higher in a language than his teacher or source book would normally allow.
12. **Text Analysis VII**—As *Text Analysis III*, except a text can be read to Rank 7 of complexity.
13. **Vocalize VII**—As *Vocalize III*, except the writing will be read at Rank 7 of complexity.
14. **Inorganic Name**—As *Organic Name*, except the caster learns the "True" name of a non-living inorganic item.
15. **Disguise Name**—Caster is able to disguise himself from any attempt to decipher his True name. Any Name spell that targets the caster while this spell is active must make an RR with a special modification of -20 or fail to provide the True name.
16. **Text Analysis X**—As *Text Analysis III*, except a text can be read to Rank 10 of complexity.
17. **Vocalize X**—As *Vocalize III*, except the writing will be read at Rank 10 of complexity.
18. **Creature Name**—As *Organic Name*, except caster learns the "True" name of any target creature.
19. **Learn Language IV**—As *Learn Language II*, except the time required to study is one fourth normal and the caster can learn three ranks higher than normally allowed.
20. **Cryptics**—Caster is able to decipher any target code. The caster will be able to translate the code into the original language, but will not be able to decipher any meanings that are not a part of the code. For example, this spell could decipher the message, "The key is in Marty's pocket," but it could not identify who Marty was or where he might be located. Alternatively, the caster may cast this spell to encode a message. The

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NOMENCLATURE MASTERY

Lvl	Name	Area	Duration	Range	Type
1	Memorize I	caster	1 week/lvl	self	P
2	Text Analysis III	caster	C	self	P
3	Learn Language II	caster	C	self	P
4	Vocalize III	1 writing	10 min/lvl (C)	touch	U
5	Organic Name	1 organic	varies	50'	I
6	Memorize II	caster	1 month/lvl	self	P
7	Text Analysis V	self	C	self	P
8	Vocalize V	1 writing	10 min/lvl (C)	touch	U
9	History	1 item	—	touch	P
10	Animal Name	1 animal	varies	50'	I
11	Learn Language III	caster	C	self	P
12	Text Analysis VII	self	C	self	P
13	Vocalize VII	1 writing	10 min/lvl (C)	touch	U
14	Inorganic Name	1 inorganic	varies	50'	I
15	Disguise Name	self	10 min/lvl	self	P
16	Text Analysis X	self	C	self	P
17	Vocalize X	1 writing	10 min/lvl (C)	touch	U
18	Creature Name	1 creature	varies	50'	I
19	Learn Language IV	caster	C	self	P
20	Cryptics	1 writing	P	touch	F
25	Restore Text True	1 book	—	touch	F
30	Binding Name	1 target	1 month/5 fail	50'	I
50	Change Name	caster	P	self	F

encoded message will be nonsense to anyone other than the one target the caster designates at the casting of this spell. If the caster casts this spell on a message encoded with this spell, the target code may make an RR to resist decoding. This spell may only be cast once per coded message (until the caster gains a new rank in this spell list).

25. **Restore Text True**—Will restore any text to its original condition so long as at least half of it is present. This will repair any damage other than lost or completely destroyed pages. Any pages that are lost or destroyed will be replaced by a page that is a 75% correct replication of the original page.

30. **Binding Name**—Caster binds the target by its True name. The caster must know the target's True name through the use of other spells on this list. The target now suffers a special modification of -35 to his RRs versus spells cast by this caster (this replaces the -25 from the spell that acquired the True name). The target must make "Hard" maneuver (modified by triple Self-Discipline bonus) if he ever wishes to move further than 100' away from the caster or if he wishes to attempt to harm the caster at any future point. If the target fails his RR, the target becomes incapable of action for 1 round per 1% RR failure. An "attempt to harm" is defined as any action that will knowingly cause any harm to the caster.

50. **Change Name**—Caster may alter his True name. Any such attempt requires a significant life changing dedication, event, or alteration to precede or coincide with the spell casting. If the GM does not deem the change to be significant enough to warrant a change of the caster's True name, then he should cause the spell to automatically fail and roll on the failure chart three times, applying all three results simultaneously. If the Change Name is successful, then the caster is free of any Binding Names, or Name spells previously cast on him.



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PHYSICAL MANIPULATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Ice/Water	1 cu'	P	50'	F
2	Warp	1 wood object	P	10'	F
3	Dust Earth/Wood	1 cu'	P	10'	F
4	Dust Stone	1 cu'	P	10'	F
5	Animate Gas	1 cu'/lvl	1 rnd/lvl(C)	10'R/lvl	F
6	Rust	1 object	P	10'	F
7	Animate Liquid	1 cu'/lvl	1 rnd/lvl(C)	10'R/lvl	F
8	Dust to Stone	1 cu'	P	10'	F
9	Warp Metal	1 metal object	P	10'	F
10	Bleed	1 target	1 rnd/5 fail	100'	F
11	Mass Ice/Water	10 cu'	P	100'	F
12	Animate Solid	1 cu'/lvl	1 rnd/lvl(C)	10'R/lvl	F
13	Shatter	1 object	P	100'	F
14	Lesser Unstone	10 cu'	P	10'	F
15	Wither	1 plant	P	touch	F
16	Lesser Animation	1 spell	1 min/lvl	10'R/lvl	F
17	Unmetal	1 cu"	P	10'	F
18	Eternal Lock	1 lock	P	10'	F
19	Shatter True	1 object	P	100'	F
20	Rot	1 target	C	50'	F
25	Greater Animation	1 spell	10 min/lvl	10'R/lvl	F
30	Petrify	1 target	1 day/5 fail	100'	F
50	Petrify True	1 target	1 month/5 fail	100'	U

PHYSICAL MANIPULATIONS

- Ice/Water**—Caster can choose to either convert 1 cubic foot of water to ice or vice versa.
- Warp**—Target wooden object has it's form, straightness, and strength ruined. This results in doubling the break number range (to a maximum of 1-10) and halving the original strength (or reliability). The object may not be larger than 1 pound per level of caster.
- Dust Earth/Wood**—Caster instantly transforms 1 cubic foot of earth or wood into a fine, dry powder.
- Dust Stone**—As *Dust Earth/Wood*, except affects 1 cubic foot of stone.
- Animate Gas**—Caster animates 1 cubic foot (per level of the caster) of any gaseous substance within range. For as long as caster concentrates, gas will move as the caster wills at a rate of 1' per level of caster per round, subject to environmental conditions. If the gas moves beyond a 10'R/lvl of the caster then it is no longer under the caster's control. The caster may give the gas a last command (such as follow me or move towards the door). After giving a final command, the caster no longer concentrates and the gas will attempt to follow the final command for 1 round/level of the caster (or until the gas moves out of range of the caster).
- Rust**—All metal on the target object oxidizes at a rate of 1 cubic inch per round.
- Animate Liquid**—As *Animate Gas*, except affects liquid.
- Dust to Stone**—Caster is able to convert 1 cubic foot of sand, dirt or dust into a solid stone form. The stone formed will have the same general shape as the original substance did just prior to conversion to stone.
- Warp Metal**—As *Warp Wood*, except affects metal objects up to 1 pound per level of the caster.

10. **Bleed**—The caster may cause a target living creature to bleed (if applicable). The target begins to bleed at a rate of 1 hit per round per 5% RR failure. For example, if a target fails his RR by 25, he will bleed 5 hits per round for 5 rounds.

11. **Mass Ice/Water**—As *Ice/Water*, except affects up to 10 cubic feet.

12. **Animate Solid**—As *Animate Gas*, except affects 1 cubic inch of solid material per level of the caster.

13. **Shatter**—Target inorganic item (up to 1 cubic foot in size) is shattered explosively. All targets within 5' take an 'A' Impact critical and the holder of the object takes a 'C' Impact critical.

14. **Lesser Unstone**—As *Dust Stone*, except affects up to 10 cubic feet of stone.

15. **Wither**—Target normal plant (shrub size or smaller) instantly dies and withers. Magical plants, large plants, and unusual plants may attempt to resist this spell (with a special modifier of +20).

16. **Lesser Animation**—Target *Animate* spell from this list has its duration increased to 1 minute per level. Caster may give the animated material simple commands and the animated material will attempt to carry out those commands (without the need for the caster to concentrate).

17. **Unmetal**—As *Dust Earth/Wood*, except 1 cubic inch of metal may be affected.

18. **Eternal Lock**—Target lock is magically fused shut. The lock may be broken, but it will never unlock.

19. **Shatter True**—As *Shatter*, except object may be up to 3 cubic feet (in size) and all within 10'R take a 'B' Impact critical, while the holder takes a 'D' Impact critical.

20. **Rot**—Target organic creature, plant or object begins to rot. Each round the caster concentrates, the target receives a cumulative -10 penalty to all actions and loses 10% of his current hits. If the target ever leaves the range of this spell, this spell is cancelled (though the damage taken is still applied).

25. **Greater Animation**—As *Lesser Animation*, except for duration.

30. **Petrify**—Caster may cause a living or organic target to gradually turn to stone at the rate of 5% of the total mass of the target per round. The effect may be dispelled or removed with a *Remove Curse* spell; however, the petrified object resists all dispelling attempts at with a special modifier of +20 (making it harder to dispel the petrification).

50. **Petrify True**—As *Petrify*, except for duration and the petrified target resists dispelling attempts at +40.



SYMBOLISM

1. **Bypass Symbol I**—This spell allows the caster to “turn off” the target *Symbol I* for the duration of this spell. If the *Symbol I* fails an RR, it cannot be triggered or its constant effects are not active for the duration of this spell. The *Symbol's* RR is based on the level of the spell in the *Symbol* spell (the target's level) and the level of the *Bypass Symbol* Spell (the attack level).

2. **Unsymbol I**—Caster can remove one *Symbol I* (an placed 1st level spell). The *Symbol's* RR is based on the level of the spell in the *Symbol* spell (the target's level) and the level of the *Bypass Symbol* Spell (the attack level).

3. **Symbol I**—Caster can emplace one 1st level spell on any 1 given non-mobile stone (see below). Within one minute, the spell to be placed 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 placed spell, whichever is larger.

- If the spell placed is an attack spell, the attack level is the spell's level (i.e., for Symbol I that 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.

4. **Symbol Extension**—Allows the caster to connect one surface or trigger to a symbol that is normally outside of range of the symbol. For example, manipulating a door and lock mechanism in one room could trigger a *Light Symbol* on the other side of the building, bringing someone to investigate. The distance between the trigger and the symbol can be up to 1 foot per level. *Symbol Extension* must be in place before the symbol to use it is inscribed or imbedded.

5. **Bypass Symbol III**—As *Bypass Symbol I*, except affects up to a *Symbol III*.

6. **Unsymbol III**—As *Unsymbol I*, except affects up to a *Symbol III*.

7. **Symbol III**—As *Symbol I*, except emplaces up to a 3rd level spell.

8. **Bypass Symbol V**—As *Bypass Symbol I*, except affects up to a *Symbol V*.

9. **Unsymbol V**—As *Unsymbol I*, except affects up to a *Symbol V*.

10. **Symbol V**—As *Symbol I*, except emplaces up to a 5th level spell.

11. **Bypass Symbol VIII**—As *Bypass Symbol I*, except affects up to a *Symbol VIII*.

12. **Symbol VIII**—As *Symbol I*, except emplaces up to a 8th level spell.

13. **Unsymbol VIII**—As *Unsymbol I*, except affects up to a *Symbol VIII*.

14. **Bypass Symbol X**—As *Bypass Symbol I*, except affects up to a *Symbol X*.

15. **Symbol X**—As *Symbol I*, except emplaces up to a 10th level spell.

16. **Unsymbol X**—As *Unsymbol I*, except affects up to a *Symbol X*.

17. **Bypass Symbol XIII**—As *Bypass Symbol I*, except affects up to a *Symbol XIII*.

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SYMBOLISM

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Bypass Symbol I	1 symbol	1 min/lvl	50'	F
2	Unsymbol I	1 symbol	P	10'	F
3	Symbol I	varies	P	10'	U
4	Symbol Extension	1 surface	P	10'	U
5	Bypass Symbol III	1 symbol	1 min/lvl	50'	F
6	Unsymbol III	1 symbol	P	10'	F
7	Symbol III	varies	P	10'	U
8	Bypass Symbol V	1 symbol	1 min/lvl	50'	F
9	Unsymbol V	1 symbol	P	10'	F
10	Symbol V	varies	P	10'	U
11	Bypass Symbol VIII	1 symbol	1 min/lvl	50'	F
12	Symbol VIII	varies	P	10'	U
13	Unsymbol VIII	1 symbol	P	10'	F
14	Bypass Symbol X	1 symbol	1 min/lvl	50'	F
15	Symbol X	varies	P	10'	U
16	Unsymbol X	1 symbol	P	10'	F
17	Bypass Symbol XIII	1 symbol	1 min/lvl	50'	F
18	Symbol XIII	varies	P	10'	U
19	Unsymbol XIII	1 symbol	P	10'	F
20	Lord Symbol	varies	P	10'	U
25	Inscribe Sign	1 surface	varies	10'	U
30	Unsymbol True	1 symbol	P	10'	U
50	Living Sign	1 target	varies	10'	U

18. **Symbol XIII**—As *Symbol I*, except emplaces up to a 13th level spell.

19. **Unsymbol XIII**—As *Unsymbol I*, except affects up to a *Symbol XIII*.

20. **Lord Symbol**—As *Symbol I*, except caster can emplace any spell less than his level.

25. **Inscribe Sign**—Allows caster to modify any imbed symbol spell on this list to allow it to be imbedded on a mobile surface. The resulting sign will remain potent until it is triggered. The mobile surface must be non-living and must weigh at least 100 pounds. A given spell caster can only have one mobile sign per level of experience (subsequent castings will cause the oldest castings to dispel).

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

50. **Living Sign**—As *Inscribe Sign*, except target must be a living creature and must weigh at least 50 pounds. The sign will remain potent until triggered. Often these signs are disguised by incorporating them with existing tattoos.

SPECIAL NOTE

1) Caster must have as many ranks of Symbol Lore as the level of the Symbol spell he wishes to cast or bypass. Caster must have at least half as many ranks of Symbol Lore as the level spell he wishes to remove.

2) See *Spell Law*, Section 2.2.10 for specific rules on Symbols.



ESSENCE
COMPANION



RUNEMAGE BASE 14.4.6

WARDING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Research Ward	caster	varies	self	
2	Detect Ward	5'R	C	50'	
3	Alarm Ward	1 ward	1hour/lvl	10'	
4	Sense Ward	1 ward	1hour/lvl	10'	
5	Lesser Animal Ward	1 ward	1hour/lvl	10'	
6	Lesser Undead Ward	1 ward	1hour/lvl	10'	
7	Lesser Demon Ward	1 ward	1hour/lvl	10'	
8	Lesser Essence Ward	1 ward	1hour/lvl	10'	
9	Les. Mentalism Ward	1 ward	1hour/lvl	10'	
10	Les. Channeling Ward	1 ward	1hour/lvl	10'	
11	Multiple Ward	1 ward	varies	10'	
12	Lesser Barrier Ward	1 ward	1hour/lvl	10'	
13	Greater Animal Ward	1 ward	1hour/lvl	10'	
14	Greater Undead Ward	1 ward	1hour/lvl	10'	
15	Conceal Ward	1 ward	1hour/lvl	10'	
16	Greater Demon Ward	1 ward	1hour/lvl	10'	
17	Greater Essence Ward	1 ward	1hour/lvl	10'	
18	Gr. Mentalism Ward	1 ward	1hour/lvl	10'	
19	Gr. Channeling Ward	1 ward	1hour/lvl	10'	
20	Greater Barrier Ward	1 ward	1hour/lvl	10'	
25	Lord Research	1 ward	varies	10'	
30	Defensive Ward	1 ward	varies	10'	
50	Ward True	1 ward	1 day/lvl	10'	

WARDING WAYS

- Research Ward**—Allows the caster to research special ward spells to be used with this list. In addition, the caster receives a special bonus of +25 to his next Ward Lore maneuver.
- Detect Ward**—Allows the caster to detect all active wards within the area of effect. The caster can move the area of effect each round.
- Alarm Ward**—When cast on a properly prepared ward this spell will sound an alarm when a specified set of circumstances occur within the area of effect. The alarm may be silent (only the caster will be aware, at a range of 100' per level of caster) or audible (everyone will hear an alarm will sound), as dictated at the time of casting. An alarm may either sound for as long as the specified circumstance exists, or it can be set to sound for up to 1 minute per level of the caster before returning to a dormant and watchful state.
- Sense Ward**—When cast on a properly prepared ward sign(s) this spell will prevent the use of one designated sense through the area of effect. The sense must be decided at the time the ward sign is prepared. If the caster spends double the normal number of PPs required by this spell, he may add an additional sense that is blocked by this spell. For each increment of normal PPs spent, another sense may be blocked. For example, if 16 PPs are spent, four senses could be blocked. Note that for each extra sense blocked, this spell is treated as being one level higher (for the purposes of Warding Lore).
- Lesser Animal Ward**—When cast on a properly prepared ward sign(s) this spell will attempt to prevent the passage of animals into or through the area of effect. Any animal that attempts to travel through this area will go elsewhere unless it makes an RR (with a special modifier of -20) versus the level of the caster. An animal may be forced into the area, but it will fight and struggle against this as much as it is able. Any animal forces past the ward will suffer a -25 to all actions while in the protected area.
- Lesser Undead Ward**—As *Lesser Animal Ward*, except affects lesser spirits of the dead (Class I, II, and III).

- Lesser Demon Ward**—As *Lesser Animal Ward*, except affects lesser demons (Type I, II, and III).
- Lesser Essence Ward**—As *Sense Ward*, except prevents the casting of Essence spells through the area of effect. All Essence spells must first resist versus the level of the ward or else be canceled. Active spells that pass through the area of effect must make a RR or else be dispelled.
- Lesser Mentalism Ward**—As *Lesser Essence Ward*, except prevents the use of Mentalism spells.
- Lesser Channeling Ward**—As *Lesser Essence Ward*, except prevents the use of Channeling spells.
- Multiple Ward**—Allows the caster to combine multiple wards into one properly prepared ward sign. The caster must cast all of the wards involved immediately after this spell (within 2 minutes).
- Lesser Barrier Ward**—As *Sense Ward*, except prevents all creatures from passing into or through the area of effect. Any creature that attempts to pass through the area of effect must make a -20 RR or be blocked from passing through the area. This spell does not have any effect on Class IV, V, and VI undead, nor does it have any effect on Type IV, V, and VI demons.
- Greater Animal Ward**—As *Lesser Animal Ward*, except animals must make a -40 RR.
- Greater Undead Ward**—As *Greater Animal Ward*, except Class I, II, and III undead must make a -40 RR and Class IV, V, and VI undead must make a normal RR.
- Conceal Ward**—Allows caster to turn the ward signs of any ward invisible. The ward is still detectable by a Detect Ward spell.
- Greater Demon Ward**—As *Greater Animal Ward*, except Type I, II, and III demons must make a -40 RR and Type IV, V, and VI demons must make a normal RR.
- Greater Essence Ward**—As *Lesser Essence Ward*, except for duration.
- Greater Mentalism Ward**—As *Lesser Mentalism Ward*, except for duration.
- Greater Channeling Ward**—As *Lesser Channeling Ward*, except for duration.
- Greater Barrier Ward**—As *Lesser Barrier Ward*, except any creature attempting to pass through the area of effect must make a -40 RR. Class IV, V, and VI undead and Type IV, V, and VI demons resist at 10.
- Lord Research**—See *Spell Law*, Section 7.4.
- Defensive Ward**—Caster may enchant one ward to have an additional defense versus the ward's target creature type. Whenever the designated creature attempts to pass through the area of effect, in addition to the normal effects of the ward, the ward delivers an 'E' Impact critical if it enters the area of effect (regardless of the creature's resistance roll).
- Ward True**—When this spell is cast on any lower level ward, the target ward will have its duration increased to 1 day/level of the caster.

SPECIAL NOTES

- All wards from this list require the caster to prepare the appropriate ward sign at the center of effect, or else at the either end of the line of effect. A ward sign is a magical design that may be inscribed on any surface. The appropriate tools to inscribe, draw, paint, etc. must be used in order to create the ward sign. If a ward is cast with a single ward sign, the ward has an area of effect equal to the 1'R per level of the caster. A ward may be cast between two signs. If created in this fashion, the ward has an effective area between two signs. The distance between two signs is limited to 2' per level of the caster.
- Each ward sign is unique to a specific ward and can only be used for the appropriate ward. To create the ward sign, the caster must have an equal number of ranks in the Ward • Lore skill (a skill in the Lore • Magical skill category) as the level of the ward spell for which he wishes to create a ward sign. A caster must spend an amount of time in the creation of the appropriate ward sign equal to 1 round per level of the ward sign.



ESSENCE
COMPANION



MANA BARRIERS

1. **Barrier Vision**—Allows target to see all *Mana Barriers* (any spell effect from this list) within 100'. Without benefit of this spell, the caster can only see *Mana Barriers* that he creates.
2. **Shield**—Creates a shield of force in front of the caster that adds 25 to his defense. The shield will move with the caster.
3. **Hindrance Barrier I**—Creates an invisible barrier 10'x10'x1' that slows anyone who tries to move through it by 35%. It will also modify any attack made through it by -35.
4. **Back Shield**—Creates a shield of mana behind the caster that negates any bonuses for flank or rear attack made on him.
5. **Personal Shield I**—Encases the caster in a mana shield that will absorb 20 concussion hits damage before collapsing. Any concussion hits absorbed in this manner are not inflicted upon the caster. Any criticals scored against the caster are reduced by one level unless the concussion damage breaks the shield (treat an 'A' critical as an 'A' critical modified by -25).
6. **Mana Cage**—Creates a cage of mana around a target. Target cannot move more than 1 foot from his current location or make any attacks. All melee attacks against (or by) the target suffer a special modification of -50 and missile attacks suffer a penalty of -25. The target can break out of this cage by making a Very Hard static maneuver (modified by triple Strength).
7. **Hindrance Barrier II**—As *Hindrance Barrier I*, except movement reduction is 50% and penalty if -50.
8. **Slippery Barrier I**—Covers an area in a thin layer of mana that is very slippery. All attempts to move across the area require a Hard moving maneuver to avoid slipping and falling (Very Hard if moving on an incline).
9. **Fumble Barrier**—Creates a mana barrier around a single, inanimate object (that has no more than 1.5 times the caster's mass) that makes the object difficult to hold on to or move. Any attempt to manipulate the object requires a Hard static maneuver (modified by triple strength). If the object is a weapon, failing this maneuver results in a fumble.
10. **Personal Shield II**—As *Personal Shield I*, except the shield can take 40 hits before collapsing.
11. **Mana Wall I**—Creates a wall of mana through which nothing will pass. It can withstand 100 concussion hits damage before collapsing.
12. **Hindrance Barrier III**—Creates an invisible field that slows anyone trying to move through it by 75%. All attacks made through the field are at -75.
13. **Stumble Barrier**—Wraps the target in a mana barrier that is very slippery on the exterior. Everytime the target moves, he must make a Very Hard moving maneuver to stay on his feet.

MANA MOLDER BASE 14.5.1

MANA BARRIERS

Lvl	Spell	Area of Effect	Duration	Range	Typ
1	Barrier Vision	1 target	10 min/lvl	10'	I
2	Shield*	—	1 min/lvl	Self	U
3	Hindrance Barrier I	10'x10'x1'	1 min/lvl	100'	U
4	Back Shield	1 target	1 min/lvl	10'	U
5	Personal Shield I	caster	1 min/lvl	Self	U
6	Mana Cage	1 target	1 rnd/lvl	100'	F
7	Hindrance Barrier II	10'x10'x1'	1 min/lvl	100'	I
8	Slippery Barrier I	10'x10'	1 min/lvl	100'	U
9	Fumble Barrier	1 item	1 rnd/lvl	100'	U
10	Personal Shield II	caster	1 min/lvl	Self	U
11	Mana Wall I	10'x10'x1"	1 min/lvl	100'	I
12	Hindrance Barrier III	10'x10'x1'	1 min/lvl	100'	F
13	Stumble Barrier	1 target	1 rnd/lvl	100'	U
14	Slippery Barrier II	20'x20'	1 min/lvl	100'	U
15	Personal Shield III	caster	1 min/lvl	Self	U
16	Mana Wall II	10'x10'x1"	1 min/lvl	100'	U
17	Missile Ranging	1 missile	1 rnd/lvl	Touch	U
18	Permeability	1 force wall	1 min/lvl	100'	U
19	Mana Wall III	10'x10'x1"	1 min/lvl	100'	U
20	Stasis Barrier	1 target	1 rnd/lvl	100'	F
25					
30	Personal Shield IV	caster	1 min/lvl	Self	U
50	Slippery Barrier Tr.	50'x50'	1 min/lvl	100'	U

14. **Slippery Barrier II**—As *Slippery Barrier I*, except an Extremely Hard maneuver must be made to move while on the field (Sheer Folly if on an incline).
15. **Personal Shield III**—As *Personal Shield I*, except the shield can take 60 hits before collapsing and any criticals are reduced by two unless the concussion damage breaks the shield (treat a 'B' critical as an 'A' critical modified by -25 and an 'A' critical as an 'A' critical modified by -50).
16. **Mana Wall II**—As *Mana Wall I*, except it can take 200 concussion hits before collapsing.
17. **Missile Ranging**—Wraps a normal missile (arrow, bolt, sling stone, etc.) in a field of mana that improves its flight. Any attack using this missile receive one quarter normal range penalties.
18. **Permeability**—Renders a *Mana Wall* permeable to one specific type of thing (gasses, metal, stone, living organic material etc.; designated when this spell is cast). The designated material may pass through the *Mana Wall* as though it were not there. This spell may be cast multiple times on a single wall.
19. **Mana Wall III**—As *Mana Wall I*, except it can withstand 300 concussion hits damage before collapsing.
20. **Stasis Barrier**—Encases a target in a mana barrier that completely immobilizes the target. It's position will not change in relation to it's surroundings (i.e., a flying bird caught in a stasis field will not fall to the ground). All attacks against the target suffer a penalty of -100. All normal bodily functions of the target are halted while the spell is in effect (but the target suffers no ill effects from this). To the target, it will appear as though no time passed between when this spell took effect and when it ends.
30. **Personal Shield IV**—As *Personal Shield I*, except that it can absorb 100 hits before collapsing.
50. **Slippery Barrier True**—As *Slippery Barrier I*, except an Absurd maneuver would be required to move while on the field (and movement on an incline becomes impossible with some assistance to lower the difficulty).



ESSENCE
COMPANION



MANA MOLDER BASE 14.5.2

MANA ITEMS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Pole	—	10 min/lvl	10'	E
2	Pot	—	10 min/lvl	10'	E
3	Rope	—	10 min/lvl	10'	E
4	Plank	—	10 min/lvl	10'	E
5	Hammer	—	10 min/lvl	10'	E
6	Knife	—	10 min/lvl	10'	E
7	Shovel	—	10 min/lvl	10'	E
8	Axe	—	10 min/lvl	10'	E
9	Tub	—	10 min/lvl	10'	E
10	Ladder	—	10 min/lvl	10'	E
11	Saw	—	10 min/lvl	10'	E
12	Wheelbarrow	—	10 min/lvl	10'	E
13	Canoe	—	10 min/lvl	10'	E
14	Cloth	—	10 min/lvl	10'	E
15	Wagon	—	10 min/lvl	10'	E
16	Combine	varies	10 min/lvl	10'	E
17	Caltrops	—	10 min/lvl	10'	E
18	Rowboat	—	10 min/lvl	10'	E
19					
20	Shelter	—	10 min/lvl	10'	E
25	Ram	—	10 min/lvl	10'	E
30	Bridge	—	10 min/lvl	10'	E
50	Tower	—	10 min/lvl	10'	E

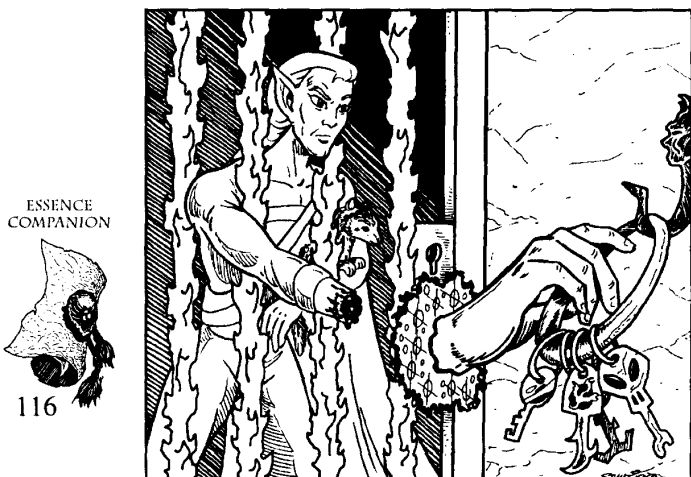
MANA ITEMS

- Pole**—Creates a pole 3 inches in diameter and up to 5 feet long per level of the caster. Treat as a pole of hard wood for all purposes.
- Pot**—Creates a pot that can hold up to 5 gallons of liquid. It is not damaged by the effects of normal fire and cold. It should be treated as an iron cooking pot for all purposes.
- Rope**—Creates a rope up to 20 feet long +5 feet per level of the caster. Treat the rope as a superior hemp rope for all purposes.
- Plank**—Creates a plank up to 1 inch wide per level of the caster and 5 feet long per level of the caster. It should be treated as a hardwood plank for all purposes.
- Hammer**—The hammer created by this spell can be of any size up to a 10 pound sledge hammer, but cannot be changed after the spell is cast.

- Knife**—Creates a knife that must be smaller than a short sword. The knife can be of any kind (skinning knife, butter knife, cutpurse etc.), but cannot be changed after the spell is cast.
- Shovel**—Creates a shovel that can be used as a regular shovel.
- Axe**—Creates an axe that can be of any type but cannot be changed after the spell is cast (i.e., a woodsman's axe, a throwing axe, etc.).
- Tub**—Creates a tub that can hold up to 50 gallons of liquid. It is not damaged by normal fire and cold. It should be treated as an iron tub for all purposes.
- Ladder**—Creates a ladder up to 1' long per level of the caster. It should be treated as a ladder made of strong wood for all purposes.
- Saw**—Creates a saw that can be used as a regular saw would. The saw can be of any type (rip saw, bow saw, hack saw etc.), but cannot be changed after the spell is cast.
- Wheelbarrow**—Creates a wheelbarrow that can be used as a normal wheelbarrow would.
- Canoe**—Creates a canoe approximately 15 feet long. This spell also creates three paddles. Note: On average, such a canoe can comfortably fit 3 human sized passengers and normal gear.
- Cloth**—Creates up to 5 square feet per level of the caster of one type of cloth. The cloth can be either linen or canvas or any other type of cloth that is common to the caster's culture. This cloth comes in one large piece.
- Wagon**—Creates a wagon that should be treated as a small wagon in all respects. This wagon can be of any type specified by the caster (coach, covered wagon, hay-wain etc.), but may not be changed after the spell is cast.
- Combine**—Caster may seamlessly combine two items created from this list. This spell may be cast multiple times to combine more than two items. For example, the caster could put a pot on the end of his pole (combining the first and second level spells from this list). The two other spells must be cast within one minute of completing this spell.
- Caltrops**—Creates up to 5 caltrops per level of the caster. The caltrops will appear in a random spread on the group (all within 10' of the caster).
- Rowboat**—Creates a rowboat approximately 15 feet long and 6 feet wide. It should be treated as a small row boat for all purposes. This spell also creates four oars. Note: On average, such a rowboat can comfortably fit 8 human sized passengers and their gear.
- Shelter**—Creates a shelter approximately 20 feet square and 8 feet tall. It has walls and a door. The shelter is well suited for keeping out the elements and is well insulated, but does not withstand damage well. The structure can withstand only 200 concussion hits before being dispelled.
- Ram**—Creates a battering ram approximately 15 feet long. It can be used to batter down doors and walls. It requires at least 5 people to operate effectively.
- Bridge**—Creates a bridge that is up to 5' long per level of the caster. This bridge requires no supports and does not need to be arched (although it may be if the caster desires). The bridge can be up to 1' wide per level of the caster. Treat as a stone bridge for all purposes.
- Tower**—Creates a 20 foot diameter, 30 foot tall tower. It has a single door on the ground floor and a ladder inside that climbs to the second floor and roof. The tower may have windows in whatever numbers and locations he desires. Treat as a stone tower with a wooden door for all purposes.

SPECIAL NOTE

Mana items are items created from the Essence. They are very temporary, but more durable than illusions. The created item must be able to fit in the space it is cast in or the item is not created (i.e., these items will not push other things out of the way as they are created). Note that all created items are basically "real" for the duration of this spell. Items created from this list have a normal weight for items of a similar type (if anything, the items tend to be a little "heavier" than normal items of similar construction).



MANA MOLDING

1. **Perceive Signatures**—Caster can observe all spell signatures in the area of effect.
2. **Store Signature**—Allows the caster to store a single signature for use with other spells on this list. The caster gains no information about the spell signature in question, but can recognize it as being distinctly different from other signatures. A given caster can only have one signature stored per level of experience.
3. **Concentrate Essence I**—The caster creates an area with a higher concentration of Essence. One of the following effects (roll d100, not open-ended) will occur for all spells cast from within this area for the duration of the spell. The caster may add or subtract 1 from this roll for every rank he has developed in this spell list.
 - 1-25: spell targets suffer an RR penalty of -10
 - 26-50: spell durations are 1.5x normal
 - 51-75: spell areas of effect are 1.5x normal
 - 76-100: spell ranges are 1.5x normal
4. **Disperse Essence I**—The caster creates an area with a lower concentration of Essence. One of the following effects (roll d100, not open-ended) will occur for all spells cast from within this area for the duration of the spell. The caster may add or subtract 1 from this roll for every rank he has in this spell list.
 - 1-25: spell targets get an RR bonus of +10
 - 26-50: spell durations are half normal
 - 51-75: spell areas of effect are half normal
 - 76-100: spell ranges are half normal
5. **Destabilize Essence I**—The caster creates an area in which the average amount of available Essence fluctuates wildly. All spells cast in the area of effect require a Spell Casting Static Maneuver with a special modification of -15 (even spells that do not normally need to make a Spell Casting Static Maneuver).
6. **Stabilize Essence I**—The caster creates an area in which the average amount of Essence is almost perfectly uniform. Anytime a Spell Casting Static Maneuvers made in the area of effect, that maneuver is made with a special modification of +15.
7. **Mask Signature**—For the duration of this spell, the caster's spells leave no signatures.
9. **Concentrate Essence II**—As *Concentrate Essence I*, except that the random effects are as follows.
 - 1-25: spell targets suffer an RR penalty of -20
 - 26-50: spell durations are 2x normal
 - 51-75: spell areas of effect are 2x normal
 - 76-100: spell ranges are 2x normal.
10. **Disperse Essence II**—As *Disperse Essence I*, except that the random effects are as follows.
 - 1-25: spell targets get an RR bonus of +20
 - 26-50: spell durations are one quarter normal
 - 51-75: spell areas of effect are one quarter normal
 - 76-100: spell ranges are one quarter normal
11. **Spell Identification**—Caster is able to determine what spell created the target spell signature.
12. **Destablize Essence II**—As *Destabilize Essence I*, except that the modification is -30.
13. **Stabilize Essence II**—As *Stabilize Essence I*, except the modification is +30.
14. **Caster Typing**—Caster is able to determine the profession and level of the creator of the target signature.
15. **Concentrate Essence III**—As *Concentrate Essence I*, except that the random effects are as follows.
 - 1-25: spell targets suffer an RR penalty of -30
 - 26-50: spell durations are 3x normal
 - 51-75: spell areas of effect are 3x normal
 - 76-100: spell ranges are 3x normal.
16. **Disperse Essence III**—As *Disperse Essence I*, except that the random effects are as follows.

MANA MOLDER BASE 14.5.3

MANA MOLDING

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Perceive Signatures	10'R	10 minutes	50'	I
2	Store Signature	caster	—	self	U
3	Concentrate Essence I	5'R	1 min/lvl	100'	E
4	Disperse Essence I	5'R	1 min/lvl	100'	E
5	Destabilize Essence I	5'R	1 min/lvl	100'	E
6	Stabilize Essence I	5'R	1 min/lvl	100'	E
7	Mask Signature	caster	1 min/lvl	self	U
8					
9	Concentrate Essence II	10'R	1 min/lvl	100'	E
10	Disperse Essence II	10'R	1 min/lvl	100'	E
11	Spell Identification	1 signature	—	10'	I
12	Destabilize Essence II	10'R	1 min/lvl	100'	E
13	Stabilize Essence II	10'R	1 min/lvl	100'	E
14	Caster Lore	1 signature	—	10'	I
15	Concentrate Essence III	20'R	1 min/lvl	100'	E
16	Disperse Essence III	20'R	1 min/lvl	100'	E
17	Falsify Signature	caster	1 min/lvl	self	U
18					
19	Destabilize Essence III	20'R	1 min/lvl	100'	E
20	Stabilize Essence III	20'R	1 min/lvl	100'	E
25	Caster Identification	1 signature	—	10'	I
30	Concentrate Ess. True	50'R	1 min/lvl	100'	E
50	Disperse Essence True	50'R	1 min/lvl	100'	E

- 1-25: spell targets get an RR bonus of +30
- 26-50: spell durations are one tenth normal
- 51-75: spell areas of effect are one tenth normal
- 76-100: spell ranges are one tenth normal

17. **Falsify Signature**—For the duration of this spell, the caster's spells will leave a signature of his choosing from those he has stored.
19. **Destablize Essence III**—As *Destabilize Essence I*, except the modification is -45.
20. **Stabilize Essence III**—As *Stabilize Essence I*, except the modification is +45.
25. **Caster Identification**—Caster learns the name of the creator of the target signature and gains a mental picture of what he looked like at the time he cast the spell that left the signature.
30. **Concentrate Essence True**—As *Concentrate Essence I*, except that the random effects are as follows.
 - 1-25: spell targets suffer an RR penalty of -40
 - 26-50: spell durations are 4x normal
 - 51-75: spell areas of effect are 4x normal
 - 76-100: spell ranges are 4x normal.
50. **Disperse Essence True**—For the duration, no spell casting is possible within the area of effect.

SPECIAL NOTES

- 1) All of the spells on this list affect Essence spell users only. This includes Pure Essence users, Semi Essence users, Hybrid Essence users and Arcane users.
- 2) All spell users leave a mark on the Essence when they cast spells. Every spell user has a distinct signature. These signatures are only visible through the use of the *Perceive Signatures* spell. A spell signature will last for 1 hour per level of the spell. After this time, the fluid nature of the Essence completely washes away any trace of the spell.



ESSENCE
COMPANION



MANA MOLDER BASE 14.5.4

MANA SERVANTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Binder	—	5 min/lvl	10'	E
2	Holder	—	5 min/lvl	10'	E
3	Alarm	—	5 min/lvl	10'	E
4	Digger	—	5 min/lvl	10'	E
5	Doer	—	5 min/lvl	10'	E
6	Mount I	—	5 min/lvl	10'	E
7	Swimmer	—	5 min/lvl	10'	E
8	Combination I	2 mana serv.	Varies	10'	E
9	Mover	—	5 min/lvl	10'	E
10	Carrier	—	5 min/lvl	10'	E
11	Climber	—	5 min/lvl	10'	E
12	Scribe	—	5 min/lvl	10'	E
13	Basher	—	5 min/lvl	10'	E
14	Sound Observer	—	5 min/lvl	10'	E
15	Mount II	—	5 min/lvl	10'	E
16	Combination II	2 mana serv.	5 min/lvl	10'	U
17	Visual Observer	—	5 min/lvl	10'	E
18	Tunneler	—	5 min/lvl	10'	E
19	Combination III	3 mana serv.	5 min/lvl	10'	U
20	Flier	—	5 min/lvl	10'	E
25	Observer True	—	5 min/lvl	10'	E
50	Multi-Servant	—	5 min/lvl	10'	E

MANA SERVANTS

- Binder**—The Binder is a circular band 3" wide and 1' in diameter. It can contract to whatever size the caster desires to hold two objects together. It can release and contract again during the duration. The strength of this bond is such that it would normally require a Hard maneuver (modified by triple Strength) to break it. This can be used to bind wounds and (though the caster must make a successfully First Aid maneuver to place the binding correctly) reducing bleeding by up to 2 hits per round.
- Holder**—The Holder will hold onto anything the caster gives him for the duration of the spell. The Holder may not move from the spot where it was created. The object it is holding is fixed to the spot very tightly and it would normally take a Very Hard maneuver (modified by triple Strength) to dislodge it. The Holder can grip an object very tightly if necessary, but will never grip hard enough to break the object.
- Alarm**—The Alarm servant cannot move by itself, but can be moved by others. At the time of casting, the caster designates a range and a number of targets up to his level. If anyone other than the caster or designated targets come within 10' of the binder, the Alarm servant will begin a very loud wailing noise.
- Digger**—The Digger can move 1 cubic foot of earth per minute. Materials harder than packed soil is beyond its ability. If digging straight down, the hole must be at least 3 feet in diameter. If a Digger digs below 5 feet deep, progress will be slowed by half unless another means is used to clear excess dirt from around the hole.
- Doer**—The Doer can perform one simple repetitive action designated at the time of casting. The Doer cannot move by itself, but can be moved by others. The action it performs can involve only one tool and most assembly is beyond its ability. The GM should use his own judgment to decide which tasks are simple enough (turning a spinning wheel, grinding flour, chopping a tree, etc. are probably simple enough).
- Mount I**—The Mount will carry one person (up to 250 lb.) on its back for the duration of the spell. It can be ordered to stop or turn, but it is not exceptionally maneuverable. Otherwise, it will move at a constant rate of 70' per round and can climb hills as steep as 45°. It is unaffected by poor footing (sand, gravel, swampy ground) as long as the surface can support its weight and the weight of its passenger.

7. **Swimmer**—The Swimmer consists of two barrel-shaped air bladders and two feet shaped like flippers. It can swim on the surface of most liquids at a rate of 20' per round (in a straight line). It can pull a weight of up to 100 pounds behind it if a rope is attached, but this will half its rate.

8. **Combination I**—Caster may combine two existing servants, created by lower level spells on this list, into one servant that will be suitable for both tasks. This spell will end when either of the servants is dispelled or when the first servant's duration runs out.

9. **Mover**—The Mover can pick up any single object (that weighs no more than 100 pounds) and move it up to 100 feet away. If the caster desires, the Mover will continue to do this with other similar objects until they are all moved to the new location. The Mover can stack the objects in any fashion they are normally stackable.

10. **Carrier**—The Carrier is shaped like a big turtle with a flat back. It can carry up to 100 pounds per level of the caster (moving at a rate of up to 40' per round). It is 5 feet wide by 8 feet long by 2 feet high. The Carrier can negotiate most terrain in the manner as the *Mount I* spell. This spell makes no provision for loading the cargo onto the Carrier.

11. **Climber**—The Climber can move on any solid surface that the caster desires at a rate of 50' per round so long as the surface will support the weight of the Climber. The Climber can even move across a ceiling, so long as the ceiling surface can hold the weight of the climber (stone or wood should be no problem; plaster might)

12. **Scribe**—The scribe can copy any writing or drawing the caster puts before it as long as it is provided with a writing instrument, ink, and a suitable surface on which to copy the writing or drawing. The Scribe will copy one 10" x 10" area per minute. This Essence servant is non locomotive, but may be carried by someone else.

13. **Basher**—The caster can instruct the Basher to destroy any non-living material within 100'. The Basher will move to and begin "bashing" the designated material, inflicting 3 d10 structural damage to it every round. The Basher is extremely limited in its ability to track a moving object and it cannot for example attack the armor someone is wearing.

14. **Sound Observer**—The observer will record all sounds within 20' of the servant for a duration designated by the caster at the time of casting. Caster may play back the recorded sounds at anytime within the spell's duration. Recorded sound must be played from start to finish with no modifications or pauses within the recording.

15. **Mount II**—As *Mount I*, except the rate is 140' per round, the weight limit is 500 pounds, and the Mount is maneuverable enough to use in combat.

16. **Combination II**—As *Combination I*, except will work on any servants created up to the level of this spell.

17. **Visual Observer**—As *Sound Observer*, except records a visual impression of all sights within 20' of the servant. When played back the image is displayed inside of the servant. The caster may rotate the servant to view the full area within the radius of effect.

18. **Tunneler**—Creates a Tunneler servant. The Tunneler can burrow through materials as hard as granite at the rate of 2 cubic feet per minute. The material moved by this servant is ground into fine sand.

19. **Combination III**—As *Combination I*, except will work on any created servants.

20. **Flier**—Creates a Flier servant. The Flier can fly at a rate of up to 200' per round. It has two gripping appendages and can carry up to two objects as long as their total weight is not over 50 pounds.

30. **Observer True**—As *Sound Observer*, except records all sounds, visual images, and any other sensory information within 50' of the servant.

50. **Multi-Servant**—The next servant spell cast from this list will produce one servant for every ten levels of the caster.

SPECIAL NOTE

Mana servants are physical manifestations of the Essence which a caster creates to perform specific functions. They will not perform any action that is beyond the scope of their function. All mana servants have AT 8; a DB of +0; and 15 hits. They may not attack under any circumstances. Spell cast upon them has no effect (except spells to dispel them) and specific spells from this list. They all weigh 100 pounds, are affected by gravity normally, and have no buoyancy. The mana servants have a physical appearance that may be determined by the caster at the time of casting. For example, a Holder might look like a big fist while a Scribe might be simply an arm that appears to be attached to the table.



ESSENCE
COMPANION



MANA WARRIORS

1. **Move**—Caster can command a Mana Warrior to move to any location within 100'. Once there, the Mana Warrior will wait for further commands. It will not engage in melee even if attacked.
2. **Attack I**—Caster can command a Mana Warrior to attack any specific target within 100'. The Mana Warrior will move to and engage the target in melee combat. Once the target is down (but not necessarily dead or unconscious), the Mana Warrior will cease any actions. The Mana Warrior will re-engage the target if the target gets up or is moved in any way.
3. **Lesser Mana Warrior**—Creates a Lesser Mana Warrior with the following stats. Level 3, 30 hits, AT 8, DB +10, OB +20, Move Rate of 50. Resolve all attacks by the Mana Warrior on the Club Attack Table.
5. **Attack II**—As *Attack I*, except caster can designate up to two specific targets (each within 100'). The Mana Warrior will move to and engage the first designated target in combat. Once the first target is down, the Mana Warrior will move to the second target and engage it in combat. After both targets are down, the Mana Warrior cease any action. The Mana Warrior will re-engage either of the two targets designated in this spell if they get up or are moved in any way (engaging the first target first if both get up or are moved).
6. **Guard**—Caster commands a Mana Warrior to guard a person, place, or thing. The Mana Warrior will attack anything except the caster (or the target person if guarding a person) that approaches within 20' of the thing to be guarded. The Mana Warrior will move at maximum movement rate to stay within 10' of the thing to be guarded. The caster may (at the time of casting) designate a number of people or creatures up to half his level (rounded up) that may approach the thing to be guarded without being attacked by the Mana Warrior.
7. **Minor Mana Warrior**—Creates a Minor Mana Warrior with the following stats. Level 5, 50 hits, AT 10, DB +10, OB +40, Move Rate of 70. Resolve all attacks by the Mana Warrior on the Short Sword Attack Table.
9. **Patrol**—Caster commands a Mana Warrior to move continuously between two designated, non-mobile points and to attack anyone who comes within 50' of the Mana Warrior. The Mana Warrior will follow the shortest unobstructed path between the two points. Both points must be within 100' of the caster when the spell is cast. The caster may, at the time of casting, designate a number of people or creatures up to half his level (rounded up) that may approach the Mana Warrior without being attacked.
10. **Multi-Command II**—Caster may cast two spells from this list on a single Mana Warrior. They must make sense in the order they are given or only the first will be followed. For example a Mana Warrior commanded to "guard then patrol" will only guard.
11. **Major Mana Warrior**—Creates a Major Mana Warrior with the following stats. : Lvl 10, 75 hits, AT 14, DB +10, OB +60, Move Rate 90. Resolve all attacks on the Broadsword Attack Table.
13. **Attack V**—As *Attack II*, except caster may designate up to five specific targets. All targets must be within 100' of the caster when this spell is cast.
14. **Multi-Command III**—As *Multi-Command II*, except caster may cast up to three spells on a single Mana warrior.
15. **Greater Mana Warrior**—Creates a Greater Mana Warrior with the following stats. Level 15, 100 hits, AT 16, DB +10, OB +80, Move Rate of 110. Resolve all attacks by the Mana Warrior on the Moving Star Attack Table.
17. **Activation**—Puts a Mana Warrior in a "stasis." Caster can cast any spells (including Move, Guard, and Patrol) he desires upon a Mana Warrior, but the commands will not be executed until a specific circumstance occurs. The conditions under which the Mana Warrior is activated must be declared at the time this spell is cast and cannot be changed unless this spell is cast again.
18. **Multi-Command V**—As *Multi-Command II* except caster may cast up to five spells from this list on one Mana Warrior, or cast three spells on one Mana Warrior and two on another.

MANA MOLDER BASE 14.5.5

MANA WARRIORS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Move	1 mana war.	—	100'	F
2	Attack I	1 mana war.	—	100'	F
3	Lesser Mana Warrior	—	1 min/lvl	10'	E
4					
5	Attack II	1 mana war.	—	100'	F
6	Guard	1 mana war.	—	100'	F
7	Minor Mana Warrior	—	1 min/lvl	10'	E
8					
9	Patrol	1 mana war.	—	100'	F
10	Multi-Command II	varies	—	100'	F
11	Major Mana Warrior	—	1 min/lvl	10'	E
12					
13	Attack V	1 mana war.	—	100'	F
14	Multi-Command III	varies	—	100'	F
15	Greater Mana Warrior	—	1 min/lvl	10'	E
16					
17	Activation	1 mana war.	varies	10'	F
18	Multi-Command V	varies	—	100'	U
19					
20	Lord Mana Warrior	—	1 min/lvl	10'	E
25					
30	Attack True	1 mana war.	Varies	100'	F
50	Mana Warrior True	—	1 min/lvl	10'	E

20. **Lord Mana Warrior**—Creates a Lord Mana Warrior with the following stats. Level 20, 130 hits, AT 18, DB +10, OB +100, Move Rate of 130. Resolve all attacks by the Mana Warrior on the Battle Axe Attack Table.

30. **Attack True**—As *Attack I*, except caster may continue designate targets to one Mana Warrior as long as the Mana Warrior exists.

50. **Mana Warrior True**—Creates an Mana Warrior True with the following stats. Level 50, 160 hits, AT 20, DB +10, OB +120, Move Rate of 150. Resolve all attacks by the Mana Warrior on the Two-Handed Sword Attack Table.

SPECIAL NOTE

- 1) Mana Warriors will "cease to be" in several instances: 1-the caster may dismiss an Mana Warrior of his own creation at any time; 2-Mana Warriors can be dispelled just like any other Essence Spell; 3-they instantly vanish at the end of the spell's duration; 4-they instantly vanish if they take more damage than they have concussion hits.
- 2) Mana Warriors never parry. They cannot be stunned. They do not bleed. They take no penalties from injuries. They do not need to breathe or eat. Mana Warriors only fumble on a 01 (they do not use weapons; their limbs are their only weapons). They cannot move faster than the movement rate listed in the spell that created them. They cannot be the target of any spells except dispelling spells, elemental attack spells, and spells on this spell list.
- 3) Mana Warriors appear to be featureless humanoids approximately 5 feet tall. They are always translucent. They have excellent traction and will never fall down unless indicated by a critical result and can move normally on any surface that will support their weight and is no steeper than 45°. Their arms are in the shape of weapons. They have no sensory organs (using "magic" to sense their opponents). All Mana Warriors weigh 150 pounds, are affected normally by gravity, and have no buoyancy.
- 4) Mana Warriors can only be under the effect of one spell on this list at a time.



ESSENCE COMPANION



MANA MOLDER BASE 14.5.6

GLYPHS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Research Glyph	Varies	8 hours	self	F
2	Glyph I	10'R	10 min/lvl	touch	F
3	Decipher Glyph	1 glyph	1 rnd/lvl	self	F
4	Glyph II	10'R	10 min/lvl	touch	F
5	Waiting Glyph II	10'R	1 day/lvl	touch	F
6	Glyph III	10'R	10 min/lvl	touch	F
7	Unglyph III	1 glyph	P	100'	F
8	Glyph IV	10'R	10 min/lvl	touch	F
9	Waiting Glyph IV	10'R	1 day/lvl	touch	F
10	Glyph V	10'R	10 min/lvl	touch	F
11	Multi-Glyph II	10'R	10 min/lvl	touch	F
12	Glyph VI	10'R	10 min/lvl	touch	F
13	Unglyph VI	1 glyph	P	100'	F
14	Glyph VII	10'R	10 min/lvl	touch	F
15	Waiting Glyph VII	10'R	1 day/lvl	touch	F
16	Glyph VII	10'R	10 min/lvl	touch	F
17	Multi-Glyph III	10'R	10 min/lvl	touch	F
18	Glyph IX	10'R	10 min/lvl	touch	F
19	Glyph X	10'R	10 min/lvl	touch	F
20	Waiting Glyph X	10'R	1 day/lvl	touch	F
25	Unglyph X	1 glyph	P	100'	F
30	Lord Glyph	10'R	10 min/lvl	touch	F
50	Lord Unglyph	1 glyph	P	100'	F

GLYPHS

1. **Research Glyph**—Allows caster to know the origins and parameters of a glyph. This is the only way for the caster to learn any special glyphs.

SPECIAL GLYPHS

Lvl Glyph-Effect

- 1 Light—Illuminates a 10'R area.
- 2 Sleep—Causes a single target to fall into a natural sleep.
- 3 Dark—Creates a 10'R area of magical darkness as dark as the darkest night.
- 4 Stun—Causes a single target to be stunned for 1 rnd/10% failure.
- 5 Chill—Causes a single target to take a 'B' cold critical.
- 6 Bleed—Causes a single target to begin bleeding 1 hit/rnd per 10% failure.
- 7 Unconsciousness—Causes a single target to fall unconscious.
- 8 Pain—Causes a single target to lose half of its remaining concussion hits.
- 9 Weakness—Causes a single target to lose half of its normal OB for 1 min/10% failure.
- 10 Shrink—Causes a single target to shrink to half normal size for 1 min/10% failure.
- 11 Slam—Causes a single target to take a 'C' impact critical.
- 12 Fear—Causes a single target to turn and flee for 1 min/10% failure.
- 13 Command—Causes a single target to obey a command set by caster at the time of the casting.
- 14 Mute—Causes a single target to be unable to speak for 1 min/10% failure.
- 15 Heat—Causes a single target to take a 'D' heat critical.
- 16 Agony—Causes a single target to be in agony, resulting in a -25 to all actions.
- 17 Drain—Causes a single target to lose half of its remaining Power Points.
- 18 Fatigue—Causes a single target to be reduced to 1D10 concussion hits.
- 19 Blindness—Causes a single target to be blinded (-90 to all maneuvers) for 1 min/10% failure.
- 20 Death—Causes a single target to take an 'E' critical of the caster's choosing.

2. **Glyph I**—Allows caster to 'trace' a glowing visible glyph on an in-flux medium that can be triggered by one of the following (decided by the caster at the time of casting): a) specified time has passed, b) specified movements within 20', c) specified sounds within 20', or d) touch. Power points for both spell and glyph must be expended, but only casting time for the glyph is used. A glyph can be a first level spell or a special glyph that has been researched (see Notes).

3. **Decipher Glyph**—Allows caster to decipher a glyph (it takes 1 round per level of the glyph) and know exactly what it does without setting it off (presuming it hasn't already been set off). It takes one round per level of the glyph to decipher the glyph. Nothing is learned if this spell expires prior to completion of deciphering.

4. **Glyph II**—As *Glyph I*, except a second level glyph can be traced.

5. **Waiting Glyph II**—Extends the duration of a *Glyph I* or *Glyph II*.

6. **Glyph III**—As *Glyph I*, except a 3rd level glyph can be traced.

7. **Unglyph III**—Allows caster to erase a glyph of up to third level. This will not set off the glyph in question (unless the specified activation for the glyph were when the glyph is erased).

8. **Glyph IV**—As *Glyph I*, except a fourth level glyph can be traced.

9. **Waiting Glyph IV**—As *Waiting Glyph II*, except it applies to glyphs up to fourth level.

10. **Glyph V**—As *Glyph I*, except a fifth level glyph can be traced.

11. **Multi-Glyph II**—Allows caster to place two spells into the same glyph. The glyph spell only needs to be cast once (but it must be cast within one minute of the completion of this spell).

12. **Glyph VI**—As *Glyph I*, except a sixth level glyph can be traced.

13. **Unglyph VI**—As *Unglyph III*, except that up to sixth level glyphs can be affected.

14. **Glyph VII**—As *Glyph I*, except a seventh level glyph can be traced.

15. **Waiting Glyph VII**—As *Waiting Glyph II*, except that up to a seventh level glyph has its duration extended.

16. **Glyph VIII**—As *Glyph I*, except an eighth level glyph can be traced.

17. **Multi-Glyph III**—As *Multi-Glyph II*, except that three spells may be placed in the same glyph.

18. **Glyph IX**—As *Glyph I*, except a ninth level glyph can be traced.

19. **Glyph X**—As *Glyph I*, except a tenth level glyph can be traced.

20. **Waiting Glyph X**—As *Waiting Glyph II*, except that up to a tenth level glyph can be delayed.

25. **Unglyph X**—As *Unglyph III*, except that up to tenth level glyphs can be affected.

30. **Lord Glyph**—As *Glyph I*, except that up to a twentieth level glyph can be traced.

50. **Lord Unglyph**—As *Unglyph III*, except that up to twentieth level glyphs can be erased without discharging them.

SPECIAL NOTES

- 1) Glyphs are "runes" that are 'traced' on an in-flux background (air, water, etc.) instead of rune paper. First the glyph spell must be cast and then the spell to be 'traced' must be cast. At this point the glyph is set, and its effects start when it is triggered (see the specific glyph spells). If the glyph is not triggered before the duration of the glyph spell expires, the glyph fades without activating. Glyphs can be either normal spells or specially researched glyphs.

- 2) The caster must have a number or ranks in the Glyph Lore skill (Lore • Magical skill category) equal to the level of the spell he wishes to cast from this list.

- 3) Special Glyphs—To the left is a brief list of "special glyphs". These are not automatically learned when a character learns the Glyph Law list. They must be sought out from other sources (libraries, universities, mentors, etc.). The GM should decide whether or not these are appropriate for his campaign. He should feel free to alter, replace, add, or delete glyphs from this list.

COMBAT WAYS

1. **Snap Attack**—This spell allows the caster to make an attack in the current Snap Action Phase without the -20 penalty. The attack occurs as part of this spell (i.e., no separate action need be declared). The maximum OB for this attack is 90% (which results in a -10 attack).
2. **Split Parry II**—Caster may divide his parry between up to two melee attackers with no penalty.
3. **Moving Strike I**—Caster may move up to 30% normal movement and attack without suffering a penalty to his OB.
4. **Tumble Evasion I**—Caster may attack and parry as normal and then perform a diving roll to a location up to 20' away from his starting point. This maneuver is part of the attack and requires no extra percentage activity (or declared action).
5. **Hammer Strike I**—Caster's next attack this round delivers 1.5x concussion hits.
6. **Survival Instinct I**—Caster may parry this round with 125% of his OB; however, the caster may not attack this round.
7. **Bleeding Strike I**—If the casters next attack this round inflicts a critical, it will cause 1 hit per round of bleeding in addition to all other critical results. This spell will have no effect on creatures that are normally immune to bleeding wounds (golems, constructs, undead, etc.).
8. **Split Parry III**—As *Split Parry II*, except caster may divide his parry between up to three attackers.
9. **Shatter Strike I**—If the target of the casters next melee attack this round parries with a weapon or shield, it must immediately make a breakage check modified by -20.
10. **Split Attack II**—Caster can divide his melee OB in any proportion he desires and attack two separate targets with no penalty as long as both are within normal melee range and neither of the targets is positioned to the caster's rear.
11. **Stunning Strike**—If the casters next attack this round inflicts a critical, it will cause 1 round of stun in addition to all other critical results. This spell has no effect on creatures that are normally immune to stun.
12. **Tumble Evasion II**—As *Tumble Evasion I*, except caster may end up in a location 50' away.
13. **Moving Strike II**—As *Moving Strike I*, except caster may move up to 70% normal movement.
14. **Hammer Strike II**—As *Hammer Strike I*, except delivers double concussion hits.
15. **Survival Instinct II**—As *Survival Instinct I*, except caster may parry with 150% of his normal OB.

WARRIOR MAGE BASE 14.6.1

COMBAT WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Snap Attack *	caster	1 rnd	self	U
2	Split Parry II *	caster	1 rnd	self	U
3	Moving Strike I *	caster	1 rnd	self	U
4	Tumble Evasion *	caster	1 rnd	self	U
5	Hammer Strike I *	caster	1 rnd	self	U
6	Survival Instinct I *	caster	1 rnd	self	U
7	Bleeding Strike I *	caster	1 rnd	self	U
8	Split Parry III *	caster	1 rnd	self	U
9	Shatter Strike *	caster	1 rnd	self	U
10	Split Attack II *	caster	1 rnd	self	U
11	Stunning Strike *	caster	1 rnd	self	U
12	Tumble Evasion II *	caster	1 rnd	self	U
13	Moving Strike II *	caster	1 rnd	self	U
14	Hammer Strike II *	caster	1 rnd	self	U
15	Survival Instinct II *	caster	1 rnd	self	U
16	Bleeding Strike II *	caster	1 rnd	self	U
17	Riposte *	caster	1 rnd	self	U
18	Shatter Strike II *	caster	1 rnd	self	U
19					
20	Split Parry IV *	caster	1 rnd	self	U
25					
30	Split Attack III *	caster	1 rnd	self	U
50	Warrior True	caster	1 rnd/tvl	self	U

16. **Bleeding Strike II**—As *Bleeding Strike I*, except 2 hits/rnd are caused in addition to all other critical results.

17. **Riposte**—If the caster parries a melee attack this round, and the melee attack does not inflict any damage, he may attack back with 50% of his normal OB immediately following the opponent's attack. This riposte attack requires a action of its own, but may be made in addition to any other attack this round. For example, the caster could cast this spell, attack with 90% OB, and then riposte with 50% OB.

18. **Shatter Strike II**—As *Shatter Strike I*, except the weapon or shield must make the breakage check modified by -50.

20. **Split Parry IV**—As *Split Parry II*, except caster may divide his parry between up to four attackers.

30. **Split Attack III**—As *Split Attack II*, except caster can attack up to three separate targets as long as all three are within normal melee range and none of the foes is to the caster's rear.

50. **Warrior True**—Caster may utilize any one of the lower level spells on this list once per round.



ESSENCE
COMPANION



WARRIOR MAGE BASE 14.6.2

COMBAT ILLUSIONS

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 I	1 target	24 hours	10'	E
4	Wall of Dark	10'x10'x1"	1 min/lvl	100'	E
5	Silence	10'R	1 min/lvl	100'	E
6	Invisibility I	1 target	24 hours	10'	E
7	Mirror Image I	caster	1 min/lvl	self	E
8	Attack Illusion *	1 target	1 rnd	10'	E
9	Displacement III *	caster	1 min/lvl	self	E
10	Parry Illusion *	caster	1 rnd/lvl	self	U
11	Weapon Illusion	target weapon	1 rnd/lvl	10'	E
12	Mirror Image II	caster	1 min/lvl	self	E
13					
14	Greater Attack Illusion *	1 target	1 rnd	10'	E
15	Displacement V *	caster	1 min/lvl	self	E
16	Greater Parry Illusion *	caster	1 rnd	self	U
17	Beacon	1 mile	1 min/lvl	self	E
18	Mirror Image III	caster	1 min/lvl	self	E
19					
20	Invisibility V	5 targets	24 hours	10'	E
25	Attack Illusion True *	1 target	1 rnd	10'	E
30	Parry Illusion True *	caster	1 rnd	self	U
50	Mirror Image V	caster	1 min/lvl	self	E

COMBAT ILLUSIONS

- Blur**—Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- Shadow**—Target and objects on his person appear to be a shadow; and are thus almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus to Stalking and Hiding maneuvers between 25 and 75).
- Unseen I**—A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).
- Wall of Dark**—Creates a wall of darkness up to 20'x20'x1". Anything except light can pass through this wall. All attacks made against targets obscured by this wall suffer a special penalty of -70.
- Silence**—Any sounds originating within 1' of the caster are completely muffled. This results in a +25 bonus to all Stalking maneuvers.
- Invisibility I**—As *Unseen I*, except that 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.
- Mirror Image I**—Creates an image that looks exactly like the caster, but be offset by approximately three feet from the caster. This image will precisely duplicate any actions the caster performs. There is a 50% chance that anyone in combat with the caster will strike the image instead of the caster on the first round of combat. If the attacker strikes the image, he will automatically attack the caster on his next attack. However, he must check again on the subsequent round (and each round after successfully striking the caster). Beings with less rational minds

(i.e. animals, the insane, etc.) may have to make this roll more often. Creatures that do not depend primarily upon sight to select a target are not affected by this spell.

- Attack Illusion**—Makes it appear that the caster is attacking from a direction he is not. If the target fails an RR, his DB is lowered by 20 (this can result in a negative DB!).
- Displacement III**—Caster appears to be offset from where he actually is. All attacks have no effect 30% of the time. Each time a foe misses, the chance of that foe missing again goes down 5%.
- Parry Illusion**—Makes it appear that the caster is executing a dazzling series of parries, causing any foes in melee combat with caster to make an RR or only be able to use half their OB against him this round.
- Weapon Illusion**—Causes the target weapon to appear to be another type of weapon specified by the caster. If the weapon is used in combat, it will attack on its normal table, but suffer a special modification of -25 and its fumble range is increased by 5 (i.e., a weapon that normally fumbles on a 01 or 02, will fumble on a 01 through 07 result).
- Mirror Image II**—As *Mirror Image I*, except two duplicates are created and the chance of attacking the image first 65%. This chance lowers to 35% on the second attack.
- Beacon**—A ray of light (any color) springs from the caster's palm. This ray can be up to 1 mile long.
- Greater Attack Illusion**—As *Attack Illusion*, except an opponent who fails his RR must lower his DB by 40.
- Displacement V**—As *Displacement III*, except chance of missing is 50%.
- Greater Parry Illusion**—As *Parry Illusion*, except opponents who fail their RR can only use one-quarter of their OB to attack this round.
- Mirror Image III**—As *Mirror Image I*, except three duplicates are created and the chance of attacking a false image is 75%. This lowers to 50% on the second attack, and 25% on the third attack.
- Invisibility V**—As *Invisibility I*, except that 5 targets may be made invisible.
- Attack Illusion True**—As *Attack Illusion*, except an opponent who fails his RR must lower his DB by 60.
- Parry Illusion True**—As *Parry Illusion*, except opponents who fail their RR may not attack the caster this round.
- Mirror Image V**—As *Mirror Image I*, except five duplicates are created and the chance of striking an image starts at 80% (and lowers by 20% each round).



ESSENCE
COMPANION



SPELL DEFENSE

1. **Detect Essence**—Detects any active spell or item from the Essence realm. Caster can concentrate on a 5'R area each round.
2. **Protection I**—Subtracts 5 from elemental attack rolls against the target and adds 5 to all of the targets RRs versus spells.
3. **Detect Mentalism**—As *Detect Essence*, except realm is Mentalism.
4. **Essence Protection**—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. *Essence Protection* remains in effect until it's caster has been the target of any 1 Essence spell.
5. **Detect Channeling**—As *Detect Essence*, except realm is Channeling.
6. **Mentalism Protection**—As *Essence Protection*, except affects spells from the realm of Mentalism.
7. **Detect Invisible**—As *Detect Essence*, except detects invisible things. All attacks against something so detected are modified by -50.
8. **Channeling Protection**—As *Essence Protection*, except affects spells from the realm of Channeling.
9. **Protection Sphere II**—As *Protection I*, except bonuses are 10 and all beings within 10'R of target get the benefits.
10. **Spell Detection I**—Caster becomes aware an instant before anyone within 10' casts a spell. This should allow enough time to cast any instantaneous spell.
11. **Elemental Parry**—Caster can use up to half of his normal OB with the weapon he has in his hands to parry an elemental bolt spell.
12. **Detect Intangible**—As *Detect Invisible*, except also detects things that are Astral, Ethereal, out of phase, etc.
13. **Protection III**—As *Protection I*, except bonuses are 15.
14. **Detect Power**—As *Detect Essence*, except detects active spells, magic items, or spell users of any realm.
15. **Protection Sphere III**—As *Protection III*, except has a 10'R as in *Protection Sphere II*.
16. **Spell Detection II**—As *Spell Detection I*, except it detects spells cast within a 20'R and the caster learns who is casting the spell.
17. **Protection IV**—As *Protection I*, except bonuses are 20.
18. **Spell Parry**—Caster can add up to half of his normal OB (with the weapon he has in his hands) to his RR versus any spell that targets him and of which he is aware.
19. **Realm Protection Sphere**—As *Essence Protection*, except that spells of any realm are affected and it has a 10'R.
20. **Protection Sphere IV**—As *Protection IV*, except has a 10'R as in *Protection Sphere II*.
25. **Spell Detection III**—As *Spell Detection II*, except it detects spells cast within a 30'R and the caster learns what realm they are casting.
30. **Spell Detection IV**—As *Spell Detection III*, except it detects spells cast within 50'R and the caster learns the exact spell they are casting.
50. **Spell Bane**—Caster may utilize any one of the lower level spells on this list each round.

WARRIOR MAGE BASE 14.6.3

SPELL DEFENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Essence	5'R	1 min/lvl (C)	100'	P
2	Protection I	1 target	1 min/lvl	10'	U
3	Detect Mentalism	5'R	1 min/lvl (C)	100'	P
4	Essence Protection	1 spell	varies	self	P
5	Detect Channeling	5'R	1 min/lvl (C)	100'	P
6	Mentalism Protection	1 spell	varies	self	P
7	Detect Invisible	5'R	1 min/lvl (C)	100'	P
8	Channeling Protection	1 spell	varies	self	P
9	Protection Sphere II	10'R	1 min/lvl	self	P
10	Spell Detection I	10'R	1 min/lvl	self	P
11	Elemental Parry	caster	1 rnd	self	P
12	Detect Intangible	5'R	1 min/lvl (C)	100'	P
13	Protection III	1 target	1 min/lvl	10'	U
14	Detect Power	5'R	1 min/lvl (C)	100'	P
15	Protection Sphere III	10'R	1 min/lvl	self	U
16	Spell Detection II	20'R	1 min/lvl	self	P
17	Protection IV	1 target	1 min/lvl	10'	U
18	Spell Parry	caster	1 rnd	self	P
19	Realm Prot. Sphere	10'R	varies	self	P
20	Protection Sphere IV	10'R	1 min/lvl	self	U
25	Spell Detection III	30'R	1 min/lvl	self	P
30	Spell Detection IV	50'R	1 min/lvl	self	P
50	Spell Bane	caster	1 rnd/lvl	self	U



ESSENCE
COMPANION



WARRIOR MAGE BASE 14.6.4

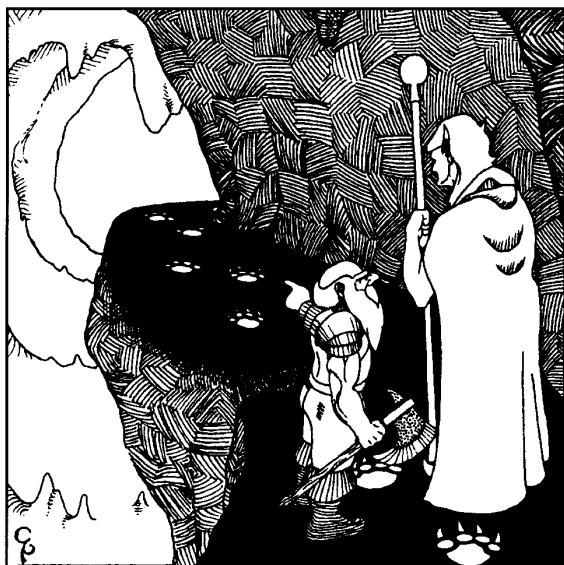
WARRIOR'S ENHANCEMENTS

Lvl	Spell	Area of Effect	Duration	Range	T
1	Battle Awareness I *	caster	1 min/lvl	self	
2	Nightvision	caster	10 min/lvl	self	
3	Sidevision	caster	10 min/lvl	self	
4	Watervision	caster	10 min/lvl	self	
5	Battle Awareness II *	caster	1 min/lvl	self	
6	Waterlungs	caster	10 min/lvl	self	
7	Water Warrior	caster	10 min/lvl	self	
8	Gasvision	caster	10 min/lvl	self	
9	Gaslungs	caster	10 min/lvl	self	
10	Darkvision	caster	10 min/lvl	self	
11	Resist Poison	caster	1 hour/lvl	self	
12	Water Maneuvering	caster	10 min/lvl	self	
13	Changing Lungs	caster	10 min/lvl	self	
14	Ignore Pressure	caster	10 min/lvl	self	
15	Fire Maneuvering	caster	10 min/lvl	self	
16					
17	Water Dwelling	caster	10 min/lvl	self	
18	Airless Lungs	caster	10 min/lvl	self	
19	Fire Dwelling	caster	10 min/lvl	self	
20	Ignore Vacuum	caster	10 min/lvl	self	
25	Temp. Resistance	caster	10 min/lvl	self	
30	Water Dwelling True	caster	1 hr/lvl	self	
50	Changing Environment	caster	10 min/lvl	self	

- Sidevision**—Caster has a 300 degree field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.
- Watervision**—As *Nightvision*, except the caster can see 100' in even murky water.
- Battle Awareness II**—As *Battle Awareness I*, except bonus to the maneuver is +50.
- Waterlungs**—Caster can breathe water but not air.
- Water Warrior**—Target can swim without expending energy (i.e., will expend no exhaustion points).
- Gasvision**—As *Nightvision*, except the caster can see 100' in smoke, fog, rain, or any gas that would normally impede vision.
- Gaslungs**—As *Waterlungs*, except the caster can breathe any gas as normal air.
- Darkvision**—As *Nightvision*, except that any darkness can be seen through. Also, no light is needed for this spell to work.
- Resist Poison**—Delays the effect of a poison on the caster. If poison is not eliminated before the spell expires, the caster will be affected by the poison at that time.
- Water Maneuvering**—As *Swimming*, except the caster can also perform any maneuvers (including melee combat) as though he were on dry land.
- Changing Lungs**—As *Waterlungs*, except caster can breathe water, air, and/or any gas at will.
- Ignore Pressure**—Caster can ignore the effects of high pressures such as those found deep under water.
- Fire Maneuvering**—Caster and his equipment are immune to the effects of normal (non-magical) fire for the duration. He may perform any movement or maneuvers as normal.
- Water Dwelling**—Combines the effects of *Watervision*, *Waterlungs*, and *Water Maneuvering*.
- Airless Lungs**—Caster does not need to breathe to survive for the duration.
- Fire Dwelling**—Combines the effects of *Gasvision*, *Gaslungs*, and *Fire Maneuvering*.
- Ignore Vacuum**—Caster and his equipment are immune to the effects of airless environments for the duration. This spell gives the caster a +50 RR versus vacuum attacks. Note that this spell does not confer any protection against the heat or cold of the vacuum of space.
- Temperature Resistance**—Caster and his equipment can ignore the effects of any natural (non-magical) temperatures.
- Water Dwelling True**—As *Water Dwelling* except for duration.
- Changing Environment**—Caster can survive comfortably and move and maneuver as normal in any of the hostile environments the lower level spells on this list protect against.

WARRIOR'S ENHANCEMENTS

- Battle Awareness I**—Caster may make a Situational Awareness (Combat) maneuver with a special modification of +25. This maneuver is granted by this spell and requires no separate action to be declared.
- Nightvision**—Caster can see 100' on a normal night as if it were daylight.



ESSENCE
COMPANION



WARRIOR'S WEAPON

1. **Blade I**—Caster enchants a melee weapon which is to become his "Warrior's Weapon." This spell grants the weapon a +5 magic bonus. Anyone other than the caster who attempts to utilize this weapon will receive a penalty to its use equal to the bonus it gives the caster.
2. **Bladelight**—Causes the warrior's weapon to glow with light. This light may be varied by the caster from as bright as a torch to as dim as a candle.
3. **Jolting Blade**—Caster's warrior weapon is charged with electrical energy for the duration of this spell. Whenever the caster gets a critical result with the weapon it does an additional 'A' Electricity critical. Alternatively, throughout the duration of this spell, the caster may elect to shoot this electrical energy in the form of a shock bolt with a maximum range of 50' (which immediately ends this spell). The caster may develop skill in shooting this bolt.
4. **Throw**—Caster may throw his weapon for the duration with a maximum range equal to his strength bonus x10 in feet (with a minimum of 30'). The weapon attacks on its normal table with the following modifications:
 - up to one tenth maximum range +10
 - up to quarter maximum range +0
 - up to half maximum range -40
 - up to maximum range -70
5. **Blade Store**—Caster may store one spell on his weapon. No other spell may be cast while one is stored. This spell costs the same amount of PPs as the spell to be stored.
6. **Blade II**—As *Blade I*, except warrior's weapon becomes a +10 magic weapon.
7. **Rejoining**—Caster is able to repair any damage to his weapon. Caster is able to rejoin a broken portion of up to 1 linear inch per level.
8. **Flaming Blade**—As *Jolting Blade*, except can inflict up to an 'A' Heat Critical. The caster may elect to throw a firebolt with a maximum range of 100'.
9. **Return Blade**—Caster's weapon will fly through the air to return to the caster's hand at the rate of 100' per round. If the weapon is restrained it cannot break free, but if someone is holding it they must make a hard strength maneuver to not lose his grip on the weapon.
10. **Missile Parry**—Caster is able to use his full weapon OB as a parry against missile attacks for the duration of this spell.
11. **Blade III**—As *Blade I*, except warrior's weapon becomes a +15 magic weapon.
12. **Body Sheath**—Caster "absorbs" one warrior weapon, and reproduces it at need (by recasting this spell each time the weapon is sheathed or unsheathed). The mass and weight of the weapon are added to the caster's mass while the weapon is sheathed.
14. **Return Blade True**—As *Return Blade*, except weapon returns to caster's hand, via teleport, from any place, up to 1mile away per level of caster.
15. **Power Strike**—Caster causes his weapon to build up concussive energy. If the next strike made with the weapon results in a critical, an extra Impact critical of one less severity is inflicted (treat an 'A' critical as an 'A' critical -25).
16. **Spell Cleaver**—Caster's next successful strike against any enchanted item, weapon, etc, causes the item to make an RR versus the caster's level (with a special modification of -20) or the embedded spells are dispelled.
17. **Blade IV**—As *Blade I*, except warrior's weapon becomes a +20 magic weapon.
18. **Lightning Blade**—As *Jolting Blade*, except can inflict up to a 'C' Electricity critical. The caster may elect to throw a lightning bolt with a maximum range of 150'.

WARRIOR MAGE BASE 14.6.5

WARRIOR'S WEAPON

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Blade I	1 weapon	P	touch	F
2	Bladelight	1 weapon	10 min/lvl	touch	F
3	Jolting Blade	1 weapon	1 rnd/lvl	touch	E
4	Throw*	1 weapon	1 rnd/lvl	touch	F
5	Blade Store	1 weapon	varies	touch	F
6	Blade II	1 weapon	P	touch	F
7	Rejoining	1 weapon	P	touch	F
8	Flame Blade	1 weapon	1 rnd/lvl	touch	F
9	Return Blade	1 weapon	varies	500'	F
10	Missile Parry*	1 weapon	1 rnd/lvl	touch	F
11	Blade III	1 weapon	P	touch	F
12	Body Sheath*	1 weapon	P	touch	F
13					
14	Return Blade True	1 weapon	varies	touch	F
15	Power Strike	1 weapon	1 attack	touch	F
16	Spell Cleaver	1 weapon	varies	touch	F
17	Blade IV	1 weapon	P	touch	F
18	Lightning Blade	1 weapon	1 rnd/lvl	touch	E
19	Weapon Cleaver	1 weapon	1 min/lvl	touch	F
20	Shaped Strike	1 weapon	1 attack	touch	F
25	Death Strike*	1 weapon	1 parry	touch	F
30	Dancing Weapon	1 weapon	1 rnd/lvl	touch	F
50	Slaying Strike*	1 weapon	1 parry	touch	F

19. **Weapon Cleaver**—Causes caster's weapon to be a "Cleaving" weapon. When a foe's weapon successfully parries its attack, the defending weapon must check for breakage. The strength of the caster's weapon is subtracted from the foe's breakage check.

20. **Shaped Strike**—Caster causes his weapon's next attack to be made on the attack table of the caster's choice.

25. **Death Strike**—If caster's next attack this round inflicts a critical, it does an additional 'E' critical of the caster's choice.

30. **Dancing Weapon**—Caster's weapon will "dance" for the duration of this spell. The caster must fight with the weapon for one round prior to letting the weapon "dance." The weapon will have an OB of half the caster's normal OB. It has an AT of 20, a DB of +0, and can take 5 hits per level of the caster (before this spell is dispelled). Once this spell is cast, the sword will not stop attacking until it is dispelled or the duration ends.

50. **Slaying Strike**—Caster may roll any criticals he inflicts with his Warrior Weapon this round on the Slaying column of the Large Creature Critical Strike Table. If the target is Super Large, the caster rolls on the Slaying column of the Super Large Critical Strike Table.

SPECIAL NOTES

- 1) A given caster can only have one weapon enchanted through the spells on the list. If that weapon is ever lost or destroyed, that caster will suffer a penalty of -25 to all actions for two weeks (after which, he can enchant a new weapon).
- 2) All of the spells on this list deal directly with the "Warrior's Weapon" and will only work when used with one.



ESSENCE
COMPANION



WARRIOR MAGE BASE 14.6.6

WILL OF THE WARRIOR

Lvl	Spell	Area of Effect	Duration	Range	Type
1					
2	Extended Endurance I	caster	1 min/lvl	self	U
3	Stun Relief I *	caster	—	self	U
4	Unpain I *	caster	1 min/lvl	self	U
5	Concentration II *	caster	1 rnd	self	U
6	Extended Endurance II	caster	1 min/lvl	self	U
7	Stun Relief II *	caster	—	self	U
8	Ignore Wound I *	caster	1 min/lvl	self	U
9	Unpain II *	caster	1 min/lvl	self	U
10	Interrogation Resist. *	caster	10 min/lvl	self	U
11	Concentration IV *	caster	1 rnd	self	U
12	Moment of Clarity *	caster	1 rnd	self	U
13	Extended Endurance III	caster	1 min/lvl	self	U
14	Unstun *	caster	—	self	U
15	Unpain III *	caster	1 min/lvl	self	U
16	Ignore Elements	caster	10 min/lvl	self	U
17	Ignore Wound II *	caster	1 min/lvl	self	U
18	Concentration V *	caster	1 rnd	self	U
19	Focus *	caster	1 min/lvl	self	U
20	Unpain IV *	caster	1 min/lvl	self	U
25	Extended Endurance IV	caster	1 min/lvl	self	U
30	Ignore Wound III *	caster	1 min/lvl	self	U
50	Warriors Will True *	caster	1 rnd/lvl	self	U

WILL OF THE WARRIOR

- Extended Endurance I**—While this spell is in effect, the caster only expends two-thirds of the normal exhaustion points for any actions he performs.
- Stun Relief I**—Caster is relieved of one round's worth of accumulated stun.
- 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.
- Concentration II**—Adds +20 to any one maneuver. No other action can be performed the round this maneuver is resolved.
- Extended Endurance II**—As *Extended Endurance I*, except the caster only expends $\frac{1}{3}$ of the normal exhaustion points.
- Stun Relief II**—As *Stun Relief I*, except 2 rounds of stun are relieved.
- Ignore Wound I**—Cuts the maneuver penalty from any one wound in half for the duration of the spell.
- Unpain II**—As *Unpain I*, except 50% additional hits may be sustained.
- Interrogation Resistance**—Caster gains a +50 to RRs versus interrogation and +50 to RRs versus mind reading spells the caster is aware of.
- Concentration IV**—As *Concentration II*, except bonus is +40.
- Moment of Clarity**—Caster can ignore all penalties and accumulated stun rounds from all wounds he has taken for 1 round. He may also ignore any penalties for the total concussion hits he has taken.
- Extended Endurance III**—As *Extended Endurance I*, except the caster only expends half of the normal exhaustion points.
- Unstun**—Caster can ignore all stun rounds incurred from any one wound.
- Unpain III**—As *Unpain I*, except 75% additional hits may be sustained.
- Ignore Elements**—Caster is unaffected by natural extremes of temperature. He may move about comfortably in the hottest desert (200° Fahrenheit) or the coldest arctic waste (-100° Fahrenheit) in only light clothing.
- Ignore Wound II**—As *Ignore Wound I*, except that the penalty is reduced by 75%.
- Concentration V**—As *Concentration II*, except bonus is +50.
- Focus**—Caster gains a +20 bonus to all maneuvers he attempts that bring him closer to a goal he sets at the time of casting. This goal must be attainable in the spells duration. Once the goal is set, the caster will be reluctant to perform any action that does not carry him closer to his goal.
- Unpain IV**—As *Unpain I*, except 100% additional hits may be sustained.
- Extended Endurance IV**—While this spell is in effect, the caster expends no exhaustion points for any actions he performs.
- Ignore Wound III**—As *Ignore Wound I*, except that the penalty is reduced by 90%.
- Warriors Will True**—For the duration, caster cannot be stunned, takes no maneuver penalties from wounds, and expends no exhaustion points. At the end of the spell, the caster goes unconscious for 1 hour for every round the spell was in effect.



This section contains a master listing of all the herbal catalysts that might be used by a character. The GM should feel free to modify this chart as deemed appropriate for his world. For a key to the codes, see page 106 of *Gamemaster Law*.

HERBAL CATALYST MASTER CHART

Herb [Habitat Codes; Description]	Lvl	Type	Effect	Size	Cost	Herb [Habitat Codes; Description]	Lvl	Type	Effect	Size	Cost
Dangerous Plants						Belladonna [m-D-6; herb]					
Ansilius [nms-N-(—,—),D-7; flower]						Berry					
Petals	5	P	Charm	1 petal	7 cp	Sap	1	—	Inorganic	1 berry	30 gp
Pollen	7	E	Inorganic	1 oz	3 sp	Betal Nut Palm [h-J-5; tree]					
Awakened Tree [(f)-(—,—,—),CD-5; tree]						Nut	2	—	Control	1 nut	3 cp
Bark	10	E	Earth	5 oz	6 sp	Betony [t-C-3; herb]					
Battleweed [wmk-(—,—,—),DJ-6; grass]						Root	1	—	Personal	1 oz	8 tp
Blade	5	E	Control	1 blade	6 cp	Bittersweet [m-D-5; shrub]					
Bloodbloom [nwmk-(—),R,P-7; flower]						Twigs & Leaves	1	—	Dark	1 oz	7 tp
Needle	6	F	Control	1 needle	8 cp	Black Haw [t-C-4; tree]					
Chillvine [ktc-(—,—,—),DHPT-5; vine]						Bark	0	—	Dark	1 oz	3 tp
Vine	10	E	Dark	5 oz	7 sp	Black Soybean [m-H-3; herb]					
Clivimis [nms-N,(—,—,—),D-7; flower]						Seed	0	—	Wind	1 seed	1 tp
Flower	4	U	Enhancement	1 bloom	3 cp	Bloodroot [s-T-4; herb]					
Pollen	7	E	Organic	1 oz	3 sp	Root Extract	1	—	Personal	1 oz	9 tp
Milk White Trumpet [nmk-(—,—,—),CD-3; shrub]						Burdock [t-S-3; herb]					
Pollen	6	F	Dark	1 oz	5 sp	Root	0	—	Movement	1 oz	2 tp
Seed	4	P	Enchantment	1 seed	1 bp	Buttercup [m-S-2; herb]					
Delphinuris [nmk-(—,—,—),CD-2; moss]						Flower	0	—	Enchantment	1 flower	1 tp
Oil	8	F	Water	1 oz	5 sp	Cannabis [h-J-3; herb]					
Dreamvines [wmk-(—),F,(—),D-6; vine]						Leaf	0	—	Organic	1 leaf	2 sp
Leaf	4	I	Summons	1 leaf	5 cp	Caraway [m-T-4; herb]					
Vine	7	F	Charm	5 oz	6 sp	Seeds	1	—	Creation	1 seed	5 tp
Fireflower [hw-(—),M,(—),J-6; flower]						Cascara Sagrada [m-M-7; tree]					
Petal	6	E	Light	1 petal	4 bp	Bark	2	—	Movement	1 oz	2 cp
Horasos [hw-(—),M,(—),J-6; decaying plant]						Catnip [m-S-5; herb]					
Whole	5	E	Organic	5 oz	5 cp	Flower	1	—	Charm	1 flower	1 cp
Lambtree [wmsk-(—,—),DP-5; tree]						Cayenne [h-S-3;Vine]					
Pod	5	U	Movement	1 pod	15 gp	Seed	1	—	Personal	1 seed	7 tp
Slowroot [(f)-(—,—,—),CD-6; tree]						Celery [m-H-3;Plant]					
Bark	15	E	Creation Movement	5 oz	8 sp	Seed	0	—	Water	1 seed 1tp/10 seeds	
Spinewood [nwmk-(—),F,(—,—,—),3; tree]						Chamomile [m-S-2;Flower]					
Spine	4	P	Protection	1 spine	1 cp	Flowers	1	—	Charm	1 flower	4 tp
Spirium [nams-(—,—,—),D-4; moss]						Chaparral [t-H-3;Bush]					
Whole	5	P	Enhancement	5 oz	6 cp	Twig	0	—	Detection	1 twig	2 tp
Tigertree [na-(—,—,—),JP-6; tree]						Cherry Tree [m-T-4; Tree]					
Bud	6	E	Enchantment	1 bud	12 gp	Fruit	1	—	Control	1 fruit	4 tp
Treeherd [(f)-(—,—,—),CD-9; tree]						Root Bark	2	—	Protection	1 oz	1 cp
Bark	25	E,F	Creation Earth Movement Obfuscation	5 oz	1 gp	Cinnamon [h-J-6; Tree]					
Wood	15	F	Creation Earth Organic	5 oz	5 sp	Inner Bark	2	—	Wind	1 oz	2 cp
Normal Plants						Clove [h-F-3; Herb]					
Alfalfa [m-S-2; herb]						Flower Bud	0	—	Detection	1 bud	1 tp
Leaf	0	—	Movement	1 leaf	1 tp	Club Moss [h-H-2; Moss]					
Allspice [h-B-5; herb]						Whole	1	—	Obfuscation	1 oz	2 tp
Berry	1	—	Light	1 berry	8 tp	Coca Plant [h-S-7; Shrub]					
Aloe [m-H-3; herb]						Leaf	3	—	Obfuscation	1 leaf	15 bp
Sap	0	—	Water	1 oz	4 tp	Cocoa Tree [h-J-6; Tree]					
Anemone [t-S-3; herb]						Bean	1	—	Charm	1 bean	8 cp
Flower	1	—	Summons	1 flower	7 tp	Coffee Bush [h-J-4; Shrub]					
Root	0	—	Srying	1 oz	3 tp	Bean	0	—	Movement	1 bean 1 tp/6 beans	
Angelica [m-T-4; herb]						Coltsfoot [m-D-2; Herb]					
Leaf	0	—	Protection Enhancement	1 leaf	3 tp	Flower	0	—	Earth	1 flower1tp/2 flowers	
Anise [t-S-3; herb]						Comfrey [t-S-2; Herb]					
Leaf	0	—	Wind	1 leaf	4 tp	Root	0	—	Earth	1 oz	1 tp
Apple Tree [t-D-2; tree]						Coriander [m-H-4; Herb]					
Bark	1	—	Creation	5 oz	5 tp	Seed	1	—	Personal	1 seed	4 tp
Arrowroot [h-S-4; herb]						Cowslip [m-S-2; Herb]					
Root	2	—	Movement	1 oz	2 cp	Root	0	—	Enhancement	1 oz	2 tp
Balm [s-S-3; herb]						Dandelion [m-S-1; Herb]					
Leaf	1	—	Personal	1 leaf	6 tp	Whole Root	0	—	Wind	1 root 1 tp/4 whole roots	
Basil [s-H-3; herb]						Datura [t-C-4; Shrub]					
Leaf	0	—	Dark	1 leaf	2 tp	Fruit	3	—	Control	1 fruit	6 gp
Bayberry [c-D-4; tree]						Dill [m-H-3; Herb]					
Root Bark	0	—	Light	1 oz	3 tp	Seed	0	—	Inorganic	1 seed 1 tp/5 seeds	
						Dogwood [m-D-4; Tree]					
						Bark	1	—	Protection	1 oz	4 tp
						Echinacea [a-Z-4; Herb]					
						Root	1	—	Obfuscation	1 oz	1 cp
						Elder [m-H-4; Shrub]					
						Berry	2	—	Charm	1 berry	4 cp

HERBAL CATALYST MASTER CHART

Herb [Habitat Codes; Description]Lvl	Type	Effect	Size	Cost	Herb [Habitat Codes; Description]Lvl	Type	Effect	Size	Cost		
Elecampane [s-T-5; Herb] Root	1	—	Scrying	1 oz	7 tp	Magnolia [h-H-4; Tree] Bark	1	—	Enchantment	5 oz	1 cp
Ephedra [m-S-3; Shrub] Twigs	1	—	Personal	1 oz	9 tp	Maize [m-T-3; Herb] Silk	0	—	Flight	1 strand	1 tp/10 strand
Eucalyptus [s-T-6; Tree] Leaf Oil	2	—	Water	1 oz	6 cp	Mandrake [m-D-9; Herb] Fruit	1	—	Creation	1 fruit	15 tp
Fang Feng [h-H-4; Herb] Root	1	—	Water Wind	1 oz	15 tp	Root	10	—	Inorganic Personal	1 root	65 gp
Fennel [m-T-3; Herb] Stalk	1	—	Movement	1 stalk	2 tp	Marjoram [s-S-4; Herb] Flower	1	—	Charm	1 flower	4 tp
Fern [m-D-2; Herb] Leaf Extract	0	—	Obfuscation	1 oz	2 tp	Leaf	0	—	Enhancement	1 leaf	1 tp/2 leaves
Feverfew [m-T-4; Herb] Leaf	1	—	Personal	1 leaf	6 tp	Marsh Mallow [m-H-3; Herb] Root	0	—	Control	1 root	1 tp
Flax [s-S-4; Herb] Seed	1	—	Enchantment	1 seed	2 tp	Mate [h-J-5; Shrub] Leaf	1	—	Detection	1 leaf	6 tp
Foxglove [t-S-3; Herb] Leaf	1	—	Wind	1 leaf	4 tp	Meadowsweet [m-S-2; Herb] Flower	0	—	Personal	1 flower	1 tp/6 flower
Gardenia [h-S-2; Herb] Seed	0	—	Inorganic	1 seed	1 tp/10 seeds	Mimosa [h-B-4; Herb] Bean	2	—	Wind	1 bean	7 cp
Garlic [t-S-2; Herb] Bulb	1	—	Movement Protection	1 oz	2 tp	Mistletoe [t-D-4; Shrub] Berry	1	—	Protection	1 berry	7 tp
Ginger [h-D-4; Herb] Root	0	—	Organic	1 oz	2 tp	Twig	2	—	Water	1 twig	2 cp
Ginkgo [s-D-3; Tree] Leaf	1	—	Creation	1 leaf	8 tp	Morning Glory [m-J-4; Vine] Vine	1	—	Charm	5 oz	6 tp
Ginseng [t-C-7; Herb] Root	4	—	Movement	1 oz	4 bp	Mugwort [t-T-3; Shrub] Leaf	0	—	Dark	1 leaf	1 tp
Goldenseal [t-C-5; Herb] Root	1	—	Light	1 oz	4 tp	Mulberry Tree [h-T-3; Tree] Leaf	1	—	Wind	1 leaf	3 tp
Gotu Kola [h-H-6; Herb] Leaf	2	—	Water	1 leaf	4 cp	Mustard [s-S-4; Herb] Pod	0	—	Detection	1 pod	1 tp
Hare's Ear [m-H-3; Herb] Root	1	—	Personal	1 oz	5 tp	Myrrh [s-W-6; Tree] Resin	3	—	Creation	1 oz	1 sp
Hawthorn [t-D-4; Tree] Berry	1	—	Dark	1 berry	4 tp	Nettle [m-D-3; Vine] Stem	1	—	Earth	1 stem	2 tp
Leaf	0	—	Summons	1 leaf	1 tp/5 leaves	Nutmeg [m-D-4; Tree] Nut	2	—	Scrying	1 nut	2 cp
Hellebore [m-H-4; Herb] Root Extract	1	—	Summons	1 oz	28 gp	Oak [m-D-2; Tree] Acorn	0	—	Creation	1 acorn	1 tp/10 acorns
Hemlock [m-W-5; Herb] Plant Extract	2	—	Summons	1 oz	15 gp	Bark	0	—	Protection	5 oz	1 tp
Henbane [m-C-6; Herb] Leaf	1	—	Charm	1 leaf	26 gp	Onion [m-S-2; Herb] Bulb	0	—	Enhancement	1 oz	1 tp
Seed	2	—	Light	1 seed	28 gp	Orchid [m-H-4; Herb] Root	1	—	Scrying	1 oz	3 tp
Henna [s-Z-4; Shrub] Leaf	2	—	Creation	1 leaf	5 cp	Oregano [s-S-4; Herb] Leaf	0	—	Enhancement	1 leaf	1 tp/3 leaves
Holly [t-C-4; Tree] Berry	1	—	Light	1 berry	2 tp	Orris [s-W-3; Herb] Root Extract	2	—	Obfuscation	1 oz	4 cp
Leaf	0	—	Dark	1 leaf	1 tp	Papaya [h-D-5; Tree] Fruit Juice	2	—	Light	5 oz	3 cp
Hop [t-S-3; Vine] Flower	0	—	Charm	1 flower	3 tp	Leaf	0	—	Earth	1 leaf	2 tp
Horsetail [m-H-5; Plant] Stem	1	—	Earth	1 stem	1 tp	Parsley [m-S-3; Herb] Leaf	0	—	Dark	1 leaf	1 tp/10 leaves
Hyssop [s-W-4; Shrub] Flower	1	—	Wind	1 flower	5 tp	Passionflower [h-M-6; Vine] Leaf	3	—	Control	1 leaf	8 cp
Leaf	1	—	Scrying	1 leaf	3 tp	Peppermint [t-H-4; Herb] Leaf	1	—	Charm	1 leaf	3 tp
Jasmine [m-O-3; Vine] Root	1	—	Detection	1 oz	8 tp	Peyote [a-Z-6; Cactus] Extract	4	—	Inorganic	1 oz	2 sp
Jimson Weed [t-T-4; Herb] Leaf	1	—	Control	1 leaf	5 tp	Pomegranate [s-O-4; Tree] Fruit Rind	2	—	Control	1 oz	4 cp
Juniper [m-C-4; Tree] Berry	0	—	Protection	1 berry	1 tp/4 berries	Psyllium [t-S-2; Herb] Seed	0	—	Earth	1 seed	2 tp
Kelp [m-O-2; Algae] Stem	0	—	Water Wind	5 oz	2 tp	Puff Ball [m-S-3; Fungus] Spores	1	—	Creation	1 oz	6 tp
Kola [h-J-5; Tree] Nuts	2	—	Control	1 nut	6 cp	Pumpkin [m-S-4; Vine] Seed	1	—	Movement	1 seed	1 tp/5 seeds
Lavender [s-S-4; Herb] Flower Extract	2	—	Charm	1 oz	4 cp	Purslane [t-S-4; Herb] Whole	0	—	Protection	1 oz	2 tp
Lettuce [m-S-3; Herb] Leaf	0	—	Organic	1 leaf	2 tp	Quassia [h-O-6; Tree] Wood	0	—	Enchantment	5 oz	3 tp
Licorice [s-S-4; Herb] Root	1	—	Charm	1 oz	1 cp	Raspberry [m-D-3; Shrub] Berry	0	—	Personal	1 berry	1 tp/5 berries
Lotus [s-H-6; Herb] Leaf	2	—	Control Creation	1 leaf	1 gp	Rhubarb [c-T-4; Herb] Root	1	—	Organic	5 oz	6 tp
						Rose [t-D-3; Shrub] Bud	0	—	Charm	1 bud	1 tp/2 buds
						Rosemary [t-C-4; Herb] Leaf	1	—	Personal	1 leaf	3 tp

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Herb [Habitat Codes; Description]	Lvl	Type	Effect	Size	Cost
Rue [t-S-4; Herb]					
Leaf	1	—	Dark	1 leaf	4 tp
Saffron [a-Z-8; Herb]					
Stigma	8	—	Light	1 stigma	8 sp
Sage [c-S-4; Herb]					
Leaf	1	—	Detection	1 leaf	8 tp
Sarsaparilla [h-J-4; Vine]					
Root	1	—	Personal	1 oz	6 tp
Sassafras [m-D-5; Tree]					
Root Bark	1	—	Inorganic	1 oz	5 tp
Savory [t-T-3; Herb]					
Leaf	0	—	Charm	1 leaf	3 tp
Senna [s-S-5; Shrub]					
Seed Pod	2	—	Earth	1 pod	3 cp
Shepherd's Purse [s-T-2; Herb]					
Flower	1	—	Enhancement	1 flower	4 tp
Skullcap [t-T-4; Herb]					
Leaf	0	—	Control	1 leaf	1 tp/3 leaves
Solomon's Seal [s-W-4; Herb]					
Root	2	—	Summoning	1 oz	5 cp
Spearmint [m-D-3; Herb]					
Leaf	0	—	Detection	1 leaf	1 tp/2 leaves
Spindle Tree [s-T-6; Tree]					
Berry	2	—	Dark	1 berry	2 cp
Seed	1	—	Control	1 seed	1 cp
Strawberry [m-D-4; Herb]					
Fruit	1	—	Charm	1 fruit	2 tp
Sweet Flag [m-H-3; Herb]					
Root Extract	1	—	Inorganic	1 oz	5 tp
Tarragon [m-S-4; Herb]					
Leaf	1	—	Movement	1 leaf	4 tp
Tea [h-C-4; Tree]					
Leaf	1	—	Scrying	1 leaf	2 tp
Thyme [m-S-5; Shrub]					
Flower	1	—	Enhancement	1 flower	5 tp
Toadflax [t-W-5; Herb]					
Leaf	2	—	Inorganic Personal	1 leaf	6 cp
Tobacco [m-S-3; Herb]					
Leaf	1	—	Charm	1 oz	2 tp
Tukahoe [m-D-6; Fungus]					
Whole	2	—	Obfuscation	1 oz	4 cp
Turmeric [h-J-5; Herb]					
Root	2	—	Personal	1 oz	6 cp
Turpentine Tree [s-C-4; Tree]					
Sap	1	—	Enchantment	1 oz	2 tp
Uva Ursi [t-D-4; Shrub]					
Leaf	1	—	Water	1 leaf	4 tp
Valerian [m-C-4; Herb]					
Extract	1	—	Charm	1 oz	5 tp
Vervain [m-S-3; Herb]					
Flower	1	—	Inorganic	1 flower	3 tp
Leaf	0	—	Obfuscation	1 leaf	1 tp
Water Lily [m-F-4; Herb]					
Leaf Extract	1	—	Detection	1 oz	5 tp
White Poppy [wmskt-(—),BFM,(—,—)-4; Flower]					
Flower	4	—	Summons	1 flower	4 sp
Seed Pod	2	—	Charm	1 pod	5 bp
White Willow [m-D-4; Tree]					
Bark	1	—	Earth	5 oz	6 tp
Witch Hazel [t-T-4; Shrub]					
Bark	1	—	Earth	1 oz	5 tp
Leaf	0	—	Organic	1 leaf	1 tp
Wolfbane [m-D-5; Herb]					
Extract	2	—	Protection	1 oz	5 cp
Wormwood [t-S-4; Herb]					
Flower	0	—	Inorganic	1 flower	1 tp/2 flowers
Yarrow [m-S-4; Herb]					
Leaf	1	—	Movement	1 leaf	6 tp
Stem	0	—	Personal	1 stem	1 tp/4 stems
Yohimbe [h-J-5; Tree]					
Bark	1	—	Personal	1 oz	1 cp

DESCRIPTION OF HERBAL CATALYSTS

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This description listing is in alphabetical order and only includes the herbal catalysts that are not already described in the *Creatures & Monsters* sourcebook.

Alfalfa: Alfalfa is a bushy perennial that grows to 3 feet, with leaves that are divided into 3 leaflets. Lavender, pale blue, or yellow flowers bloom from late spring to early fall. It is often chewed to cure bad breath (though some would say not often enough).

Allspice: The allspice trees grow up to 40 feet in height with large, leathery, leaves. Allspice berries combine the flavors of cinnamon, pepper, juniper, and clove, growing in clusters of 1/2-inch berries in mid to late summer. Allspice is added to teas or made into a spiced drink.

Aloe: Spiky green leaves branch out in a circular pattern of this short plant. Aloe requires little water, lots of sun, and warm temperatures. The juice in the thick leaves is also a great topical cure for burns and small cuts.

Anemone: Anemone is a small herb that blooms early in spring with purple flowers. Leaves on this plant branch off into many parallel leaflets. Often associated with resurrection, tears, and love, anemone is considered to symbolize expectant joy.

Angelica: This biennial resembles celery, but it can grow to be 8 feet tall. Seeds can only be kept for six months before they lose viability. They bloom in late spring.

Anise: An erect annual that can grow to 2 feet, a single anise stem supports feathery leaflets and umbrella-like clusters of white or yellow flowers. Anise has a licorice flavor which can be used to make treats or improve the taste of other herbs.

Apple Tree: Deciduous trees that can grow to 40 feet and branches can spread up to 20 feet out from the trunk, apple trees grow fruit resembling the crab apple tree. Cultivated apple trees can produce larger fruits, but they are almost always hybrid trees.

Arrowroot: Arrowroot is an edible perennial tuber that grows up to 1 foot, with stems growing up to 3 feet in height and bearing large oblong leaves. The root extract is used as a poison for arrows, each dose having a level 1 effect that causes lethargy and eventual sleep.

Balm: An erect perennial that grows up to 2 feet, balm has square stems, small, two-petal white or yellow flowers which bloom in bunches throughout the summer months. Often crushed and left in boots to relieve foot soreness.

Basil: Basil is an aromatic annual that can reach up to 2 feet. It has square stems, pointed, serrated, oval leaves. At the tips of the plants grow spikes of small white or purple flowers that blossom in summer months. A wonderful herb used in sauces, as well as to used to treat acne externally.

Bayberry: This evergreen grows up to 35 feet in temperate regions or up to 3 feet in colder climes. It has grayish, waxy bark and toothed leaves. Yellow flowers bloom in spring and produce nutty fruits covered in a thick wax. Fragrant wax used for aromatic candles.

Belladonna (Deadly Nightshade): Belladonna is a poisonous perennial with pointed, oblong leaves. Bluish-black berries contain a powerful (level 4) nerve poison that is sometimes used as eye drops to produce a glassy stare to enhance beauty. †

Betal Nut Palm: An elegant palm tree that flowers year round, betal nut palms tend to have a tall slender trunk that can reach up to 50 feet. The trunk consists of cylindrical smooth gray rings that mark the location of past fallen leaves. Betal nuts are often chewed as a sedative and have an AF of 20. † See disclaimer.

Betony: Small perennials that grow up to 2 feet, betony has long stems topped with clusters of pinkish-purple flowers. The leaves are serrated and oblong. It can be used as a poultice for minor cuts.

Disclaimer: The effects, dosage notes, and other information presented here are for game use only. This information is not a complete or thorough explanation of "real-life" herbs.

For further information, consult the Sources and Suggested Readings list on page 3.

ESSENCE
COMPANION





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ESSENCE
 COMPANION



Bittersweet: A climbing shrub, bittersweet can reach heights of 6 to 8 feet. The flowers hang in clusters and are purple changing to blue violet in the center with yellow stamens. The berries are oval and bright red.

Black Haw: Black haw is a deciduous shrub with reddish-brown bark, serrated oval leaves, and large white flowers. Flowers bloom from early spring to summer. The bark works as an analgesic.

Black Soybean: The leaves of this vine grow in clusters of three. Each leaf is a pointed oval covered with fuzzy bristles. The seeds grow in pods that spring from the base of each leaf cluster.

Bloodroot: A perennial plant with a thick horizontal root about 2 or 3 inches long and the thickness of a finger, bloodroot is easily recognized by its root, which is reddish-brown on the outside and a bright red inside. The leaves of this low growing herb are vaguely heart-shaped and deeply lobed. The flower reaches up to 1 foot in height and are generally white with purple tinges and a yellow stamen. The juice from the root is often used for body painting and as an emetic.†

Burdock: This biennial plant can grow up to 3 or 4 feet. It has multi-branched stems with egg-shaped leaves. The flowers are purple and actually consist of a cluster of tiny flowers and burrs. The burdock root has brown bark and a white spongy interior.

Buttercup: Buttercup is a perennial that reaches 9 to 18 inches from a bulbous, fleshy root. The lobed or dentate leaves project out on long footstalks. Each stem is topped with a single, bright yellow flower with a recessed axis that forms the cup.

Cannabis: A tall herb that supports a number of branches off of a main stem, cannabis has serrated leaves growing in clusters on these secondary stems. Cannabis is a dioecious plant, which means that there are male and female plants. Cannabis leaves are sometimes used in pipes, in tea, or in food. It has a hallucinogenic effect at level 2, with an AF of 15.

Caraway: A biennial that reaches up to 2 feet, caraway has feathery leaves and umbrella-like clusters of tiny white flowers which branch out from the central stem. Caraway blooms in early summer. Rye bread is flavored with caraway seed.

Cascara Sagrada: A 20 foot tree with reddish-brown bark, cascara sagrada has thin, finely serrated leaves that are interspersed with seed clusters. The bark is also used as an effective, but mild, laxative.

Catnip: An aromatic perennial that can reach up to 3 feet and is related to mint, catnip has leaves that are grayish-green and fuzzy. The flowers are formed from two interlocking petals. The plant's aroma excites cats, but helps calm people. Often used in teas as a cough remedy.

Cayenne: This low plant that reaches up to 3 feet in height grows pod-like fruit that comes in red, orange, and yellow. The flowers are solitary, white, and unevenly scattered among the branches.

Celery: This common garden vegetable grows best with lots of water. The stalks branch from a central core and are topped with a cluster of three leaves each.

Chamomile: An annual that reaches up to 3 feet with daisy-like flowers and feathery leaves, chamomile has a pleasant odor of apples and actually grows better when occasionally crushed underfoot. Chamomile is used in teas, shampoos, and poultices.

Chaparral: Often known as "stinkweed," chaparral is also often avoided. It is a woody shrub with olive-green or yellowish leaves. Oddly enough, it helps prevent tooth decay if chewed and thereby can improve bad breath.

Cherry Tree: The cherry tree is a deciduous tree sporting a small, bright red fruit in abundance. Cherry juice is often used to die lips or finger nails for beauty purposes.

Cinnamon: Cinnamon trees grow to be 30 feet in height and have deeply ribbed, oblong leaves. The aromatic bark is a highly prized spice for its distinctive flavor.

Clove: Clove is one of the most aromatic herbs that comes from the clove evergreen tree that reaches heights of only 25 feet. Clove is sometimes smoked instead of tobacco, but it has the same basic health risks and the same addiction factor.

Club Moss: Club moss is a creeping, vine-like, evergreen moss that roots at random intervals along the ground and sends branches up to 5 feet high. The leaves are very narrow and spiky. Each branch is topped with a small cone-spike that is filled with yellow spores. The spores are often collected and used to prevent rashes on babies.

Coca Plant: The coca plant is a small shrub with thin, woody branches and small, elliptical leaves. The leaves of this plant is smoked, chewed, or eaten for level 3 narcotic effects, with an AF of 40.

Cocoa Tree: Some claim that there is no magic more powerful than the taste of cocoa, also known as chocolate. These tropical shrubs reach heights from 2 feet to 18 feet and have very distinctive leaves with two longitudinal arched lines on the under side of the oblong leaves. The

seeds grow in pods that branch directly off of the trunk. Cocoa seeds (called beans) are chewed, processed into hot cocoa, or further distilled into chocolate.

Coffee: Coffee is an evergreen shrub with bright red berries. Two, green seeds in each bean are roasted to the dark brown "bean" so familiar to coffee drinkers. The seeds can either be brewed into coffee, or chewed for the bitter stimulating effects.

Coltsfoot: Coltsfoot is a perennial herb that sprouts bright yellow flowers before its leaves. The flower stalks are thick, brownish-pink, and grow in small clusters from a large tuberous root. The hoof-shaped leaves do not appear until after the flowers have withered. They are often the earliest spring bloomers. The leaves and flowers are snorted or smoked to cure coughing.†

Comfrey: A hardy perennial that reaches 5 feet, comfrey has large, hairy, spear-shaped leaves, thick roots, a bristled stem, and bell-like flowers that can be white, blue, or purple. It spreads rapidly and withstands rough treatment. Plaster made with comfrey is said to improve the mending of bones.

Coriander: A bright green, 3 foot annual, coriander has lobed lower leaves, while the upper leaves are sparse and lace-like. The seeds are small, round, ribbed, and brown. The leaves are a tasty treat known as cilantro, but have no known magical use.

Cowslip: Cowslip is a low growing perennial with thick, lettuce-like leaves radiating around a central cluster of flower stalks. The flowers are yellow and have five petals. The flower contains an oil that when extracted is called camphor and can be used to cure insomnia. Tea made with cowslip is a remedy for headaches. The root is said to be a good cure for coughing.

Dandelion: A low-growing perennial with a deep tap root, dandelion leaves radiate from several flower stalks that bear yellow flowers that develop into hundreds of tufted seeds. The leaves are jagged, toothy spears that can be eaten as a vegetable or in a salad.

Datura: A scraggly looking shrub with brownish-green leaves that is best identified by the thorny fruit (called thorn apples). The leaves of this plant are level 6 hallucinogens with an AF of 20. Datura has been in use almost as long as alcohol has with many fatal results.

Dill: An annual with a long tap root, dill has a thin, branching stem with lace-like leaves topping each stem end. Yellow flowers grow among these leaf clusters in summer and produce a large number of tiny seeds. Dill seeds are used to preserve foods and cure digestive problems.

Dogwood: This small deciduous tree (15 to 20 feet) blossoms in spring with large, fragrant, white and lavender flowers. The bark was used as an astringent, stimulant, and tonic.

Echinacea: Echinacea is a 2 to 5 foot perennial with purple petals radiating from a raised, cone-shaped center. The single stem is hairy and has narrow leaves. The roots are black. Used to fight infections, relieve arthritis, and in general tonics.

Elder: Elder is a 6 to 10 foot shrub with rough, gray bark, a branching stem, smooth leafstalks, and small white flowers. The leaves are serrated and found in bunches of three and four. The flowers have five petals. The berries are small and turn deep purple when ripe. This shrub grows in moist ground along streams and road ditches. The flowers can be used in tea as a laxative. Many people enjoy wine and jam made from cooked, ripe elder berries.

Elecampane: Elecampane is a perennial root with an annual stem that reaches 3 to 6 feet. The leaves are large, ovate, serrated and heavily laden with deep green veins on the upside and a soft down on the underside. Large radial, yellow flowers stand singly at the end of stems and branches. The root is very thick, brown on the outside, white on the inside, and branching. Once dried, the roots have a grayish appearance. Often used in tonics to assist in fighting off colds and other lung congestions.

Ephedra: A shrub that grows up to 6 feet, the ephedra has thin, rigid branches, that appear mottled with light green, yellow, and gray. This plant is nearly leafless, and the few that grow sporadically along this plant are tiny, whorled, and oblong, resembling scales. The stems grow in joints that add to the odd look of the plant. Tiny yellow-green flowers bloom in summer at the branch tips. Ephedra has been used orally to assist in weight-loss, relieving bronchial asthma, and to increase blood pressure. Typically, ephedra has been used as an eyewash.†

Eucalyptus: Small trees or tall shrubs, these plants have alternate thick leaves that tend to be heart-shaped. White, yellow, or red flowers form in clusters of three or more. Inhaling steam laced with the leaves is said to relieve asthma and bronchitis. Oil distilled from the leaves can be used as a germicide, and as such has been used to treat skin diseases.

† See disclaimer.





Fang Feng: Fang Feng marshy plant that has a woody stem with long, sprouting leaf branch with lettuce-like leaves. Flower stems end in umbrellas of tiny yellow flowers with five petals. Used as an analgesic, expectorant, and astringent.

Fennel: This perennial tap root has an annual stem that grows erect, jointed, and branching to a height of 3 or 4 feet. The leaves stand on alternative joints of the stem are long and pointed. The flowers are yellow and form large, upward facing clusters of tiny flowers. Fennel seeds are oblong oval, flat on one side, convex on the other, and grayish-green with yellow longitudinal ridges on the convex surface. Fennel plants and seeds have a licorice-like smell and taste. They are often used to flavor food, mask bad breath, and oddly enough they are chewed as an appetite suppressant.

Fern: Ferns are low growing herbs that have thin stems radiating from a central root complex. Each stem has a parallel growth of small, oblong, green leaves, ending in a single green leaf pointing out from the center. These plants need little sunlight and prefer moist climates.

Feverfew: The roots of this perennial are thick and heavily branched with tufted tubers. The stem grows erect and smooth to a height of 2 feet, and strongly resembles clover. The leaves are light green, rounded, and grow in clusters of three. Large white flowers with a yellow center bloom in early spring. The seed pod is sickle-shaped, about 2 inches long, and contains 10 to 20 seeds. Tastes and smells like a cross between celery and maple syrup. The entire plant may be crushed to form poultices to reduce swelling. Taken internally, the seeds help relieve fever. Also used to make spoiled animal fodder more palatable.

Flax: An annual plant with an erect, smooth stem about 2 feet in height, flax's slender stem branches at the top into pale-green sessile leaves and delicate blue flowers. The fruit is a pea-sized globe with a sharp spine and contains 10 seeds in distinct cells. Generally grown for fiber for weaving fabric, flax seeds can be used to reduce skin irritations and coughs by infusing the seeds with water.

Foxglove: Foxglove is a biennial root that grows large, tufted leaves and a single erect stem that reaches from 2 to 5 feet in height. The tip of the stem sports an 8 inch spike of purple flowers. Used in tea to relieve poor blood circulation and to strengthen weak hearts.†

Gardenia: Gardenias have a woody stem that grows in ridges and each branch is tipped with our oblong leaves and a six petal white flower with large gaps between each petal. A paste of the herb with flour and wine is used as a poultice for twists, sprains, bruises, and abscesses.

Garlic: Onion-like bulbs are the hallmark of garlic, one of the most prolific of herbs. Garlic is planted in spring and harvested in fall, growing best in rich, but well-rained soil. Thin wispy leaves grow from the bulbous root as do one or two stems. Each stem is topped with a dandelion-like cluster of feathery seeds. Garlic is used in food preparation and believed to increase the consumer's strength and disease resistance. Often called the "stinking rose" or "the poor man's treacle," garlic is a mild antibiotic that can be used internally or externally.

Ginger: This perennial has a creeping, tuberous root, and an annual stem that reaches up to 2 or 3 feet in height. The leaves are 5 to 6 inches long, smooth, and lance-shaped. These leaves grow in alternate directions as they form the sheath of the stem. Dingy, yellow flowers terminate the stem. The root is a flat, knotty, irregular branched structure with a tan outer skin and a fleshy, yellow-white interior. Ginger is used to cure upset stomachs, gas, and flatulence. Brewed into a tea it can be used to treat colds. Ginger is also used in food preparation and sometimes brewed into beer.

Ginkgo: An ancient deciduous tree that reaches heights of up to 100 feet and widths of 20 feet. The leaves are flat, flimsy, and fan-like. These trees have male and female varieties. The female trees produce fist-sized, orange-yellow fruit with an edible seed. Ginkgo seeds are roasted and eaten by some cultures to prevent drunkenness. These trees are quite decorative and are often cultivated by civilized areas to create that "rustic" look.

Ginseng: A low-growing ground-covering vine with a fleshy root, ginseng stems divide into 3 leafstalks, each sporting 5 oblong, serrated leaves. The flowers are small, green umbels found at the branching point of the stem. The root is spindle-shaped, the thickness of the little finger, and from one to three inches long. Ginseng is often taken as an aphrodisiac or to strengthen the immune system.

Goldenseal: Goldenseal is a small erect perennial with a hairy, purplish stem, the goldenseal grows from a knotty rhizome (thick, fleshy root bud). The leaves grow in clusters along the stem and strongly resemble the lobed, serrated raspberry leaves. Small greenish-white flowers bloom in spring and produce orange-red berries. Goldenseal is difficult to cultivate and require 5 years of growth for the roots to be of any use in medicine, but not for magic. The rhizome has a sweet licorice aroma. Goldenseal is used as an antibiotic, to promote disease resistance, and the treatment of tumors.

Gotu Kola: A tropical weed, gotu kola grows very well in gardens (preferably marshy or damp), often crowding out other plants if not closely tended. Gotu kola spreads by seed as well as by runners. Thin stems grow from root clusters along a runner. Each thin stem is topped with a single scallop-shaped leaf. An umbrella-like cluster of tiny white flowers develop near the base of the stems. Gotu kola leaves are often mixed into a cream to treat skin diseases ranging from psoriasis to leprosy with positive results. Some claim that gotu kola leaves also spur the healing of wounds and burns.

Hare's Ear: A reedy plant that grows in marshy areas, the hare's ear has long, oblong leaves that grow out from the joints in the tall, erect stem. Small white flowers with five petals grow in small stem clusters at the top of the plant. The plant is secured by a carrot-like tap root. Used for treating fevers, chills, and malaria.

Hawthorn: A small deciduous tree with white bark, extremely hard wood, and sharp thorns, hawthorn leaves consist of five lobes, resembling oak leaves. The tree blooms throughout spring with clusters of white aromatic flowers and bright red fruits that resemble tiny red apples. Hawthorn leaves and fruit are often mixed into a tonic for strengthening the heart.

Hellebore: Having a round striated stem with several branches, hellebore stands between 3 and 6 feet in height. The deeply veined and oval leaves vary in size from 6 inches to a foot, growing smaller near the top of the plant. The tip of each branch ends in numerous flowers (black, white, or purple). Near the base of each branch grows the fruit in clusters of 3 and each containing flat, imbricated seeds. Hellebore is a level 3 muscle poison that causes depression and extreme nausea.

Hemlock: A spindle-shaped, white tap root supports this biennial branching plant. The branching stem reaches heights of 3 to 6 feet and is notable for being smooth, round, brown with purple spots, and hollow. Deep green leaflets sprout from the branches and stem divisions. Very small, white flowers grow from the tips of some branches producing umbrella-like clusters that bloom in mid-summer. In very small doses, hemlock is a sedative, but it is more commonly known as a powerful (level 3) nerve poison derived from the leaves and green seeds of the plant. The poison causes lethargy and then a peaceful sleep in death.†

Henbane: A biennial with a long, tapering, white root with some root branching, henbane's stem is round and hairy reaching from 1 to 3 feet in height. Hairy, oblong, deeply sinuated, pointed, but soft leaves flourish all along the stem. Both leaves and stems are sea-green in color. Pale yellow flowers grow in downward hanging spikes. Henbane is a level 4 nerve poison that causes nausea, vertigo, extreme thirst, temporary blindness, mania, convulsions, and in extreme cases death.

Henna: Henna is a small tree or large shrub, henna reaches heights of 6 to 20 feet. The leaves are short-stemmed ovals. Fragrant red (or white) flowers with four petals develop at branch tips. The fruit is a brittle, brown ball about the size of a cherry. Henna is used to dye hair to have a reddish tint. The flower oils can be collected into perfumes. The leaves can be mixed into a mouth wash or used to treat skin disease.

Holly: Holly is a small (4 to 30 feet) evergreen tree with many smooth, pliable branches that grow in a tangle, holly has dark green leaves, gray bark, and bright red berries. The wood is hard with a yellowish veneer inside the bark growing darker towards the center. The leaves are ovate, waxy and sharply spined. Tiny white flowers grow close to the branches. The leaves can be infused to treat inflammations of the mucous membranes and occasionally used to cure fevers. The berries have purgative, emetic, and diuretic properties. The berries can also be used in treating jaundice.

Hop: Resembling a grape vine, hop is a hairy climbing perennial vine. The leaves are tri-lobed, serrated, and heavily veined. The vines come in male and female varieties, the male bearing yellowish-white blossoms and the female bearing pale green blossoms. Each blossom is formed of a number of petals attached to a central base in a pine cone-like manner. Hop is most widely recognized as a preservative and flavor addition in beer, but it can also be used in the treatment of hysteria, restlessness, insomnia, and external aches and pains. Pillows stuffed with hops are used to cure sleeping disorders.

Horsetail: Horsetail is a bamboo-like marsh plant that grows a thin, wispy hair-like brush at the tip of the plant. Horsetail can reach heights of 6 feet. Horsetail is used to scour pots, sand wood, and polish metals. The root is edible and teas brewed with horsetail are said to aid in reducing arthritis pain.

Hyssop: Hyssop is a hardy, shrub-like perennial with lance-like leaves, and square stems. Hyssop has a minty odor. Dense clusters of blue or violet flowers form on 6-inch spikes at branch tips in late summer. Hyssop is used as an antiseptic and is the preferred herb for many temple cleansing rituals. Bees flock to hyssop in droves. It is said that cabbages and grapes grown near hyssop taste better and produce a greater yield.

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Jasmine: A beautiful climbing plant, jasmine scales trees growing from one tree to another. The stem is smooth, shiny, and twisted with short dark green leaves and large, yellow, bell-shaped flowers of 5 petals. The fruit is a flat capsule with flat seeds inside. Jasmine only grows from rich, moist soils, generally along sea coasts. The oil of the flowers can be used for perfume, but also forms a level 1 circulatory poison.

Juniper: This is an evergreen shrub reaching heights of 6 to 15 feet with many intertwining branches. The leaves are narrow, long, pointed, deep green and grow in clusters of three that encircle the branch in continuous rows. Male shrubs produce yellow flowers, female shrubs produce green flowers. The female tree will also produce small, green, aromatic cones that turn into blue-black berries in the second year of maturity. Believe it or not, juniper berries are used as a diuretic and are known for making urine smell like violets. Juniper can also be used as an antibiotic, to relieve flatulence, and to reduce the size of tumors. †

Kelp: Kelp is a long-frond, brown algae (seaweed). It grows to lengths of 200 feet in temperate to cold seas. Kelp is dried and burned as a fuel, eaten as a food supplement, and can be used to cure problems associated with the thyroid gland. Kelp also helps reduce the bad effects associated with tapping into ley lines and earth nodes.

Kola: A 40 foot deciduous tree that grows in warm climates, kola produces brilliant yellow flowers with purple spots and chocolate-colored seed pods in spring and fall. The leaves of the kola tree are heavily veined, oblong, and pointed. The seeds are chewed for stimulant effects and to cure fevers. It also is used as a digestive aid, cure for diarrhea, and to relieve fatigue. Finally, kola is an excellent reliever of asthmatic problems.

Lavender: Lavender is a 2 to 3 foot woody shrub with brown bark, narrow, sessile leaves, and small blue flowers arranged in cylindrical spikes. Lavender flowers have a strong aroma and a warm, bitter taste. Lavender maintains its fragrance long after death. Lavender oil is extracted from the flowers for use as a perfume, to disguise nasty tasting herbal concoctions, and for relieving headaches.

Lettuce: A biennial with a 3 to 6 foot stem and leaves that are toothed and clasping, lettuce produces small, pale yellow flowers sprouting on alternate sides from an erect, outgrowing stem. Wild lettuce leaves contain a milky-white juice that flows freely from the leaves when wounded. The juice is a mild narcotic (level 1) which relieves pain and has a calming effect.

Licorice: Licorice is an erect, hardy perennial that reaches heights of 3 to 7 feet. Inch-long leaves alternate along thin stems growing from horizontal rhizomes that spread from a long tap root. Midsummer finds licorice blooming with tiny purple flowers. The tangled mass of roots have brown bark, and a sweet, juicy, yellow pulp. Licorice root is used in sweet breads, soothe sore throats, treat malaria, ease respiratory problems, and healing infections.

Lotus: The lotus has a thick, tuberous root, from which grows several erect flower and leaf stems. Each leaf stem ends in a wide, bowl-like, green leaf. Each flower stem ends in a multi-petaled, white flower, that has pink highlights and a yellow center. Every part of the lotus has a medicinal use. The stems relieve chest congestion. The root is used for stomach aches. The seeds are used to relieve insomnia and diarrhea. Finally, the flowers are used to prevent premature ejaculation. The lotus flower is also a euphoric hallucinogen (level 5). †

Magnolia: Magnolia trees, reaching up to 40 feet, are easily recognized by their dense foliage, sweet aroma derived from the large, cream-colored flowers, and the thick, obtuse leaves. The leaves are a yellow-green on the upper surface and a very pale green on the bottom. The fruit is an inch-long cone with numerous imbricated cells, each containing a single scarlet seed. Magnolia bark is used for reducing fevers and relieving rheumatism. Some breeds of magnolia leaves are used in fishing, where the leaves release a chemical that stuns fish making them easier to catch.

Maize: Maize (corn) is a grain with a very large kernel. Maize grows in 6 foot tall erect stems that produce foot-long leaves and ears of corn in alternate pattern up the stalk. Maize has no medicinal uses, though some cultures make maize-dolls from the stalks, leaves, and silks produced by the corn to give as appeasements to the fairy folk.

Mandrake: Mandrake is a powerful herb that is best known for its long, creeping root that often resembles the shape of a man (it splits into two hairy legs and two hairy arms). The smooth, round stem is about a foot high and divides into two leaves with a flower supported in the fork between the leaves. Each leaf consists of six or seven, heavily-veined lobes. The white flower has delicate veins and yellow stamens. The fruit is a large, oval, lemon-yellow berry with a fleshy pulp and 15 seeds. Mandrake is a level 5 nerve poison, but it is still used in medicine as an anesthetic. Mandrake is often associated with healing all kinds of ailments, the theory being that the shape of the root makes it sympathetic to men. Others see a more necromantic tendency towards the

"unburying" of this "man" and see only evil in its use. As in most cases, it is the use to which it is put that determines its final value. The root only retains its potency if harvested at midnight. If harvested otherwise it has half the value and level listed. †

Marjoram: Mainly used as a culinary spice, marjoram is a fragrant, but hairy plant with square purplish stems. The small, oval leaves grow at branch intersections on the main stem. White, pink, or lavender flowers bloom in late summer and cluster in knots at the end of branches. Marjoram is used as a digestive aid and to treat menstrual cramps.

Marsh Mallow: Marsh mallow obviously enough grows in boggy soil. The plant is soft, erect, reaches heights of 5 feet, growing from a long taproot. The hairy stems die each fall and regrow each spring. The round, gray-green leaves are lobed, toothed, and, like the stems, hairy. The pink or white flowers bloom in early summer. Marsh mallow is an edible tuber that can be applied externally to help heal cuts, or internally to cure respiratory problems.

Mate: Mate is a perennial shrub that grows near streams that has oval, serrated leaves and black, red or yellow berries. Mate leaves make a caffeinated tea that is also rich in vitamin C. Mate is difficult to grow outside of its natural climate. The vitamin C within mate makes it especially desirable to sailors who tend to eat an all meat diet (leaving them open to scurvy).

Meadowsweet: A delicate almond fragrance wafts from meadowsweet which is often hung or strewn upon the floor as an air freshener. Meadowsweet is a 2 to 6 foot perennial with elm-like leaves and large, hanging clusters of white or pink flowers. The flowers bloom throughout the summer and maintains its aroma long after clipping. Tinctures of meadowsweet can relieve pain, reduce fever, and reduce inflammations.

Mimosa: The mimosa tree has branches and leaves that resemble nothing so much as a willow tree. The main difference is that the mimosa has a thin, spiky flower (like a dandelion, but bigger) with a pale yellow center running to purplish-red as the fuzzy spikes branch out.

Mistletoe: Mistletoe is a parasitic, woody, shrub that grows from many different trees. The leaves are vaguely tongue-like in appearance and quite leathery. Small sticky white berries grow in clusters, each berry containing a single seed. The sticky berries are carried to other trees by birds who eat them. Occasionally a berry will be dropped and the berry will stick to a new tree, where it will grow into a new plant. It takes a berry only a few days to insert tiny roots into a new host tree. Mistletoe berries are moderate circulatory poisons, level 3. As few as two berries have been known to kill unknowing children. Small amounts of mistletoe can be used to treat blood pressure problems and cancer. †

Morning Glory: Morning glory is a woody vine with sessile, deeply lobed leaves. Single flowers can be blue, purple, red, white, or multi-colored. Morning glory is often grown in gardens for their pleasant appearance along walls or fences. Some people gather the seeds and eat them for a hallucinogenic effect. Treat this as level 2, with a duration of 1 hour. †

Mugwort: A finger-long root supports this creeping perennial with an erect branching stem. The stem is reddish brown with white protrusions. The leaves are deep green above and cotton-white below. The flowers, growing on axillary spikes, are tiny and purple. The leaves can be used to make moxas. A moxa is a combustible mass which burns slowly. When burned in contact with the skin it can be used to cauterize a wound. The use of a moxa reduces any scarring from cauterization.

Mulberry Tree: Mulberry is a middle-sized deciduous tree with lobed, unequally toothed, scabrous leaves. The fruit is a tight, oval cluster of tiny reddish-purple berries that forms around a single axis and seed. Mulberries have no smell, but the deep red juice from the berries has a sweet and acidic taste. The leaves are the preferred food of silk worms. The root bark, which is taken internally to kill parasites, tastes bitter and acrid. The fruit juice is used to cure constipation.

Mustard: An annual plant with a 3 foot stem that divides into numerous branches. The leaves are small and have varying shapes from serrated lobes at the base to tiny, smooth leaves at the top. The upper branches abound with yellow flowers with red centers. The seed pods are smooth, erect, and grow even with the branches. Each pod contains a number of tiny seeds. Powdered mustard seeds are used to season food and stimulate the appetite. Mustard seeds can be used as an emetic or a laxative as well. Mustard plasters are made by gluing seeds to a cloth and then dipping the cloth in warm water. The plaster is applied externally to increase blood supply to an area to reduce inflammation, relax muscles or relieve muscle strain. Such plasters should not be used for more than 15 minutes, or else blisters will form from the irritation of the mustard seed oil.

Myrrh: Myrrh is a small tree that grows in semi-arid lands. The trunk tends to be stunted and covered in gray bark. The branches are short and terminate in spines. The leaves are tiny and tear-drop shaped. Sap from

† See disclaimer.





the tree secretes from nicks and cuts in the bark naturally, which hardens into pale yellow crystal nuggets. This hardened resin is powdered and used as a toothpaste or mouthwash.

Nettle: A perennial creeping root supports the erect stem of the nettle. Reaching heights between 2 and 4 feet, nettle is best known for its stinging effect. Tiny hair-like needles grow on the serrated, dark green, heart shaped leaves. These needles are connected to sacs filled with irritating chemicals. Casually brushing one of these leaves releases the irritants. The sting can vary in nettle plants from a mild, temporary burn, to the year long burn produced by some rare species of this plant. Despite this defense, nettle plants have been used to produce strong cloth and clothing. The leaves can be boiled and eaten like spinach. The irritant effect of nettles are used to relieve the pain caused by gout or even to keep warm in cold climates, as the irritant helps increase blood flow.

Nutmeg: A small evergreen shrub that reaches but a foot high. The leaves are crushed to form salves and foot rubs. The crushed leaves are often used to flavor jellies, cakes, fruits, vinegars, and coffee.

Oak: A large tree, reaching heights of 80 feet, the oak tree has wide-spreading branches with pale bark, often covered in dark spots. The leaves have many obtuse lobes sprouting from a deep, central vein. The acorns grow in ones or twos and have a scaled cap that supports an oval, inch-long nut. Acorns are used as an astringent. A decoction of the bark can treat diarrhea, dysentery, and externally on ulcers and as a gargle. Even so, the chief use of oak bark is for tanning leather.

Onion: Like garlic, onions are perennial herbs consisting of a pungent bulb, an erect stem formed of concentric leaves and an umbrella-like flower at the tip of the stem. The flower can be white, pink, or purple. Onion is a food enhancer and dietary aid. Onions are used as a disinfectant, cough remedy, and sore throat cure. Fresh, raw onions can be chewed and the resulting fluid held against the back of the throat for best effect in curing coughs and sore throats.

Orchid: Orchids grow from white spongy bulbs. These perennials have erect stems with long, stiff leaf blades. The flower consists of 5 spreading petals and a 6th petal grows inside these petals. The 6th petal folds over, almost protectively, over the central stamen. The flowers can be white, purple or both. Orchid tubers are used as aphrodisiacs, restoratives, rejuvenators, and as food supplements.

Oregano: These small, aromatic perennials grow erect, branching stems 2 to 3 feet in height. Leaves grow in pairs along the stem and branches, each being heavily veined, and pointedly lobed. The tip of each branch has a cluster of tiny white blossoms. Oregano is used to flavor food, relieve chest congestion, soothe toothaches, and promote menstruation.

Orris: The orris is a perennial herb with a thick, short stem sprouting from an underground bulb. The leaves, which are bunched at the base of the stem, are long, thin, and folded into a fan-like shape. Orris root is prepared by stripping the bark. The remainder is distilled into a solid oil that smells like violets. Strong doses are used as an emetic. Can be used for perfumes, incenses, and as a mouth wash.

Papaya: Papaya trees grow only in the tropics. With trees that reach 25 feet, papaya has a hollow trunk with spongy wood and a fibrous, gray bark. The hand-like leaves grow only at the top of the tree on long, smooth, projecting stems. The pear-shaped fruits are yellow-green on the outside and orange-yellow on the inside. The fruit can range in size from pear size to large honeydew size, weighing up to 10 pounds. The fruits are a popular food that is often traded abroad. Papaya fruit is used as a digestive aide, an ulcer preventative, treating infections, and killing parasites. The fibrous bark can be used to make rope.

Parsley: A small, bright green biennial, parsley grows from 1 to 3 feet. A carrot-like tap root supports several stems that end in feathery leaves. Yellow-green flowers blossom in the second year in umbrella-like clusters. Parsley is chewed after meals to cure bad breath. Parsley can also inhibit allergies like an antihistamine.

Passionflower: A perennial root and annual vine, passionflower can reach lengths of 30 feet before being killed by frost. Dull green leaves of about 5 inches in length grow with 3 deep lobes. The lobes are so deep that at a glance, they appear to be 3 separate leaves. White flowers with purple tinges bloom in early spring and produce a sweet scent. Passionflower can be used as a sedative, digestive aid, and infection fighter.

Peppermint: Peppermint has the same healing and magical properties as spearmint, though peppermint is the more potent and tastier of the two herbs. Peppermint grows up to 3 feet in height, spreads by surface runners, has a purplish tint to the stems, and has serrated lance-shaped leaves. Flowers bloom in midsummer on spikes and come in pink, white, or lilac colors. Peppermint sprigs are often eaten after dinner to aid in digestion. Menthol can be distilled from peppermint to be used as an anesthetic, decongestant, and a germicide.

Peyote: A tall growing cactus, peyote grows with few or no branches from its columnar trunk. Peyote extract is a level 4 hallucinogen that produces euphoric dreams.†

Pomegranate: A small, shrub-like tree that reaches heights of 20 feet, pomegranates have misshapen trunks, many branches and often sprout thorns. The leaves are oblong, spear-shaped, and bright green. Large, scarlet flowers protrude from the branch tips. An orange-sized berry with a thick reddish-yellow rind contains an acidic pulp and angular seeds. The fruit is eaten and crushed into drinks. The powdered fruit rind can be used as an astringent to treat diarrhea, excessive perspiration, and a gargle for sore throats. The root bark was used to kill intestinal worms.

Psyllium: An 18 inch perennial with tiny, bland white flowers that bloom in summer and rapidly transform into small, brown seed pods. Each seed pod contains up to 15,000 tiny seeds. The leaves are long, low spears that radiate from the central hub of the plant. Psyllium seeds and leaves are used to treat hemorrhoids, constipation, urinary problems, and high blood pressure.

Puff Ball: A fungus that grows in forested shadows, puff balls are filled with spores that are released by breaking the thin brownish-gray outer crust. These spores are used to help cure respiratory diseases and applied externally to encourage coagulation of blood in small wounds.

Pumpkin: Pumpkin is a hairy vine with branching tendrils. Leaves are triangular or heart-shaped. The fruit, ripening in mid-fall, is a large orange gourd that varies in size from 1 foot across to 3 feet across. Pumpkins are edible. Pumpkin seeds are taken internally to flush out intestinal worms.

Purslane: Thick, rubbery stems sprouting waxy, parallel leaves, the purslane is a small growing perennial that is often eaten as a staple vegetable. Tiny yellow flowers bloom at the tips of the branched limbs. Purslane is used as a general tonic, a cure for dysentery, and to increase the potency of other herbal remedies.

Quassia: A tree generally reaching over 100 feet high, Quassia has a straight, smooth trunk that is normally around 3 feet in diameter at the base. The tree has gray bark, oblong leaflets arranged in parallel. The flowers are yellowish-green and tend to be small. The fruit is a small black berry. Tonics made from the wood are said to aid in digestion, constipation, and in large doses induces vomiting.

Raspberry: Perennial roots produce a dense mass under the biennial, thorny stems of the raspberry. The stems reach heights of 10 feet and have serrated, lance-shaped leaves. Small white flowers bloom in summer later developing clusters of tart, red berries. Raspberry bushes are hardy and fast spreading plants. Raspberry leaves and fruits are said to aid pregnant women in many ways, from curing morning sickness to reducing the chance of miscarriage.

Rhubarb: Rhubarb is a large, leafy perennial that reaches 4 feet, has a thick branching root, and round hollow stems. The root has brown bark and a yellow pulp which is used to cure dysentery and aid in menstruation. The stems are edible and often baked into pies. The leaves are a level 1 poison causing a burning sensation, vomiting, weakness, and rarely death.

Rose: Rose bushes are thorny affairs with thin, branching stems and the unmistakable red flower (though white and black roses are more rarely found). The essential oil extracted from roses produces powerful perfumes, said to be an aphrodisiac. Rose hips also contain vitamin C.

Rosemary: Rosemary is a tiny evergreen tree (3 to 5 feet). Like most evergreens, it has a pine-scent and needle-like leaves. Rosemary is often grown in decorative gardens, but primarily it is used as a preservative. Meat wrapped in rosemary will keep longer and taste fresher than otherwise. It has also seen use as a decongestant and antibiotic.

Rue: Rue is a perennial reaching 2 to 3 feet in height. It has a few branching stems with thick, fleshy, pointed leaves. The main stem is woody, but the branches are green, while the flowers it produces are tiny yellow blooms with petals that curl back towards the center. The oil derived from the leaves and stem is a skin irritant that causes redness, swelling, and blisters. †

Saffron: Saffron, growing from a bulb, produces a tube of spiraling leaves, which supports the flower around 18 inches off the ground. The showy lavender blossom blooms briefly in late summer and each bloom contains 3 red stigmas. Each stigma is a rare herb with uses ranging from dye, spice, medicine, and perfume. Medically saffron is said to cure heart and blood problems as well as regulating menstruation.

Sage: Sage is a 3 foot perennial evergreen shrub with square, woolly stems. The leaves are 2 inches long, oval, grayish-green and velvety. In summer the central stem supports tiny flowers of blue, pink, white, or purple. Sage is an aromatic herb used to season poultry, disinfect cuts, preserve meats, cure sore throats, and reduce perspiration.

Sarsaparilla: Sarsaparilla is a woody, climbing vine with pointedly oval leaves. Each plant is either male or female. The small flowers are green, yellow, or bronze. The roots branch from a large rhizome which is used to prevent sexually transmitted diseases, treat leprosy, and reduce blood pressure. The roots are also used to make tonics or beers.

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Sassafras: A deciduous tree reaching around 50 feet, sassafras trunks are generally no more than 1 foot in diameter at the base. The bark is deeply furrowed, gray, and rough. The leaves are large oval shapes that grow alongside blue, pea-shaped berries. The root bark of sassafras is a gentle, aromatic herb that is brewed as a tea or mixed with other herbs to make them taste better.

Savory: Savory is a hairy, purplish annual that reaches up to 18 inches. The leaves are small, narrow, and grow parallel to one another. The midsummer blooms last till late fall and come in white and pink varieties. Savory is used to season meat, especially sausages, as a digestive aid. It has also been used to cure mild coughs and sore throats.

Senna: Senna is a woody shrub up to 3 feet in height with branching stems, pointed leaves, and leathery seed pods. The seed pods are a powerful laxative, but taste absolutely awful.

Shepherd's Purse: A small annual with a foul smell, dandelion-like leaves, 18 inch stems, and tiny, white flowers. Often considered a noxious weed, shepherd's purse helps blood coagulate if taken internally. This is a mild effect that can help regulate menstrual flow or reduce the size of ulcers. This should have no effect if applied on a wound, though it purportedly works wonders on hemorrhoids.

Skullcap: Skullcap is a 2 foot perennial with a square stem and serrated leaves growing in opposing pairs. The tiny flowers have two petals. The upper petal protrudes and folds to produce a rounded surface resembling a skull. Skullcap is a mild tranquilizer that is used to treat convulsions.†

Solomon's Seal: Solomon's seal grows from a creeping rhizome with fibrous roots. The erect stem has leaves near the top, but none at its base. Several white flowers dangle from the top of this low growing herb along with dark blue or black berries. Solomon's seal was named for an ancient king whose wisdom was so deep that jealous rivals assumed that he must consort with otherworldly contacts for such ideas. Opponents of this idea argue that any otherworldly advice Solomon was privy to came through his righteous living and worshipful ways, not demonology or divination.

Spearmint: Spearmint is a perennial that reaches 2 feet in height and spreads by underground runners. Like all mint family plants it has a square stem with wrinkled, lance-shaped, serrated leaves. Flowers bloom in midsummer on spikes and come in pink, white, or lilac colors. Spearmint sprigs are often eaten after dinner to aide in digestion. Menthol can be distilled from spearmint to be used as an anesthetic, decongestant, and a germicide.

Spindle Tree: The spindle tree is actually a shrub, despite its name. It is a tall, erect shrub with oval, oblong leaves that grow on tiny sub-branches. The purple flowers grow from these sub-branches and consist of 4 petals. Vibrant, reddish-orange berries grow in fall. The berries are level 2 circulatory poisons that cause vomiting, pain, and general malaise. The dried root bark is a stimulant, often combined with other herbs in tea.

Strawberry: Strawberry plants grow along ground runners that produce 6-inch high, smooth leafed plants. The red berries are easily recognized by their wedge shape and seeds that grow on the outer skin. Strawberries are generally eaten as a treat, but the leaves are also used in tea as a general tonic.

Sweet Flag: The root of sweet flag is horizontal, jointed, and about 1-inch thick. The leaves are radical, sword blades that are primarily whitish in color with a green tinge and rosy flecks. The extract of this root is used as an insecticide. The roots are also preserved as a sweet foodstuff.

Tarragon: A creeping perennial, tarragon has stems reaching up to 2 feet. The branching stem supports opposite leaves that resemble rosemary, but are larger. Tarragon has a numbing effect when chewed, so it is often used to relieve toothache and other oral pains.

Tea: Tea is a small evergreen tree, reaching up to 30 feet, that can be pruned to remain bush sized. Tea leaves are serrated, oblong, and pointed. Tea leaves are a mild stimulant, decongestant, toothache reliever, and diarrhea treatment. The caffeine in tea, about half the amount in coffee beans, can cause nervousness, irritability, insomnia, and general restlessness.

Thyme: An aromatic perennial, thyme is a small shrub (12 inches) with many branches and small, stalkless leaves. In midsummer pink or lilac flowers bloom along the tips of each branch. Thyme is used as an antiseptic, mouthwash, digestive aid, and cough remedy.

Toadflax: Toadflax grows 1 to 3 feet in height and has only a few branches near its tip that are crowded with green, sessile leaves. Pale yellow flowers grow at the tip of the plant as well. Toadflax leaves are used externally to treat hemorrhoids and skin diseases. Internally, toadflax is used to eliminate kidney stones, treat dropsy, and cure jaundice.

Tobacco: A medium size plant, tobacco has long, broad leaves that radiate out from an erect stem that is more a sheath of leaves than a true stem. Tobacco leaves are dried and cured for use in smoking. Tobacco is a stimulant with an AF of 10.

Tukahoe: A subterranean fungus, the tukahoe is often found growing near the roots of old trees. It has a mottled brown exterior and a whitish-yellow interior. Tukahoe is edible and can be used to regulate heart palpitations.†

Turmeric: Turmeric grows from large (2 foot), pulpy, orange roots. Above ground, the plant has radial, lily-like leaves and a 3 foot flower spike bearing funnel-shaped, yellow blooms. Turmeric root is a hot spice that helps protect the body from internal parasites, strengthens the liver, and can be used as an antibiotic.

Turpentine Tree: Turpentine trees are small coniferous trees that produce an aromatic and useful sap. The thick, yellowish sap as a bitter taste and hardens quickly with contact with air. Turpentine is a very mild antiseptic. Mainly turpentine is used to treat bronchial problems, internal bleeding, and dysentery.†

Uva Ursi: Uva ursi is a very low growing, evergreen plant with paddle shaped leaves, tiny white flowers, and large, bright red berries. Uva ursi is used to treat urinary disorders, premenstrual bloating, and high blood pressure.

Valerian: Valerian is a pungent 5 foot perennial that grows from a cylindrical rhizome. The erect stem is grooved and hollow. The leaves are fern-like with white, pink, or lavender flowers that bloom from spring to late summer. Valerian roots are mild sedatives that attract cats and rats in a manner similar to catnip.

Vervain: A 3-foot perennial with thin stems, vervain has oblong, serrated leaves near the base and deeply lobed, lance-shaped leaves near the top. Slender flower spikes sprout tiny blue blooms in early summer that last on into fall. Vervain is a mild analgesic.

Water Lily: With beautiful blooms of white, pink, red, yellow, or lavender in the shape of cups, water lilies are considered some of the most enchanting flowers. Each flower floats on the water's surface for up to 1 week before it wilts or descends back underwater. Anywhere from 6 to 10 weeks later a seed pod rises in its place that bursts its seeds onto the water. Eventually these seeds sink to grow new blooms. The characteristic round leaves float on the surface and have a leathery texture. Water lily rhizomes are used to treat boils, tumors, and ulcers.

White Poppy: White poppy is a shrubby flower that produces large white blooms. The blooms are attractive and aromatic, but are primarily gathered for their euphoric effect. White poppy flowers are level 5 euphorics.

White Willow: White willows reach heights of 75 feet and make graceful shade trees. The bark is rough and brown, while the leaves are long, thin, and grow on flexible, dangling branches. White willow bark is an effective analgesic.

Witch Hazel: Witch hazel is a shrub that grows from a single root. It has several twisting stems with round, lightly serrated leaves. Spidery yellow flowers bloom along with seed pods in late fall. Each seed pod pops with an audible crack that can propel the two black seeds up to 25 feet away. Witch hazel is used to treat hemorrhoids, cuts, bruises, and sore muscles.

Wolfsbane: A leafy perennial with a turnip-like root, wolfsbane is considered an effective ward against werewolves (unproved). The plant is normally only around 3 feet in height, but can reach heights of up to 8 feet. The leaves are rigid, smooth, shining, light green below, and dark green above. Wolfsbane is a circulatory sedative, but in large doses is poisonous. Treat 5 oz. of wolfsbane as a single poisonous dose of level 3 circulatory poison.†

Wormwood: Wormwood is a leafy, branching perennial reaching heights of up to 3 feet. The leaves are radical, lance-like, and deeply creased. The flowers are yellowish-brown and dangling. Wormwood has a strong, bitter odor. The oil distilled from the flowers, called absinthe, is dark green and mildly poisonous (level 1, maximum effect is bad dreams and nausea).†

Yarrow: An attractive perennial, yarrow reaches up to 3 feet. It has an erect stem with few leaves, but each leaf is divided into leaflets like a fern. Dense clusters of tiny, white flowers bloom at the top of the stem. Yarrow leaves are pressed into wounds to help reduce pain and improve healing. Yarrow has a tranquilizing effect as well as improving the body's natural defense versus toxins.

Yohimbe: This deciduous tree has a grayish-brown bark that is a much sought after aphrodisiac. The bark dilates blood vessels of the skin and mucous membranes, which helps to explain its romantic powers, but it may also dangerously lower blood pressure.†

† See disclaimer.



16.0

CORPUS CATALYSTS

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Corpus Catalysts
Corpus Catalyst Master Chart

For habitat codes, see page 12 of *Creatures & Monsters*. Type codes refer to spell type (see *Spell Law*, page 6).

CORPUS CATALYST MASTER CHART

Corpus	Habitat	Lvl	Type	Effect	Size	Cost/Unit	Corpus	Habitat	Lvl	Type	Effect	Size	Cost/Unit
Races													
Dwarf [All-3]							Condor [(hf)-(—),FLS,AR,(—)-6]						
Blood	1	F	Enchantment	1 oz	6 tp		Feather	1	E	Summons	1 feather	4 tp	
Bone	0	E	Earth	1 oz	3 tp		Cougar [(cf)-(—),GIOZ,(—),T]-4]						
Skin	0	P	Protection	9 si	2 tp		Claw	3	F	Inorganic	1 claw	15 tp	
Elf [All-3]							Tooth	2	E	Personal	1 feather	1 cp	
Blood	2	F	Charm	1 oz	1 cp		Cow [All-2]						
Bone	1	E	Light	1 oz	6 tp		Milk	0	P	Personal	1 oz	1tp/25 oz	
Skin	1	P	Creation	9 si	4 tp		Crab [(f)-(—),OS,(—),(—)-2]						
Hobbit [All-4]							Claw	1	I	Water	1 claw	3 tp	
Blood	0	F	Personal	1 oz	5 tp		Crow [(hf)-(—),FLS,AR,(—)-3]						
Bone	0	E	Detection	1 oz	1 tp		Claw	1	I	Scrying	1 claw	9 tp	
Skin	1	P	Obfuscation	9 si	1 tp		Cuttlefish [(cf)-0,FLM,0,0-5]						
Human [All-2]							Bone	1	F	Summons	1 oz	4 tp	
Blood	1	F	Personal	1 oz	7 tp		Deer [(f)-(—),(GIOZ),(—),(T)-2]						
Bone	0	E	Movement	1 oz	3 tp		Antler	3	E	Movement	5 oz	6 tp	
Skin	1	P	Scrying	9 si	3 tp		Hide	0	U	Charm	9 si	6 tp	
Orc [All-3]							Hoof	2	F	Enhancement	1 hoof	1 cp	
Blood	1	F	Dark	1 oz	6 tp		Dove [(hf)-(—),FLS,AR,(—)-5]						
Bone	1	E	Summoning	1 oz	3 tp		Feather	1	E	Flight Organic	1 feather	12 tp	
Skin	0	P	Earth	9 si	3 tp		Eagle [(hf)-(—),FLS,AR,(—)-6]						
Troll [All-4]							Wing Feather	2	I	Light Wind	1 feather	8 tp	
Blood	2	F	Dark	1 oz	5 tp		Earthworm [(f)-(—),(—),(—)-1]						
Bone	1	E	Protection	1 oz	6 tp		Whole	0	U	Inorganic	1 worm	1 tp	
Skin	0	P	Inorganic	9 si	4 tp		Eel [(cf)-0,FLM,0,0-5]						
Animals							Hide	2	E	Water	9 si	7 tp	
Alligator (& Crocodile) [hmnw-(—),LMF,(—),HJ-2]							Falcon [(hf)-(—),IOQZ,U,J)-5]						
Tooth	1	F	Inorganic	1 tooth	1 cp		Wing Feather	2	I	Organic Wind	1 feather	4 tp	
Antelope [(cf)-(—),(OZ),(—),DHP-2]							Ferret [(f)-(—),(OZ),(—),T)-2]						
Horn	1	P	Personal	5 oz	1 cp		Hide	1	F	Obfuscation	9 si	8 tp	
Bat [(f)-X@,(GOZ),(—),T)-4]							Fox [(f)-N,(O),(—),(—)-2]						
Blood	1	F	Detection	1 oz	6 tp		Hide	1	I	Personal	9 si	7 tp	
Wing	2	I	Organic	1 wing	7 tp		Frog [ahkmnstw-(—),FILMQ,R,DHP-3]						
Bear [(hna)-(—),GLM,(—),CDT-5]							Eye	3	I	Detection	1 eye	12 tp	
Hide	0	U	Protection	9 si	1 cp		Leg	1	P	Movement	1 leg	7 tp	
Tooth	1	E	Personal	1 tooth	4 tp		Hawk [(hf)-(—),GIOQ,U,J)-5]						
Beaver [(f)-(—),(GOQZ),(—),DHP-2]							Wing Feather	1	E	Scrying Wind	1 feather	2 tp	
Tail	2	U	Personal	5 oz	12 tp		Hummingbird [(hf)-(—),GIOQ,U)-4]						
Beetle [(f)-(—),(O),(—),(—)-2]							Wing	2	U	Organic Wind	1 wing	15 tp	
Whole	2	P	Wind Enhancement	1 whole	1 tp		Jellyfish [(f)-0,OS,0,0-2]						
Boar [hkmnstw-(—),F,R,CDHP-3]							Whole	4	P	Water	5 oz	3 cp	
Hide	1	U	Protection	9 si	1 cp		Mole [(f)-(—),(GIOQZ),(—),DHP-7]						
Tusk	3	F	Light	1 tusk	12 tp		Head	3	I	Detection	1 head	2 cp	
Butterfly [(cf)-(—),(O),(—),(—)-2]							Monkey [hmnstw-(—),(—),AR,CDJP-3]						
Wing	2	F	Organic Wind Charm	1 Wing	1 tp/pair		Bone	1	F	Control	5 oz	9 tp	
Carfish [(f)-0,FLM,0,0-2]							Paw	5	E	Summons	1 paw	5 cp	
Whisker	0	U	Detection	1 whisker	2 tp		Moose [ktcf-(—),FLMS,(—),DPT-4]						
Cat, Small [(cf)-(—),(GOZ),(—),T)-3]							Antler	3	E	Control	5 oz	12 tp	
Blood	1	F	Movement	1 oz	7 tp		Hoof	1	P	Protection	1 hoof	1 cp	
Tooth	1	E	Inorganic	1 tooth	6 tp		Nautilus [(f)-0,0,0,0-5]						
Centipede [ahmns-V,BFQZ,R,CDHP-3]							Shell	7	E	Creation	1 shell	2 bp	
Whole	2	I	Scrying	1 whole	6 tp		Owl [(hf)-(—),IO,(—),J)-4]						
Chameleon [hmnsw-(—),(—),(—),DJ-8]							Feather	1	I	Detection Scrying	1 feather	7 tp	
Egg	3	E	Creation	1 egg	7 tp		Oyster [(f)-0,OS,0,0-2]						
Whole	5	E	Obfuscation	1 whole	2 cp		Shell	1	F	Protection	5 oz	3 tp	
Chicken [All-2]													
Blood	0	F	Dark	1 oz	2 tp								
Claw	1	F	Protection	1 claw	6 tp								

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Corpus
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CORPUS CATALYST MASTER CHART

Corpus	Habitat	Lvl	Type	Effect	Size	Cost/Unit	Corpus	Habitat	Lvl	Type	Effect	Size	Cost/Unit
Piranha [hna-0,FL,0,0-4] Jaw 5 E Control 1 jaw 5 cp							Unearthly Animals						
Praying Mantis [mnhstw-(—),FM,(—),CDHJP-5] Egg 3 E Obfuscation 1 egg 8 tp							Battle Boar [(acf)-(—),F,R,(T)-6] Hide 2 F Protection 9 si 15 tp Tusk 6 E Light 1 tusk 3 bp						
Rabbit (& Hare) [(hf)-(GIO),(J)-2] Foot 1 U Inorganic 1 foot 7 tp Tail 2 F Movement 1 tail 12 tp							Bone Worm [(—)-XY#,(—,—,—)-4] Whole 1 E Dark Earth 1 whole 7 tp						
Raccoon [(cf)-(—),FLMS,(—),CDH-3] Ring of Fur on Tail 0 U Obfuscation 1 "ring" 2 tp							Great Porcupine [wmk-(—,—,—),D-4] Quill 1 P Protection 1 quill 8 tp						
Raven [(f)-(—),G,W,(—)-3] Beak 4 F Summons 1 beak 4 cp							Gulo [cf-(—),G,A,CT-4] Claw 2 F Water 1 claw 9 tp						
Ray[(f)-0,OS,0,0-5] Tail 1 E Water 1 tail 8 tp							Kraeguth [(af)-(—,—,U,PT)-5] Hide 3 U Control 9 si 1 cp						
Rhinoceros [hmns-(—),FQ,(—),DJHP-3] Horn 3 E Summons 5 oz 6 cp							Regal Stag [wmskt-(—,GIOZ,—), CDH-6] Antler 8 E Charm 5 oz 5 bp Hide 2 U Personal 9 si 15 tp Hoof 6 F Movement 1 hoof 4 bp						
Salamander (& Newt) [ahkmnstw-(—),BFLM,RU,CDHJP-4] Eye 3 I Detection 1 eye 7 tp Whole 4 F Protection 1 whole 1 cp							Tatzelwurm [wmskt-X@,(—),ARU,(—)-5] Egg 4 E Creation 1 egg 3 cp Hide 2 I Obfuscation 9 si 15 tp						
Scorpion [ahmns-V,BFQZ,R,CDHJP-5] Poison 2 E Control 1 oz 1 sp Tail 1 F Summons 1 tail 6 tp Whole 3 F Dark 1 whole 1 cp							Tentmorse [wmsk-(—,—,—),CD-5] Egg 8 F Creation 1 egg 4 bp						
Sea Urchin [(—)-0,OS,0,0-3] Spine 2 P Protection 1 spine 9 tp							Dragons and Other Felt Creatures						
Shark [(—)-0,OS,0,0-3] Hide 3 E Protection 9 si 12 tp Tooth 2 F Movement 1 tooth 1 cp							Basilisk [(cf)-(—),LOSZ,UW,(—)-9] Eye 10 E Inorganic Detection 1 eye 5 gp Claw 5 F Dark Summons 1 claw 1 bp						
Skunk [(f)-(—),FLMS,(—),CDH-3] Hide 1 U Obfuscation 9 si 3 tp Musk 4 P Creation 1 oz 8 tp							Drake, Grtr [All-9] Blood 20 ALL ALL 1 oz 8 gp Claw 25 ALL ALL 1 claw 10 gp Organ 20 ALL ALL 1 organ 6 gp Scale 5 ALL ALL 1 scale 15 bp Tooth 10 ALL ALL 1 tooth 5 sp						
Snake,Cobra [hmns-(—), BF, (—),DJP-4] Fang 2 F Charm 1 fang 5 tp Poison 1 E Contacts 1 oz 5 gp							Drake, Lsr [All-9] Blood 10 ALL ALL 1 oz 2 gp Claw 15 ALL ALL 1 claw 5 sp Organ 10 ALL ALL 1 organ 1 gp Scale 3 ALL ALL 1 scale 5 bp Tooth 5 ALL ALL 1 tooth 1 sp						
Snake,Pit Viper [achkmnstw-(—),G,A,T-4] Fang 1 F Detection 1 fang 3 tp Poison 1 E Protection 1 oz 3 gp							Hydra [(—)-(—),FLOS,(—,—)-9] Blood 10 E,F Personal 1 oz 1 gp Scale 3 E Protection 1 scale 5 bp Tooth 15 E,F Creation 1 tooth 2 gp						
Snake,Sea [hnams-0,LOS,0,0-6] Fang 3 F Control 1 fang 6 tp Poison 2 E Enchantment 1 oz 10 gp							Wyvern [All-7] Barb (Tail) 7 F Wind 1 barb 4 bp Tooth 4 E Enchantment 1 tooth 1 bp						
Spiders [ahkmnstw-(—),BMQZ,R,DJP-3] Poison 1 E Enhancement 1 oz 1 sp Web 2 U Obfuscation 1 web 2 tp Whole 3 E Dark 1 whole 3 tp							Land Monsters						
Squid [(—)-0, OS,0,0-5] Ink 3 P Obfuscation 1 oz 1 cp							Al-Mi'Raj [wmskt-(—,—,—),CDHP-6] Horn 15 ALL ALL 1 horn 5 gp						
Starfish [(—)-0,OS,0,0-4] Leg 2 E Personal 1 leg 9 tp							Caustic Slime [(f)-EX@#,(—),U,(—)-5] Whole 6 E Water 5 oz 1 sp						
Tiger [(tcf)-(—),FLMS,(—),CDJ-5] Eye 6 F Inorganic 1 eye 25 cp Hide 1 U Creation 9 si 7 tp							Cerebus [hnmw-EN@,FL,(—,—)-5] Hide 5 U Earth 9 si 2 bp Poison 7 E Dark 1 oz 8 gp						
Toad [hkmmnstw-(—),FM,(—),CDJP-3] Tongue 3 U Organic 1 tongue 2 cp							Chimera [hna-(—,—,—),DHJP-6] Fangs, Snake 10 F Charm 1 fang 15 sp Horns, Goat 8 F Control 1 horn 15 sp Mane 5 F Enchantment 1 lock 1 sp						
Tortoise [ahkmnstw-(—),FLMQASZ,(—),CDHJP-3] Upper Shell 3 P Personal 5 oz 8 tp							Euryale [ast-VX@,Z,RUW,(—)-6] Horn 7 U Earth 5 oz 5 bp						
Turtle [ahkmnstw-(—),FLMQASZ,(—),CDHJP-3] Lower Shell 2 P Scrying 5 oz 9 tp							Gorgon [nams-EX@#,(—),U,(—)-7] Blood 10 F Creation Earth Inorganic 1 oz 8 b						
Weasel [(f)-(—),OZ,—,T-2] Hide 0 E Obfuscation 9 si 3 tp													
Whale [(—)-0,OS,0,0-5] Ambergris 6 E Creation 1 oz 3 bp Blubber 0 U Scrying 1 oz 4 tp Bone 2 F Enchantment 5 oz 12 tp													
Wolf [(hf)-(—),IO,—,—)-3] Blood 3 F Movement 1 oz 6 tp Hide 2 U Earth 9 si 4 tp Tooth 0 F Protection 1 tooth 2 tp													
Woodpecker [(hf)-(—),BFLMS,(—),CD-4] Beak 4 F Creation Crest Feather 0 I Enchantment													

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CORPUS CATALYST MASTER CHART

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Corpus	Habitat	Lvl	Type	Effect	Size	Cost/Unit	Corpus	Habitat	Lvl	Type	Effect	Size	Cost/Unit
Great Spiders							Demons of the Pales						
Lesser[ahkmnsw-(—),BMQZ,R,DJP-5]							Pale I [(—)-EK#,(—,—,—)-6]						
Eggs	5	F		Movement	1 oz	3 cp	Blood	0	F		Creation Control	1 oz	1 tp
Webs	3	U		Obfuscation Enhancement	1 oz	7 tp	Pale II [(—)-EK#,LMOQ,(—,—,—)-6]						
Greater [ahkmnsw-EKVX@,BMQZ,R,DJP-6]							Blood	1	F		Creation Control	1 oz	5 tp
Eggs	8	F		Movement	1 oz	1 bp	Pale III [(—)-EK#,(—,—,—)-7]						
Webs	5	U		Obfuscation Enhancement	1 oz	5 cp	Blood	3	F		Creation Control	1 oz	15 tp
Major [ahkmnsw-EKVX@,BMQZ,R,DJP-8]							Ear	5	I		Detection	1 ear	2 cp
Eggs	10	F		Movement	1 oz	5 sp	Nose	4	I		Dark	1 nose	2 cp
Webs	8	U		Obfuscation Enhancement	1 oz	5 bp	Pale IV [(—)-EK#,(—,—,—)-7]						
Manticore [hnawms-EVX@#,(—),RUW,(—)—4]							Blood	5	F		Creation Control	1 oz	4 cp
Eyes	6	I		Detection	1 eye	8 cp	Horn	8	E		Dark	1 horn	8 bp
Spikes	3	F		Inorganic	1 spike	1 cp	Pale V [(—)-EK#,(—,—,—)-8]						
Unicorn [mk-(—,—,—),CDHP-8]							Blood	8	F		Creation Control	1 oz	7 bp
Horn	25	ALL	ALL		5 oz	9 gp	Skin	10	U		Protection	9 si	6 bp
Hoof	15	U		Light	1 hoof	7 sp	Pale VI [(—)-EK#,(—,—,—)-8]						
Will of the Wisp [hnwmk-(—),M(—,—)—3]							Blood	10	F		Creation Control	1 oz	2 sp
Whole	8	E,F		Light Organic	1 whole	5 sp	Skin	12	U		Obfuscation	9 si	2 sp
							Tongue	15	U,P		Personal	1 tongue	3 sp
Water Monsters							Demons of the Void						
Hippocampus [(cf)-0,0s,0,0-6]							Yathlu [(—)-EK#,(—,—,—)-8]						
Horn	15	ALL	ALL		5 oz	5 gp	Eye	8	I		Detection Scrying	1 eye	5 bp
Fin	8	U		Water	1 fin	4 bp	Daedhel [(—)-EK#,(—,—,—)-7]						
Rath							Blood	1	F		Charm	1 oz	3 tp
Claw	5	F		Personal	1 claw	1 bp	Bone	2	E		Dark	5 oz	4 tp
Shell	5	P		Protection	5 oz	8 cp	Culraug [(—)-EK#,(—,—,—)-7]						
Red Jaw [wmskt-X@,L,U,(—)—5]							Blood	2	F		Personal	1 oz	4 tp
Light Organ	6	E		Light Scrying Water	1 organ	3 bp	Bone	2	E		Dark	5 oz	4 tp
Spineshark [wnskt-0,OS,0,0-6]							Hodhedhel [(—)-EK#,(—,—,—)-8]						
Spine Armor	5	F		Protection Water	1 spine	5 cp	Blood	3	F		Inorganic	1 oz	1 cp
Flying Monsters							Thauredhel [(—)-EK#,(—,—,—)-8]						
Banshee [wmsktc-E#Z,W,HPT-6]							Blood	4	F		Control	1 oz	2 cp
Hair	5	P		Charm	1 lock	6 cp	Celebhel [(—)-EK#,(—,—,—)-8]						
Geryon [hnwm-EX@#F,(—),CDJ-7]							Blood	8	F		Creation	1 oz	8 bp
Scale	4	P		Protection	1 scale	2 cp	Gogonaur [(—)-EK#,(—,—,—)-8]						
Great Eagle [(hnaf)-(—,—),A,(—)—4]							Blood	2	F		Control	1 oz	7 tp
Feather	7	I		Organic Scrying Light	1 feather	4 bp	Skin	3	U		Protection	9 si	12 tp
Great Wasp [nwmskt-E@,(—,—),DH-5]							Naruak [(—)-EK#,(—,—,—)-8]						
Antennae	5	I		Detection	1 ant.	2 cp	Blood	4	F		Control	1 oz	2 cp
Gryphon [mkt-V@,(—),AR,CD-6]							Talon	6	F		Modification	1 talon	2 bp
Claw	9	F		Light	1 claw	1 sp	Entities from Other Planes						
Feather	5	I		Control Inorganic	1 feather	3 cp	Absorber [(—)-EK#M,(—,—)—8]						
Harpy [hnawm-(—,—),R,DJ-6]							Acid	4	E		Inorganic	1 oz	4 cp
Blood	4	F		Wind	1 oz	5 tp	Dictic [(—)-EK#M,(—,—)—8]						
Horribar [mktc-(—),FGLS,(U,J)-7]							Whole	5	U,P		Organic	1 whole	4 cp
Flying Gland	20	F		Organic Wind	1 gland	8 sp	Mrem						
Lammasu [nams-EVX@Z,(—),HP-7]							Eye	10	I,E		Detection	1 eye	6 bp
Mane	5	E		Control	1 lock	2 cp	Chaos Demons						
Phoenix [(f)-(—,—,—),D-8]							Type I [(—)-(—,—,—)—9]						
Feather	10	E,F		Organic Light	1 feather	2 gp	Blood	1	F		Dark	1 oz	2 cp
Tracha [(cf)-KVX@#M,(A,T)-9]							Type II [(—)-(—,—,—)—9]						
Acid Spit	5	E		Inorganic	1 oz	3 sp	Blood	3	F		Dark	1 oz	1 bp
Antennae	6	I		Detection	1 ant.	4 bp	Type III [(—)-(—,—,—)—9]						
							Blood	5	F		Dark	1 oz	2 bp
							Type IV [(—)-(—,—,—)—9]						
							Blood	8	F		Dark	1 oz	7 bp

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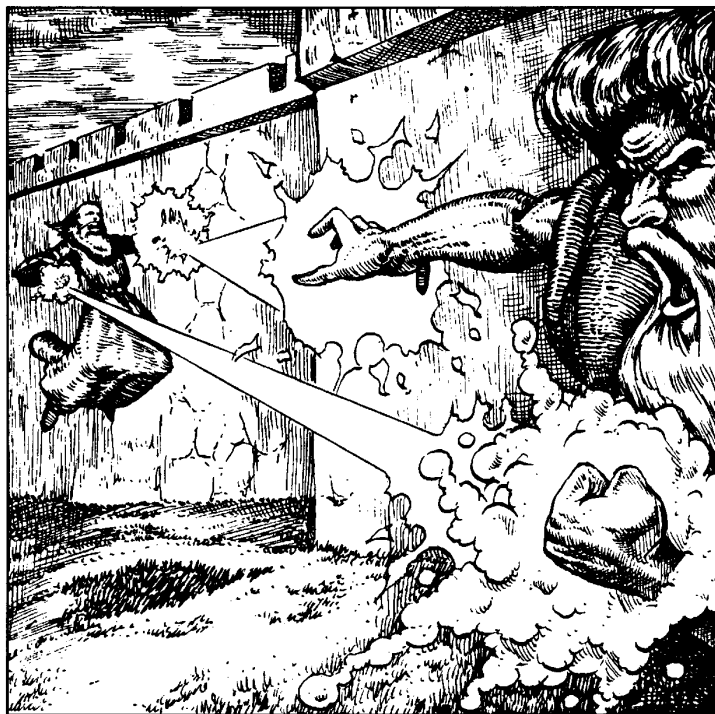
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Corpus
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CORPUS CATALYST MASTER CHART

CORPUS CATALYST MASTER CHART														
Corpus	Habitat	Lvl	Type	Effect	Size	Cost/Unit	Corpus	Habitat	Lvl	Type	Effect	Size	Cost/Unit	
Undead							Wereshark [(f)-(—),LMOQ,(—,—)-5]	Blood	12	F,P	Personal Water	1 oz	2 sp	
Ghoul [(nstcf)-EY#,FLMS,(—,—)-3]	Brain	3	P	Control	1 oz	1 cp	Werewolf [(—)-EN#,(—,—,—)-3]	Blood	10	F,P	Personal Earth	1 oz	6 bp	
Lich [(—)-EKX#@,(—,—,—)-9]	Organs	20	E,F,P	Control Summons Obfuscation	1 oz	1 gp	Naga [(—)-X,(—),U,(—)-4]	Blood	5	F	Water	1 oz	6 cp	
Mummy [(—)-E#,(—,—,—)-4]	Wrapping	4	U,I	Enhancement	9 si	2 cp	Scale	3	U	Protection	1 scale	2 cp		
Rotting Corpse [(—)-Y#,(—,—,—)-5]	Bone	3	E	Earth	5 oz	1 cp	Prehistoric Animals							
Vampire, Minor [(—)-EN#,(—,—,—)-7]	Blood	5	E,F	Inorganic	1 oz	8 cp	Triceratops [hnawms-V,FQ,(—),HP-4]	Horn	10	P	Protection	5 oz	5 bp	
Fang	10	F	Charm	1 fang	8 bp		Elothere	wmtkc-@,F,R,CDHP-4	Tusk	6	F	Light	5 oz	1 bp
Vampire, Lesser [(—)-EN#,(—,—,—)-7]	Blood	10	E,F	Inorganic	1 oz	9 bp	Faerie Races							
Fang	15	F	Charm	1 fang	4 sp		Nixies [hnwmk-(—),L,(—,—)-4]	Webbed Finger	6	F,U	Water	1 finger	3 bp	
Vampire, Greater [(—)-EN#,(—,—,—)-7]	Blood	15	E,F,U	Inorganic Personal	1 oz	5 sp	Sylphs [hnwmk-(—,—,—),DJ-4]	Wing	10	U,P	Wind	1 wing	1 sp	
Fang	20	E,F	Charm Control	1 fang	2 gp		Nymphs [(—)-varies-4]	Blood	5	E	Earth	1 oz	3 bp	
Shapechangers														
Wererat [(—)-ENX#,(—,—,—)-4]	Blood	5	F,P	Personal	1 oz	3 cp								



CRYSTAL CATALYSTS

CRYSTAL CATALYST MASTER CHART				
	Cost per Carat	Spell Type	Spell Category	Rarity
Adamant	50gp	F/E	Personal, Protection, Inorganic, Enhancement	Rare
Agate	9tp	U	Personal	Common
Alexandrite	84bp	P	Charm	Semi-Precious
Amber	9sp	E	Light	Precious
Amethyst	14bp	P	Water	Common
Aquamarine	14sp	E	Water	Rare
Argonite	3sp	E	Wind	Precious
Aventurine	6sp	P	Detection	Precious
Azurite	14cp	P	Scrying	Common
Beryl	7sp	U	Movement	Precious
Bloodstone	3gp	F	Control	Rare
Calcite	4sp	P	Enhancement	Precious
Carnelian	15bp	F	Light	Semi-Precious
Cat's Eye	8sp	I	Scrying	Precious
Celestite	25sp	U	Creation	Rare
Chalcedony	15sp	P	Obfuscation	Rare
Chrysocola	2cp		Obfuscation	Common
Chrysophase	56bp	P	Earth	Precious
Citrine	3sp	U	Protection	Semi-Precious
Coal	2tp	I	Dark	Common
Coral	9bp	F	Water	Semi-Precious
Diamond				
Black	6gp	F	Dark	Rare
Blue	13gp	F	Wind	Rare
Brown	4gp	U	Protection	Rare
Colorless	15gp	F	Light	Rare
Green	8gp	I	Enchantment	Rare
Gray	3gp	U	Movement	Rare
Red	9gp	F	Summons	Rare
Yellow	12gp	E	Organic	Rare
Dravite	4sp	F	Inorganic	Precious
Emerald	7gp	E	Earth	Rare
Flint	2tp	F	Inorganic	Common
Fluorite	6cp	I	Control	Common
Fossils	1sp	P	Summons	Precious
Garnet	5bp	E	Protection	Semi-Precious
Geodes	2bp	U	Earth	Semi-Precious
Hematite	17cp	P	Detection	Common
Heliotrope	16bp	U	Personal	Semi-Precious
Illinar	8gp	E	Dark, Water	Rare
Jade	28bp	E	Inorganic	Precious
Jasper				
Brown	3bp	P	Protection	Semi-Precious
Green	32bp	U	Creation	Precious
Mottled	8bp	P	Enhancement	Semi-Precious
Red	42bp	F	Charm	Precious
Jet	3sp	I	Dark	Precious
Kunzite	12bp	U	Organic	Semi-Precious

CRYSTAL CATALYST MASTER CHART				
	Cost per Carat	Spell Type	Spell Category	Rarity
Laen				
Blue	5gp	E	Dark	Rare
Clear/White	12gp	E	Light	Rare
Green	8gp	U	Enhancement	Rare
Red	5gp	P	Protection	Rare
Silver	8gp	F	Enchantment	Rare
Smokey	10gp	E	Wind	Rare
Lapis Lazuli	28cp	I	Detection	Semi-Precious
Lepidolite	5tp	P	Charm	Common
Malachite	2bp	F	Summons	Semi-Precious
Marble	5tp	U	Movement	Common
Mica	2bp	P	Scrying	Semi-Precious
Moonstone	85cp	U	Obfuscation	Precious
Obsidian	1bp	E	Dark	Semi-Precious
Olivine	12sp	I	Detection	Precious
Onyx	2gp	E	Charm	Rare
Opal	3gp	U	Personal	Rare
Pearl	7sp	P	Obfuscation	Precious
Peridot	15sp	P	Enhancement	Rare
Petrified				
Wood	5tp	I	Earth	Common
Pumice	2cp	E	Organic	Common
Pyrite	14tp	I	Light	Common
Quartz	4bp	E	Organic	Semi-Precious
Rhodocrosite	25sp	I	Scrying	Rare
Rhodonite	84cp	U	Creation	Semi-Precious
Ruby	20gp	E	Light	Rare
Salt	1tp	F	Scrying	Common
Sapphire	8gp	E	Water	Rare
Sard	17bp	I	Control	Semi-Precious
Sardonyx	15bp	U	Enchantment	Semi-Precious
Selenite	5cp	I	Inorganic	Common
Serpentine	38cp	U	Movement	Semi-Precious
Sodalite	4bp	P	Enchantment	Semi-Precious
Sphene	3cp	P	Wind	Common
Spinel	1gp	F	Inorganic	Rare
Staurolite	12cp	I	Enchantment	Common
Sulphur	5cp	F	Summons	Semi-Precious
Sunstone	84cp	F	Modification	Semi-Precious
Tiger's Eye	8cp	P	Personal	Semi-Precious
Topaz	5sp	I	Summons	Precious
Tourmaline	2gp	F	Enhancement	Rare
Turquoise	12cp	P	Earth	Semi-Precious
Zircon				
Brown	8bp	I	Charm	Semi-Precious
Orange	6bp	U	Control	Semi-Precious
Red	7bp	U	Light	Semi-Precious
Yellow	78cp	P	Enhancement	Semi-Precious
White	9bp	E	Wind	Semi-Precious



CHARTS AND TABLES

Part III

Section 18.0

Amended
Spell Casting
Modifications
Table (T-4.6)

AMENDED SPELL CASTING MODIFICATIONS TABLE (T-4.6)

MODIFICATIONS DUE TO LEVEL AND PREPARATION ROUNDS CATALYST CASTER* AND SOMATICIST

Casters Level - Spell Level	Instantaneous Spell	Non Instantaneous Spell — # of Preparation Rounds Taken						
		0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6-8	+10	+0	+5	+10	+15	+20	+25	+30
5	+5	-10	+0	+5	+10	+15	+20	+25
4	+5	-20	+0	+5	+10	+15	+20	+25
3	+5	-30	+0	+5	+10	+15	+20	+25
2	+0	-35	-10	+0	+5	+10	+15	+20
1	+0	-45	-20	+0	+5	+10	+15	+20
0	+0	-55	-30	+0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6)-(-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8)-(-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11)-(-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16)-(-20)	-170	-225	-200	-170	-165	-160	-155	-150
<(-21)	-220	-275	-250	-220	-215	-210	-205	-200

MODIFICATIONS DUE TO LEVEL AND PREPARATION ROUNDS NOMENIST

Casters Level - Spell Level	Instantaneous Spell	Non Instantaneous Spell — # of Preparation Rounds Taken						
		0	1	2	3-4	5-6	7-8	9+
9+	+15	+15	+15	+20	+25	+30	+35	+40
6-8	+10	+10	+10	+15	+20	+25	+30	+35
5	+5	+5	+10	+10	+15	+20	+25	+30
4	+5	+0	+5	+5	+10	+15	+20	+25
3	+5	-5	+5	+5	+10	+15	+20	+25
2	+0	-10	+0	+5	+5	+10	+15	+20
1	+0	-20	+0	+0	+5	+10	+15	+20
0	+0	-30	-5	+0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6)-(-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8)-(-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11)-(-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16)-(-20)	-170	-225	-200	-170	-165	-160	-155	-150
<(-21)	-220	-275	-250	-220	-215	-210	-205	-200

* : A catalyst caster includes Herbalists, Crystalists, and Corpists.





Part III
Section 18.0
 Amended
 Spell
 Casting
 Modifications
 Table (T-4.6)

OTHER MODIFICATIONS				
Condition		Catalyst Caster*	Nomenist	Somaticist
Skill for Spell's List	+ (skill bonus)	+ (skill bonus)	+ (skill bonus)	
Non-instantaneous Spell as Snap Action		-20	-20	-20
Overall	26%-50%	-10	-10	-10
PPs Used	51%-75%	-20	-20	-20
	76%-100%	-30	-30	-30
Spell List Type	Own Base	+10	+10	+10
	Open, Own Realm	+5	+5	+5
	Closed, Own Realm	+0	+0	+0
	Arcane	-5	-5	-5
	Other Base, Own Realm	-10	-10	-10
	Open, Other Realm	-10	-10	-10
	Closed, Other Realm	-20	-20	-20
	Base, Other Realm	-30	-30	-30
Free Hands†	None	-20	-10	-30
	One	+0	+0	+0
	Two	+5	+0	+10
Use of Voice	None	+0	-75	-5
	Whisper	+0	-25	+0
	Normal	+0	+0	+0
	Shout	+5	+15	+5
	Singing ‡	+0	+10	+0
Helmet	None	+0	+0	+0
	Leather	-20	-20	-20
	Leather & Metal	-30	-30	-30
	Metal	-40	-40	-40
Equipment	Organic, Living	+0	-1 per 5 lbs over 50 lb	-1 per 5 lbs over 50 lbs
	Organic, Non-living	-1 per 5 lbs over 10 lb	-1 per 1 lb over 10 lb	-1 per 1 lb over 10 lbs
	Inorganic Material	-2 per 1 lb over 5 lb	-2 per 1 lb over 5 lb	-2 per 1 lb over 5 lbs
Armor Status	Normal ATs 1-4	+0	+0	+0
	Normal ATs 5, 6	-10	-10	-10
	Normal ATs 7, 8	-20	-20	-20
	Normal ATs 9, 10	-25	-25	-25
	Normal AT 11	-40	-40	-40
	Normal AT 12	-50	-50	-50
	Normal ATs 13, 14	-40	-40	-40
	Normal ATs 15, 16	-70	-70	-70
	Normal ATs 17, 18	-45	-45	-45
	Normal AT 19	-75	-75	-75
	Normal AT 20	-90	-90	-90
Catalysts	None	-75	+0	+0
	Old/Decayed Comp.	-10	+0	+0
	Well preserved Comp.	+0	+0	+0
	Fresh/Live Comp.	+10	+0	+0
Additional PPs	Per PP Over Normal Cost	+1	+1	+1
Undercasting §	Per PP Under Normal Cost	-25	-25	-25

* : A catalyst caster includes Herbalists, Corpists, and Crystalists.

† : A hand holding a catalyst counts as a free hand for the purposes of this chart.

‡ : This bonus can be used in conjunction with other appropriate voice modifiers. The GM should require a singing maneuver be successful before this bonus is applied.

§ : A caster cannot choose to spend less than the full amount of required PPs if he has the PPs available. This option is simply available for when the caster doesn't have enough PPs to cast the desired spell.

ESSENCE
 COMPANION



ESSENCE SPELL CATEGORY TABLE (T-18.1)

Charm	Control	Creation	Dark	Detection	Earth	Enhance	Enchant Permanent
Allurement	Dark Contacts	Feel-Taste-Smell	Darkness	Detecting Ways	Earth Law	Counterspells	Magic Staff
Commanding Will	Familiar Mastery	Lesser Illusions	Ice Law	Essence's Perceptions	Earth Mastery	Dispelling Ways	Mending Ways
Confusing Ways	Mana Warriors	Mana Items	Shadow Mastery	Inner Eye	Glass/Ceramic Crafting	Glyphs	Other Realm Imbedding
Influences	Mind Destruction	Mana Servants		Monk's Sense	Matter Disruption	Illusion Mastery	Own Realm Imbedding
Nomenist Casting	Nature's Harmony	Sound Mastery		Senses	Metal Crafting	Item Enhancements	Warrior's Weapon
Nomenclature Mastery	Soul Destruction	Sound Molding		Zen Awareness	Solid Alteration	Mana Molding	
Spirit Mastery					Stone Crafting	Spell Enhancement	
Spell Reins							
Enchant Variable	Inorganic Modifiers	Light	Movement	Obfuscate	Organic Modifiers	Personal	Protection
Armor Enchantments	Crystalist Casting	Fire Law	Essence Hand	Combat Illusions	Corpist Casting	Body Control	Elemental Shields
Circle Mastery	Inorganic Skills	Fire Mastery	Evasions	Concealment Mastery	Flesh Destruction	Body Reins	Mana Barriers
General Enchantments	Matter Shaping	Light Law	Lofty Bridge	Guises	Hearth Magic	Body Reins	Shield Mastery
Guildcraft Mastery	Mechanisms	Light Mastery	Magical Ropes	Hiding	Herbalist Casting	Body Renewal	Spell Defense
Inscriptions	Mechanism's Way	Light Molding	Monks Bridge	Invisible Ways	Mystical Change	Combat Ways	Spell Wall
Rune Mastery	Mirror Magic		Movement Mastery	Mind Sense Molding	Organic Skills	Living Change	Will of the Warrior
Structure Wardings	Physical Manipulations		Rapid Ways	Mind's Shadow	Physical Enhancement	Mind Over Matter	
Symbolism			Traveler's Ways	Physical Erosion	Warrior's Enhancements	Nature's Forms	
Unbarring Ways					Wood Crafting	Sustain Body	
Warding Ways	Enchantments					Zen Focus	
Weapon Enchantments							
Scrying	Summons	Water	Wind				
Delving Law	Arachnamancy	Brewing Lore	Air Mastery				
Item Analysis	Dark Summons	Fluid Destruction	Gas Alteration				
Predictions	Elemental Summons	Liquid Alteration	Gas Destruction				
Thieving Law	Entity Summons	Liquid/Gas Skills	Wind Law				
	Fey Conjury	Ocean Law					
	Gate Mastery	Water Law					
		Water Mastery					





AMENDMENT TO TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Book	Months	Rune- mage	Mana Mold.	Warr. Mage	Training Package	Book	Months	Rune- mage	Mana Mold.	Warr. Mage
Adventurer (L)	RMSR	24	35	35	29	Servitor (V)	C&R	41	25	25	25
Amateur Mage (L)	RMSR	53	25	25	31	Siege Engineer (V)	C&R	29	41	42	34
Animal Friend (L)	RMSR	102	37	37	30	Troubadour (L)	C&R	132	28	31	34
Assassin (V)	RMSR	30	59	59	38	Vizier (L)	C&R	113	26	26	28
Berserker (L)	RMSR	64	79	79	37	Meneumerakkinim (V)	R&C:U	45	58	58	42
Burglar (V)	RMSR	33	34	34	28	Bherschekurkum (L)	R&C:U	116	105	105	58
City Guard (V)	RMSR	25	40	40	26	Gharmurghir (L)	R&C:U	40	79	79	43
Cloistered Academic (L)	RMSR	95	20	23	26	Hoythij Rak (L)	R&C:U	84	62	63	43
Con Man (V)	RMSR	32	26	26	22	Hephuzad (L)	R&C:U	90	56	56	45
Crafter (V)	RMSR	28	24	24	24	Shieldsman (V)	R&C:U	22	43	43	29
Crusading Academic (L)	RMSR	110	29	32	31	Bhourdirim (L)	R&C:U	106	44	45	34
Cut Purse (V)	RMSR	37	33	34	28	Sokhudnerrim (L)	R&C:U	54	26	26	25
Detective (V)	RMSR	33	29	30	26	Dernakwmun (L)	R&C:U	71	31	31	35
Diplomat (V)	RMSR	48	22	26	29	Cloaker of Clans (L)	R&C:U	99	37	36	40
Doctor (V)	RMSR	18	26	26	26	Path Finder (L)	R&C:U	111	72	72	47
Explorer (L)	RMSR	66	38	38	33	Clerihew (L)	R&C:U	105	31	30	38
Guardian (L)	RMSR	116	70	70	52	Collector (L)	R&C:U	114	26	26	32
Herbalist (V)	RMSR	33	26	26	23	Scholar (V)	R&C:U	39	22	22	22
Highwayman (V)	RMSR	35	36	36	26	Tabula Rasa (L)	R&C:U	107	32	36	32
Hunter (L)	RMSR	18	47	47	34	Inventor-Goblin (L)	R&C:U	110	53	53	46
Knight (L)	RMSR	69	82	82	53	Miner (V)	R&C:U	43	65	65	52
Loremaster (V)	RMSR	40	19	19	22	Tuskerer (V)	R&C:U	52	106	106	44
Martial Artist (L)	RMSR	73	66	66	42	Skulker (V)	R&C:U	40	42	42	28
Mercenary (L)	RMSR	80	76	78	49	Croaker (V)	R&C:U	17	26	26	26
Merchant (V)	RMSR	23	18	20	24	Shirriff (V)	R&C:U	25	40	40	26
Performer (V)	RMSR	40	22	26	29	Finder (V)	R&C:U	50	43	43	32
Philosopher (L)	RMSR	130	26	30	36	Hewer (L)	R&C:U	107	128	128	65
Sailor (V)	RMSR	28	22	22	20	Pillager (V)	R&C:U	49	46	46	32
Scout (V)	RMSR	33	36	36	26	Boarsaddler (L)	R&C:U	106	102	102	46
Shaman Priest (L)	RMSR	69	30	31	32	Brelissker (L)	R&C:U	94	97	97	46
Soldier (V)	RMSR	26	57	57	38	Breliss Archer (V)	R&C:U	18	51	51	27
Spy (V)	RMSR	44	34	35	29	Sneak-knife (L)	R&C:U	93	80	80	52
Traveler (V)	RMSR	18	27	27	25	Shaguk Sh'rmauk-ënd (L)	R&C:U	75	103	103	53
Wanderer (L)	RMSR	95	31	33	31	Shaguk Staz-pargun (L)	R&C:U	116	86	86	50
Weapon Master (L)	RMSR	95	192	192	77	Shaguk Spillak (L)	R&C:U	40	38	38	39
Zealot (L)	RMSR	73	30	31	28	Shaguk Zhun-kleftak (L)	R&C:U	73	33	32	38
Conjurer (L)	ArcCo	84	28	27	34	Shaguk Kun-toramim (L)	R&C:U	69	39	38	42
Famulus (V)	ArcCo	42	16	16	22	Shaguk Ru'kleftak-sheer (L)	R&C:U	70	54	54	47
Manipulator (L)	ArcCo	120	30	30	34	Blind Fighter (L)	R&C:U	69	94	94	67
Necromancer (L)	ArcCo	106	34	33	42	Prowldark (L)	R&C:U	95	62	62	49
Runemaster (L)	ArcCo	120	29	29	37	Arms Instructor (L)	MarCo	106	93	93	46
Warlock (L)	ArcCo	76	26	26	30	Bodyguard (V)	MarCo	30	47	48	33
Advisor (L)	C&R	97	28	30	30	Caravan Guard (V)	MarCo	46	44	46	38
Antagonist (L)	C&R	75	26	26	25	Chi Master (L)	MarCo	81	121	121	98
Apothecary (V)	C&R	27	23	23	22	Martial Artist -Revised(L)	MarCo	143	103	103	59
Architect (V)	C&R	19	25	25	25	MA Challenger (L)	MarCo	110	110	110	55
Archaeologist (V)	C&R	52	25	28	31	MA Champion (V)	MarCo	31	70	70	39
Artificer (L)	C&R	110	26	26	33	MA Opera Performer (L)	MarCo	187	62	62	45
Astronomer (L)	C&R	78	28	28	30	MA Street Performer (V)	MarCo	37	30	30	27
Chaplain (V)	C&R	43	23	23	24	Ninja (L)	MarCo	170	126	126	70
Cloistered Zealot (L)	C&R	128	30	32	30	School Master (V)	MarCo	39	84	84	42
Court Magician (L)	C&R	97	28	26	32	Secret Society Member (V)	MarCo	22	27	27	19
Duelist (V)	C&R	32	82	82	38	Temple Monk (L)	MarCo	169	143	143	91
Engineer (L)	C&R	85	38	38	42	Wandering Monk (V)	MarCo	78	80	91	66
Executioner (V)	C&R	28	37	39	27	Warrior Priest (L)	MarCo	107	76	76	41
Grave Robber (V)	C&R	45	32	32	28	Weapon Master-Revised(L)	MarCo	116	145	145	66
Groom (V)	C&R	44	23	23	20	RMSR = Rolemaster Standard Rules; ArcCo = Arcane Companion; C&R = Castles & Ruins, R&C:U = Races & Cultures; Underground Races; BLOps = Black Ops; PAdv = Pulp Adventures; MarCo = Martial Arts Companion Note: The training packages from <i>Black Ops</i> and <i>Pulp Adventures</i> were not included in this listing because the professions in the <i>Essence</i> <i>Companion</i> are not appropriate for the genre. The training packages and costs from these books will be included in the <i>Rolemaster Annual '97</i> (for completeness).					
Inventor (V)	C&R	45	27	53	30						
Jester (V)	C&R	52	29	27	29						
Laborer (V)	C&R	14	29	29	19						
Magic Crafter (L)	C&R	72	26	26	31						
Political (L)	C&R	22	38	40	36						
Prophet (L)	C&R	98	27	27	30						
Romantic (L)	C&R	74	24	24	24						

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