

ROLEMASTER™

MENTALISM COMPANION™



ICE™

A MENTALISM SOURCEBOOK

MENTALISMTM COMPANION



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WELCOME

Welcome to the newest realm companion book for the *Rolemaster Standard System*. Before you dive right into the book we'd like to give the standard words of caution and warning where appropriate.

This companion is similar to the other companions in that it is "theme" oriented. That is, everything within this book centers around the single theme of Mentalism magic. However, if any of the concepts presented in this book are not appropriate to your game, do not use them! Do not presume what is written upon these pages is law. Instead think of it as a text from which you will learn how to incorporate certain new concepts into your game. It is entirely 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, you (the GM) and your game and players take precedence—not the rules.

Everything within the *Mentalism Companion* is optional (the professions, the new spell lists, etc.). As a GM, you must study all of what is presented here and decide if the concepts are appropriate to your gaming world. Adopting certain portions of this book into your game could change the power balance in your game. You (as the GM) must decide if this is good or bad for your game.

Although this book is theme oriented, there is no reason why select parts of it cannot be used individually. For example, you may want to use the rules on spell concentration, but not allow the new professions. This will have no serious effect on game balance. Remember that in the end, the GM (not the players) must decide to use (or not use) the material presented herein.

Players should keep the above discussion in mind when reading the *Mentalism Companion*. The GM may decide that parts of this book are not appropriate for his or her game. Pressuring the GM to adopt pieces of this tome that he does not want might not only result in a fracturing of a delicate game balance, but could weaken or undermine his concepts for the world he has created. There may be things about his world you don't know about that could be drastically affected by them. On the other hand, the GM has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics).

A GM must strive to be consistent in his decisions and in his interpretations of the rules (this includes decisions about which rules to include and which to exclude). Without consistency, the players will eventually lose trust and confidence in the GM's decisions and his game. When this happens, a game loses much of its pleasure and appeal.

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

NOTATION

The *Mentalism Companion* uses the standard notation from the other products in the RMSS; *Arms Law*, *Spell Law*, *Rolemaster Standard Rules*, etc. Those products should be consulted for specific references (e.g., the spell lists all use the *Spell Law* abbreviations and notation in the spell descriptions).

AUTHOR NOTES

In the taverns of Cambridge, stories of epic heroism, darkest villainy, and good humor are recounted, future plots are discussed, and counter-plots are prepared. In the summer of 1996, one such conversation turned to the future of *Rolemaster*; and so was born the *Mentalism Companion*.

Nicholas forged a partnership with Eran to co-author the book using the Internet to span the distance between Britain and Australia. A proposal was duly submitted to ICE and work began in earnest. By Christmas of 1997, the first draft was complete, and before the end of the winter, the first draft passed to ICE.

And now the final product rests in your hands. We hope you enjoy reading it. We hope it will save you a great deal of long and hard research on various esoteric topics. And most of all, we hope that you will find rules and source material in this work that will enhance your games.

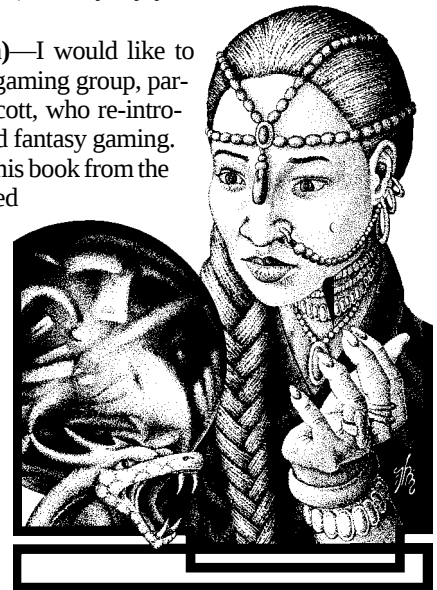
This book would be a much lesser work were it not for the unstinting efforts of the "Inner Circle" of David Bate, Dave Prince, Sean Miller and Laura Trauth. Each of them (and others) contributed not insignificant efforts towards this final product.

The rules in this work have been playtested by an elite cadre of gamemasters scattered around the world. We would like to pay tribute to Michael Bott, Robert Brott, Steve Danielson, Steve DeBaun, Randy Campbell, Tim Dugger, Cliff Hammerschmidt, Jay Howell, Wyatt Lavigne, Olivier Morelle, Patrick Plummer, Gary Renaud, and Ben Wilson.

The comments of our fellow authors in the Guild of Freelance Writers and the challenging questions posed by the members of the Rolemaster Internet Mailing Lists have assisted in strengthening this work.

Special Thanks (from Nicholas)—I would like to thank Aidan O'Lynn for introducing me to *Rolemaster* and Andrew Davies for showing me how to be a successful *Rolemaster* gamemaster. I would also like to thank my players in my present campaign: Owen "Neville" Astley, David "Colwyn" Bate, Stephen "Aran" Gregory, Anthony "Taeryc" Grocock, Sean "Thomas" Miller, Chris "Tora" Osborne, Dave "HalThor" Prince; and from yesteryear, Richard Harris, Gavin Lewis, Declan Logue, Gareth McAleese, and Lesley Rantell (for many enjoyable gaming sessions).

Special Thanks (from Eran)—I would like to thank the gentlemen of my gaming group, particularly our gamemaster Scott, who re-introduced me to the joys of good fantasy gaming. I attempted to contribute to this book from the perspective of an experienced gamer with minimal *Rolemaster* practice, aiming to input from my years of gamemastering experience. It was a nice idea in principle, but was much harder than I had expected. Thank goodness for Nicholas! His Herculean efforts saved the day, and once again, he deserves the vast majority of the credit for this book.



INTRODUCTION

Sections
1.0, 1.1, 1.2

Introduction

Overview

Mentalism &
Psionics

This section contains an introduction to the concepts held within the realm of Mentalism.

1.1

OVERVIEW

Mentalism—what exactly is it?

This is often a confusing question to **Rolemaster** players and Gamemasters alike. After all, the nature of the other realms is straightforward—Channeling is the drawing of power from a deity by the devout believer, Essence is the manipulation of the power within everybody and everything of a given world, Arcane is the perilous control of the raw magic from the beginning of Time, and Arms is training in the mundane skills of the world. So, why all the conflicting opinions about Mentalism?

Many people consider it to be the fantasy equivalent of modern-day and future Psionics. Others think of it as purely a combination of Channeling and Essence. Still others believe it is neither of the above options.

Where does Mentalism really stand amidst all this confusion and differences of opinion?

In reality, it's a little bit of all of the above. The introduction to Mentalism in *Spell Law* describes students of this realm of power as: "... able to channel the power of the Essence through their own mental corridors; thus, manipulating and bending the reality that surrounds them. In a sense, they act as very minute imitations of the deities above, giving power not to clerics, but retaining it and directing its manipulation. Mentalism users are masters of the Essence within themselves."

The difference between a Mentalism user and an Essence user (for example) is that Mentalism is a much more subtle magic—not for those who crave the "flashy displays of power" one can expect from a Magician. Mentalism is a personal and individual power, rarely able to effect more than the caster or one or two subjects. Unlike the Cleric, the power is not granted at the whim of a perhaps capricious deity for devout belief and obedience to religious tenets, but depends rather on the Mentalism user's confidence in himself. This makes the outlook of a Mentalism user quite different from that of spell users of different realms.

However, this is not to say that a Mentalism user is any less powerful (or dangerous) than students of other realms of magical power. Quite the contrary. It just means that their magical proficiencies lie in a different area to the others, and as a consequence, this requires a different style when it comes to the productive and effective use of their spells. While a powerful Magician can cause much devastation and death with their spells, an equally powerful Mentalist could control the mind of the Magician overtly or by subtle manipulation for good or ill—an ability to be respected, if not feared.

Again to *Spell Law*:

"Nonetheless, the power of the Mentalism user can reach great heights. They are the masters of thought, gatherers of presence and inner strength. Even though their focus is generally limited to singular targets, their

abilities regarding personal confrontations are considerable indeed... for, it is the Mentalism user who seeks to fulfil the destiny of his own mind."

In reviewing the spells and professions available to Mentalism users, one is immediately struck with the similarities they share. All require strength of mind and will-power. They tend to focus on "personal" magics, and have access to only a limited number and variety of spells of mass destruction and "firepower." It is the difference between Sherlock Holmes solving a crime by meticulous observation, careful questioning, quiet reflection and occasional stealth, and a SWAT team who (in the end) "solve" the crime by going in with all guns blazing!

For those players and Gamemasters who enjoy playing a more cerebral style of character, as opposed to the brute force (and massive ignorance) of the muscle-bound barbarian fighter, a Mentalism spell user is the perfect choice. They offer plenty of opportunities for the character to engage in detective work, logical thinking, subtle manipulations, Machiavellian plots and dramas, and sometimes charismatic leadership. For the Gamemaster, they provide excellent possibilities for cold-blooded assassins, wise sages to offer advice and learning which can gently direct the story into more promising avenues and devilish "behind the scenes" antagonists for use against brash and bold characters.

In closing, both players and GMs should be aware of all the exciting possibilities that the Realm of Mentalism offers to increase the enjoyment of their campaign, and should also be more cautious about taking Mentalism for granted!

1.2

MENTALISM & PSIONICS

Upon introduction to the Mentalism-based professions, most new **Rolemaster** players instantly equate them with Psionics as encountered in most other role playing games. It takes a while to realise that there is a difference between the two, primarily for reasons of game system and flavour reasons. Often, then, the question arises: "What exactly is the difference between the two?"

To answer that question requires some background to the RMSS game mechanics, specifically the rationale behind the spell and magic use systems in place. Most magic ultimately flows from some form of manipulation of the flows of Essence, and in that respect, Mentalism is no different to the other two realms. It is just in its implementation that the obvious (and necessary) differences begin to become apparent. Most of **Rolemaster's** rule systems rely on creating an effect of balance. For many professions, spell lists and talents, there often seems to be either an opposite, or at least an attempt to create a balancing version of it. This means that there is both variety and flexibility within the RMSS, which allows for greater creativity when populating a given world with interesting people, creatures and magic items.

Because Mentalism is a personal form of Essence manipulation (i.e., magic), it complements the other

MENTALISM
COMPANION



three spell using realms in a way that mental Psionics could never do. Psionics has always been considered a “mental” power, as opposed to a “magical” power, and as such does not fit neatly into the balance of **Rolemaster’s** “Realms” of magic. In addition, psionics always seems to elicit a feeling of modern-day or futuristic genres, and **Rolemaster** is, at heart, a fantasy genre. That entails certain assumptions about the “universe” in which the characters reside, including the existence of spells and counterspells, magical artifacts and creatures of a magical nature that are not normally associated with a “mental psionics” setting.

Magical artifacts necessitate the ability to transfer magical energies from a source (typically a spell user) to a device, that can continue to operate without the direct influence of the aforementioned spell user. Psionics normally assumes that any special effects created, whether on creature or device, requires some form of ongoing power or control input from the source. In addition, many magics are brought into being as a result of a summoning or creation of power or creature from an alternative dimension, whereas psionics usually entails modifying what is already available “at the scene.” For example, a magician may summon a Flame Bolt from the Elemental Plane of Fire and direct it at his target, whereas a Psionic would excite the surrounding air molecules (via some form of psychokinesis) to heat up very rapidly in the direction of his target. The end result is the same, but the methods of achieving it are substantially different.

Rolemaster players and GMs should make a conscious effort to clarify their perceptions of the differences between Mentalism and Psionics. While it is not inconceivable that a **Rolemaster** character may encounter true psionics, it is important to be aware of these differences as they effect the world setting with which the characters are interacting. In the end, a Mentalism-based character is of a spell casting profession, and should be subject to all the game-specific effects this brings about.

1.3 CHANGES FROM PREVIOUS EDITIONS

The purpose of this section is to briefly describe the changes to the realm of Mentalism from previous editions of **Rolemaster**.

The Seer is reintroduced as a pure spell user of the realm of Mentalism, but the spell lists have been reorganized and revised to better reflect the special information-gathering abilities of the archetypal seer. Three of the original spell lists, namely True Sight, True Perception and Mind Visions, have been collapsed into two spell lists: Far Visions (incorporating the *Sight* and *Long Sense* sets of spells) and Mind Visions (adding *Presence* and *Finding* spells to the mind-reading spells). New spells have been added and existing spells revised on the Past Visions, Future Visions and Vision Borrowing (formerly Sense Through Others) spell lists giving the Seer scrying and long-term divination abilities. The Scrying Guard and Guarded Sight spell lists (from the old *Rolemaster Companion II*) have been revised in terms of

content and play-balance to produce the Seer’s final base list of Vision Guard.

The Astrologer is reintroduced as a hybrid spell user of the realms of Mentalism and Channeling. In previous editions of **Rolemaster**, the Astrologer was a second-rate Seer and a third-rate Mentalist. The Astrologer has been revised to transform the profession into a first-rate astrologer. Key to this transformation has been the replacement of the Time’s Bridge spell list with the Starlore spell list which provides the profession with magical assistance in the casting and interpretation of horoscopes. The *Vision Behind* spells formerly on Time’s Bridge have been displaced to the Holy Vision spell list and revised for compatibility with the Seer equivalents. Spells have been added to the Holy Vision spell list to provide the Astrologer with text-understanding abilities. The Way of the Voice list has been revised with many new spells to enhance the Astrologer’s oratory and to extend the range of mental control spells available. The Far Voice spell list now incorporates mental communication and voice projection spells. New spells have been added to the Starsense and Starlights spell lists.

The Enchanter is a new hybrid spell user of the realms of Mentalism and Essence. In *Rolemaster Companion IV*, there was an Illusionist variant profession also called the Enchanter. The new Enchanter is a master of mental illusions and of mental manipulation, and has no inheritance from professions extant in previous editions of **Rolemaster**.

The Armsmaster is introduced as a semi spell user of the realm of Mentalism. The Armsmaster is an extensive revision of the Noble Warrior profession (from *Rolemaster Companion III*) and the Arms Master profession (from *Rolemaster Companion VII*). The Noble Weapons and Noble Armor spell lists have been rebuilt in terms of RMSS game-balance as the Weapon Mastery and the Armor Mastery spell lists respectively. The Martial Law spell list from the Arms Master has also been properly balanced. A new spell list, Battle Law, incorporates some aspects of the old Commands spell list and the original Battle Law list from *Spell User’s Companion*. The Fortress Law spell list with its emphasis on mentally-powered temporary stronghold and camp defenses replaces the old Encampments. Warrior’s Law provides the Armsmaster with important survival abilities.

In the planning of *Mentalism Companion*, all of the Mentalism professions introduced in previous editions of **Rolemaster** were considered for reconstruction as RMSS professions. Five of those old professions were deemed to capture valuable character concepts which should not be omitted from the RMSS. However in each case the character concept could be expressed in terms of one or two appropriate spell lists. The character concepts were revised into Lifestyle training packages and the spell lists were extensively revised and balanced for RMSS. The Beastmaster, Houri and Sage professions have become the Beastmaster, Houri and Sage training packages respectively. The Dream Lord profession was fissioned into two distinct and mutually exclusive training packages, the Dream Traveller for use with mystical dream worlds, and the Dreamweaver for manipulating real dreams.

Sections 1.2, 1.3

Mentalism &
Psionics

Changes from
Previous
Editions

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COMPANION



THE MENTALISM ARCHETYPES

Within the realm of Mentalism, there are currently 12 professions (including the new and revised ones introduced in this companion) available for use. They are:

Pure Spell User: Mentalist, Lay Healer, Seer, Alchemist (Mentalism)

Hybrid Spell User: Mystic, Healer, Warlock, Astrologer, Enchanter

Semi-Spell User: Bard, Magent, Armsmaster

Note: *The Zen Monk is discussed in the Martial Arts Companion and the reader is referred to that work for further details.*

The purpose of this section is to examine each of the above professions in detail, in order to better understand their strengths and weaknesses, as well as to offer suggestions that players and Gamemasters can use to better understand and play a Mentalism realm character. As mentioned in the introduction, many **Rolemaster** fans still equate Mentalism with Psionics, hence they may not understand the “truth” behind their profession of choice.

2.1

PURE SPELL USERS

The primary Pure spell users of Mentalism are the Mentalist and the Lay Healer, and now the Seer can be added to the list (courtesy of this companion). Each profession offers a different perspective on their realm. Obviously, the Mentalist is just what their name suggests—a user of Mental spells typically aimed at mind control, mental communication, mental awareness/perception of other beings, etc. However, the Lay Healer is very different in capability to a Mentalist. Their spells deal almost exclusively with the healing, diagnosing and regenerating of wounds and injuries, as well as the creation of prosthetics. Finally, the Seer deals with the gathering of information, focusing their concentration upon magical energies to reveal what is hidden in the past, the present and the future, and in the depths of the minds of others, as well as to obscure such information from the curiosity of others.

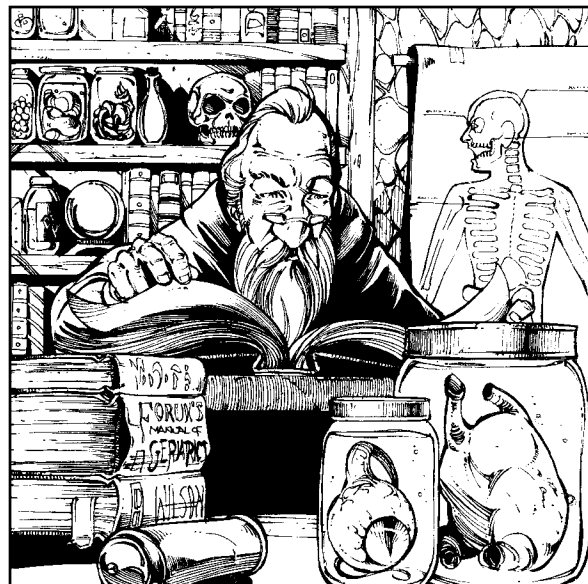
While each Mentalism profession is very different, they all have one thing in common: they rely on strength of will and presence to achieve their goals. After all, one cannot imagine a weak-willed Mentalist, a squeamish Lay Healer or a timid Seer. Self-confidence and force of will are both vital assets to their profession, or else they would not have the “courage of their convictions” to do the things they do. A Mentalist *must* have mental strength and resilience to withstand the horrors they may confront. It would be an exceptionally poor example of a Mentalist if they were “scared of the boogie monster” or lacked the self-confidence to withstand the unknown horrors of peoples’ subconscious. To probe the mists of time requires a distinct level of courage as does the sharing of the senses or memories of others or the enhancing of one’s own perceptions, for the acquired knowledge is often not to one’s liking.

As three divergent professions, the Mentalist, the Lay

Healer and the Seer each have their own strengths and weaknesses. A Mentalist is most effective when dealing with living intelligent beings (Humans, Elves, etc...) and hence, would most likely be found in a location with a reasonable population. On the other hand, the *Undead Hunters Club* is unlikely to have many Mentalist members, as they tend to be somewhat ineffective against creatures with no mind or consciousness.

RMSR states that “typical” TPs for Mentalists are: Cloistered Academic, Loremaster, Merchant and Zealot. The latter two of these four TPs are very people-oriented—even a moderately skilled Mentalist could be quite successful at those occupations. The two academic TPs are simply indicative of a Mentalist’s search (or thirst) for knowledge—something very common to people of great mental discipline. The self-confidence and mental powers of the Mentalist would also be of great benefit to those who choose the occupations of Advisor and Vizier (both of these training packages are in *Castles & Ruins*) in the service of nobles and other leaders. Self-serving Mentalists might easily become the true powers in the land. Skillful use of spells for mental communication could easily enable Mentalists to direct city-wide organisations whether it be for nefarious criminal activities or legitimate policing and espionage services. High-level Mentalists could (with careful planning and co-operation) provide advanced cultures with long-range and almost instant communications allowing monarchs to administer their territories more effectively and respond with greater readiness to the threats of the barbarian hordes.

Lay Healers are a different proposal to the average Mentalist, as their strength draws from their ability to mentally *sense* the internal damage and suffering of their patient, and by sheer force of will, speed up the natural healing processes dramatically—thereby effecting a cure or relief for their “patient.” A competent Lay Healer would be most welcome in almost any place with a gathering of people, as sickness, illness and injury is common in life, particularly in a medieval/fantasy type of setting. However, a Lay Healer could not afford to be



squeamish at the sight of blood or injury! They would not last long if they were. In the same way that we rely on the small numbers of men and women who provide the health care for our modern day lives (doctors, nurses, paramedics, surgeons, etc.), a **Rolemaster** society would come to rely on their Lay Healers, particularly if the availability of a local Cleric or Healer was non-existent. By that very fact, most Lay Healers must realise they hold a great bargaining tool over their fellow beings. It is probable that some would not be overly altruistic in the use of their talents, leading to a position of great power and unpopularity within their society.

A Lay Healer is most useful in a situation where people are under threat from physical injury or health risks. Any self-respecting military force (and many adventuring parties) would consider the availability of Lay Healers as essential as the proper equipping of their troops with good weapons and armor. In addition, Lay Healers offer one additional benefit that can sometimes make the healing-based Channeling professions (such as Clerics) less desirable: their powers do not rely on their faith to a particular religious persuasion. There are many situations where this fact would be most advantageous to the organisation/s served by Lay Healers. As a general rule, religious professions have an agenda to propagate that may not always mesh with the aims and desires of the organisation of which they form a part. However, obviously this does not mean that Lay Healers are exempt from following any religious faith—just that their powers do not rely on the whims of a supernatural agency. As for Lay Healer TPs, the typical ones are Cloistered Academic (the “research” medico type), Loremaster (the “expert” on the topic of health, disease and the physical body), Merchant (useful assistance in the “plying” of their mercantile activities) and a Zealot (the equivalent to a “religiously motivated” fanatic who has healing skills). With the inclusion of the new TPs introduced within this new Companion (the Physician), the opportunities for appropriate and interesting variations on the Lay Healer are even greater.

Most importantly, by the judicious and intelligent use of a TP with this profession, the player has an excellent opportunity to create a character of great personality, rather than the typically bland way in which many view this profession. A Lay Healer is neither a non-religious Cleric nor a walking first aid kit! They are a unique and fascinating opportunity for role playing of a complex and exciting individual.

Although the Seer is the weakest of the Mentalism profession in terms of their abilities to directly affect others for good or ill, the supremacy of the profession in the field of gathering information grants the Seer a place among the mighty in any world. Little can be hidden from Seers who are prepared to use every means at their disposal to reveal the truth ... a secret conference in a remote forest glade is observed through the senses of a fox, walls and closed doors enclosing a treasury are no barriers to enhanced vision, memories are drawn from the weak of will, images from the past evoked to recall history’s misdeeds, and the possibilities of the future glimpsed in vision and symbolism. Conversely, with intelligence, with alchemical defences, and most easily with a loyal Seer, defenses against such probing can also be maintained, allowing the resourceful to shield thoughts,

words and deeds.

The information Seers can provide make them valuable resources to any leader, even if they must exercise caution when interpreting the future, for few like to hear of ill omens and dark days ahead, and the messenger may suffer a ruler’s wrath for an unwelcome message. Less ambitious Seers may dispense learning and wisdom as neutral oracles, bemusing all, or may simply dabble as fortune tellers and diviners, leaving the greater threads of destiny for others to unravel. In addition to the training packages considered appropriate for Mentalists, Fortune tellers and Oracles are clearly suitable for Seers. The deeper mysteries of the subconscious as explored by the Dreamweaver would also provide a fresh avenue of understanding, and the learning of the Sage would be an invaluable asset in explaining the unexplained. Those Seers whose warnings and prophecies have been ignored might find refuge in a retreat from the world as a Hermit.

There is a fourth pure spell using profession within the realm of Mentalism, namely the Mentalism-based Alchemist. As a general rule, the Alchemist professions are only available as an NPC profession, unless your GM approves their use for his or her game. The Mentalism Alchemist will be discussed here for completeness but the reader is referred to the *Treasure Companion* for further information.

The primary ability of Mentalism Alchemists is to create magical items through the intense focus of their will upon magical energies to imbue permanent enchantment to otherwise mundane objects. The harnessing of such magical energies provides such Alchemists with greater control over their own minds, bodies and their surroundings. An understanding of magics for weapons and armor leads to personal abilities in precision attacks and defence. Similarly the ability to build items grants abilities to destroy mundane items. Additional spells further the pursuit of knowledge and the maintenance of the wholeness of the body through healing magic. Typical training packages would include the Crafter (from *RMSR*) and the Artificier, the Engineer, the Inventor and the Magic Crafter (from *Castles & Ruins*).

2.2

HYBRID SPELL USERS

This second major branch of Mentalism professions brings us the Healer, the Mystic, the Warlock, the Astrologer, and the Enchanter. Hybrid professions are a mixture of two or more Realms, often having certain advantages not available to those who only possess access to a single realm. However, this also means that they usually suffer from certain weaknesses not normally afflicting their Pure counterparts. The Healer and the Mystic are already standard professions available in the *RMSS* core rules and the Warlock was introduced in the *Channeling Companion*, but the Astrologer and the Enchanter are new professions available from this companion. Hence, most of the discussion of the Hybrid professions in this section will be of the two already available before the release of this work, with the reader referred to the descriptions of the two new professions located elsewhere in this book.

Sections 2.1, 2.2

Pure Spell
Users

Hybrid Spell
Users

MENTALISM
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Section 2.2

Hybrid Spell
Users

The Healer may just be one of the most unusual professions available within the *Rolemaster* game. To be able to, *and*, willing to “absorb” another’s illness and/or injury into one’s own body, and then heal oneself via magic implies both an incredible amount of self discipline (one of the prime stats of the profession) and an unerring sense of self confidence in one’s own abilities to successfully cure these afflictions (thanks to one of their other prime stats— Presence). Add in the factor of luck (from Intuition), and you have an individual who is either supremely brave and self sacrificing or suicidal, crazy and masochistic (or perhaps even all of these)!

Healers are a study in self control and bodily strength, as they must be able to withstand the pain and discomfort caused by another’s injury or disease, until their own unique magical abilities allow them to cure themselves of the affliction. That means great physical endurance and strength of will, often the only two factors that determine whether a injured person lives or dies. Our entire history is full of tales of the incredible bravery and courage of those rare individuals that survived a horrifying accident or attack that would have killed anyone else, and how after much suffering, they survived, recovered and re-entered into society. This type of individual is a classic example of the mentality and strength of the Healer profession. One would also expect the number of Healers to be fairly rare in average fantasy society, due to the high requirements of their profession (in terms of three prime stats).

The typical TPs of a Healer are: Cloistered Academic (one more interested in the study of health, life and the physical body), the Loremaster (a student of the subject of health, but more hands-on than a Cloistered Academic) and the Merchant (as with the Lay Healer, the ability to heal can be a great business bargaining tool, and perhaps it is healing that a Healer merchant is selling). Many consider the Healer to be one of the most stereotypical and uninteresting professions available in the *RMSS* game. However, by concentrating on the motivations of the character, rather than the combat and spell capabilities it has in comparison to other professions, a player can really enjoy the opportunity the Healer offers them. Just don’t plan on them being terribly gung-ho combat types, as that is not their forte.

The Mystic is a somewhat more subtle profession, relying more on misdirection and modification than obvious physical abilities. A classic Mystic would be a gypsy or con man, as their skills are of more benefit within a population. A loner mystic who did not enjoy or desire the proximity of other beings would either be fairly rare, or in the middle of committing a crime! The Mystic’s base spell lists are a most intriguing selection of powers, offering great opportunities for stealth, subterfuge and confusion. A Mystic spy, thief or even street magician would be a very capable and confident individual. However, the obvious weakness they suffer is that they are not particularly suited to a life of physical combat. Their armor and weapon skills are among the weakest of all the professions, with the exception of the Essence based occupations.

As for their typical TPs, the Con Man, Merchant and Performer would be very obvious and appropriate choices, while the Diplomat, Loremaster, Philosopher and Zealot would all benefit in one form or another from the abilities a Mystic possesses. Finally, the Cloistered Academic would probably be chosen because their magical abilities could offer many fascinating opportunities for the study of various physical and mental subjects.

The Warlock bridges the realms of Channeling and Mentalism, with a relatively even division of base lists between the two realms. Unlike the other professions described in the section, the particular strengths of the Warlock may mean that it is an inappropriate choice for player characters in some settings. The Warlock draws his power to curse, the physically harm, and the subvert faith of his opponents from the realm of Channeling. His power to meddle with fate, to terrify and command others by his very presence, and to reshape his body, is drawn from the realm of Mentalism. The necessary focus demanded by Mentalism provides some slight comfort for his opponents—many of his spells only affect single targets. In a twist to the traditional Mentalism requirement that a character believe in himself to wield Mentalism powers, the opponents must believe in the Warlock’s abilities to succumb to the terror of his presence. Acquiring the necessary reputation to be able to instill such fear is a task for the Warlock.

The Warlock will probably be most interested in furthering his own goals and objectives. This agenda may be pursued overtly or through subtle manipulation. The Manipulator and the Warlock training packages (from the *Arcane Companion*) are suitable Lifestyle choices. For those who desire to gain predictive abilities (so that they may more effectively manipulate fate to their own ends) they may study as Oracles.

The Astrologer is described later in this work, and so instead we will focus on the training packages that best express the distinct aspects of this profession. The Fortune teller and the Oracle underpin the amateur and professional approaches to astrology as a divinatory tool. The Astronomer is another natural choice for Astrologers devoting their lives to the recording of the celestial movements. Any of the academic training packages would suit those who are concerned with the theory of the art, seeking confirmation of new astrological associations through historical records. Skill in interpretation might lead to a position of influence at court, transforming the diviner into a trusted Advisor or Vizier.

The Enchanter is also described later in this work, both in professional terms and as the implementor of the third philosophy of *Rolemaster* “illusions”, the mental illusion or seeming. In terms of training packages, the fascination with the mind could easily lead to the pursuit of knowledge expressed in an academic vocation or lifestyle. The Enchanter’s powers of persuasion might lead to a life of intrigue, as Diplomat, Advisor, Antagonist or machiavellian Political. Perhaps the Enchanter might become corrupted by power as a Manipulator, or forsake society to ponder the illusion of reality in philosophy as a Hermit. Some might pursue more esoteric directions, developing and extending some of their powers as a Houri or Dreamweaver.

MENTALISM
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2.3 SEMI SPELL USERS

The third category of Mentalism based professions are the Semis: the Bard, the Magent and the Armsmaster. These three professions offer plenty of exciting abilities to an enthusiastic player or Gamemaster, as they are very flexible in the range of skills and spell lists they can access. However, the obvious weakness they possess is that they are supreme in power and scope of very little, unless it directly relates to their profession (i.e., Bards are talented musicians and lore collectors, Magents are skilled with subterfuge and stealth and Armsmasters are skilled in war). Their spells are (in general) an order of magnitude weaker than the Pure and Hybrid casters, and their combat skills are weaker than a full Arms profession. A Semi spell user will rarely possess the magical or combat power of a non-spell user, instead relying on their strengths in a small field, and their flexibility of skills.

In a RMSS setting, a Bard should not be thought of purely as a wandering musical encyclopedia, available to entertain the masses, and answer questions of lore and history. Instead, they should be played as very curious students of life, keen to learn more about what makes both people and the world tick. A Bard is often an excellent choice for a player wanting maximum access to all parts of society. Even the richest peoples need, nay crave, entertainment, and who better to provide it than a skilled Bard? Exactly the same can be said for the poorest of folk, or even one's enemies. A Bard can often go undisguised where no others could, and as a consequence, can gain access to both information and people (or creatures) that no one else can without huge amounts of magical and/or physical effort and time. This obviously makes a Bard an excellent choice for a spy!

The typical TPs listed for a Bard should not surprise anyone. Whether it is the information and lore gathering fascination of the Cloistered and Crusading Academic as well as the Loremaster, or the social skills required by a Con Man, Diplomat, Performer, Troubadour or Jester, or the ability to incite the masses via sheer charisma as a Zealot, the Bard is ideally suited to any of these TPs. Finally, the Sailor and Mariner TPs are more in tune with the "old man of the sea" who knows all about his first love, and loves to pass on his knowledge to those younger and less wise about the many moods and hidden secrets of the mighty waters.

The Magent is dramatically different from the Bard, and can be best described as your archetypal spy or assassin-type profession. However, that is no reason to lock a character into a stereotype, as the Magent offers many opportunities for role playing an exciting and intriguing profession. As can be seen from a quick review of their base spell lists, their speciality is gathering information (via stealth and subterfuge), and either assassinating their victims and/or escaping capture.

They are reasonably skilled with one weapon and armor type, thereby offering decent combat capabilities (preferably in a situation of their choosing, to maximise those advantages), and their spells are most useful in aiding in the completion of their mission, rather than a

broad spectrum of magics to cover all situations. A skilled Magent would be very much in demand for their abilities as a spy/assassin, most likely being well paid by various different political and financial factions within society. The Ninja of Japanese culture would be considered our real world's equivalent of a Magent, even down to the "mystical" abilities which history and ignorance has attributed to them. However, there is no reason to assume that your average Magent is just a *card-carrying member* of the local Assassins Guild. They could just as easily be elite member of a religious or political organisation that uses their powers for reasons of justice, right and good. It all depends on their personal outlook on life.

The typical TPs of a Magent are also of no great surprise. The City Guard, Detective, Spy and Zealot are all fairly obvious choices. However, the two Academic types and the Diplomat are all occupations that would take advantage of a Magent's ability to get information in as secretive a manner as possible, usually in a dangerous situation. The Cut Purse is just an extension of the need to gather information and resources in a difficult position, cut off from the normal line of supply. After all, if your Magent is on a mission and needs to steal the secret papers from a King's courier, without blatantly mugging him, then what better way than to pick his pockets or subtly steal his purse. Finally, the Performer is an excellent cover for a Magent to adopt when endeavouring to enter the enemy's domicile.

The Armsmaster represents the epitome of military life, whether it be upon the battlefield, manning a border outpost, leading a patrol into hostile territory or guarding the safety of a liege lord. What is less obvious is that regardless of the setting, the Armsmaster should adhere to the martial virtues, whether these be chivalric ideals of medieval knights, the soldiers' principles ("Courage In Battle," "Protection of the Innocent," and "Loyalty to the King") or the simpler esprit de corps and comradeship of a hardened mercenary. The Gamemaster and the player should discuss the implementation of this concept of honour and the associated rules of behaviour within the framework of the Gamemaster's setting and intended story. As the Armsmaster derives his abilities from within himself, rather from a divine source as is the case with the Paladin, adherence to one's honour is a voluntary act and some Armsmasters might live outside the code. Dependent on the nature of the breach with the honour system, the Armsmaster might easily find himself court-martialed and relieved of military responsibility. The sanctions available to the Armsmaster's erstwhile superiors will depend on the setting. In all cases, those who lead men to war should remember that they must earn the respect of their subordinates.

The typical TPs for an Armsmaster are combat-oriented: City Guard, Knight, Mercenary, Soldier and Weapons Master. Characters with a maritime tradition should consider a naval career as a Sailor or Mariner. Special circumstances might see an Armsmaster train as a battlefield Physician or a Scout.

Hopefully this section will provide Gamemasters and players with some fresh ideas with which to revitalise their conception of the Mentalism professions.

Section 2.3

Semi Spell Users

MENTALISM
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THE NATURE OF TIME

Information is the lifeblood of the story. Every description, every utterance spoken by a character, every nuance and flourish of the Gamemaster is analyzed by the players on behalf of their characters and used as a basis for the actions and reactions of the player characters. Skills and spells exist within the game mechanics which enable their possessors to breach the normal boundaries of space and time and in so doing acquire information which would otherwise be unavailable to the characters. In particular, the Seer and to a lesser extent the Astrologer, are professions which specialize in such techniques.

Special abilities, whether it be great prowess with weapons, exceptional stealth or arcane knowledge, provide players with the opportunities to acquire story share for their characters. Moreover players will often seek opportunities for their characters to employ such abilities. The difference between such abilities and the esoteric information-gathering capabilities is that the former can influence the story (by overcoming an obstacle with an ease that surprises the Gamemaster) but the latter can reveal the story in its entirety when the abilities are used to their maximum potential by resourceful individuals.

Player character omniscience is an extremely undesirable outcome of introducing esoteric information gathering abilities. Some Gamemasters, who understand the potential problems posed by divination and related techniques, prohibit players from choosing Seer or Astrologer characters and restrict access to the remaining sources of such abilities. Others allow the professions but impose severe limitations on the effectiveness of the abilities and render the techniques exceedingly dangerous physically, mentally or spiritually to the characters. Some players may relish the challenge of such dangers. Many will become disenchanted with abilities which are relatively ineffective in gathering the desired information, especially if the risks are great.

The aim of this section and Sections 11, 12 and 13 is to assist the Gamemaster in determining the information obtainable using the appropriate methods and establishing a balance between the need to provide adequate story share and the need to limit player character knowledge in both the visible and actual scope of the story.

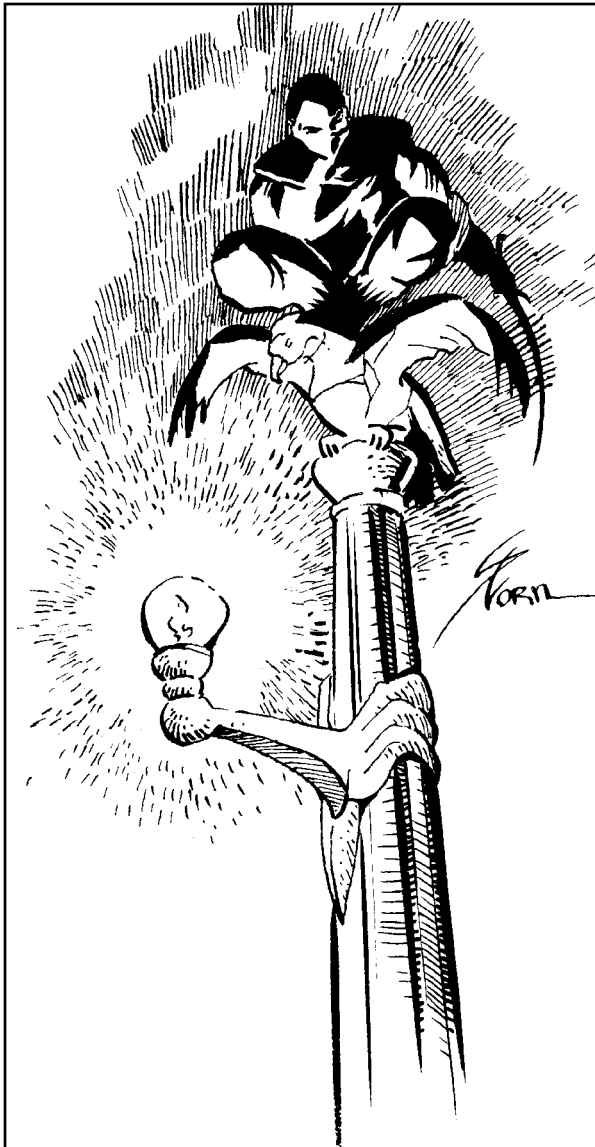
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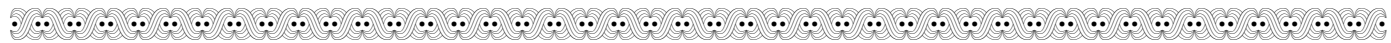
FREE WILL VERSUS PREDESTINATION

It has become commonplace in recent times to describe the art of the Gamemaster in terms of its similarities to storytelling. The analogy breaks down when the degree of authorial control over the future of the story is examined. The storyteller has complete control over the unfolding of the story with each character and event predestined. The Gamemaster has some control over the story's future but the players through their characters will decide the detail of the story and may well exert influence on the broader themes and strands of the story. This lesser degree of control impacts upon the game whenever a character employs a divinatory skill or spell to predict some aspect of the future of the story. Assuming the skill or spell is "successful," the Gamemaster is compelled to issue a prediction, and as the gift of prescience is not normally possessed by the Gamemaster, the prediction is at best an informed guess.

The key issue is then what level of commitment to the future development of the story is entailed by the prediction, or more succinctly, will the prediction come to pass? If there is no commitment by the Gamemaster to the validity of the prediction, then divination is a pointless activity within the setting because it lacks utility. As a consequence, divination would be very unlikely to develop significantly in the cultures of the setting. Such disciplines require some "successes" in order to attract adherents and maintain credibility with the remainder of the populace.

The other extreme is for the Gamemaster to invest the prediction with the force of inexorable fate, by subtle or overt manipulation of the story. Of course, the true meaning of the prediction will be shrouded in a veil of symbolism and ambiguity allowing the diviner to misinterpret the prediction and restoring some story control to the Gamemaster. This level of commitment may encourage the development of divination to a high art within the setting,





yet the inexorability of fate will have its own effects upon the societies in terms of fatalistic philosophies, religions denying the individual's (or even the deity's) possession of free will, and perhaps a fear of diviners.

Some of the more popular mythologies used in the construction of settings tend towards this extreme. Norse myth is littered with the corpses of heroes who have failed to heed the pessimistic interpretations of ominous dreams, preferring instead more optimistic interpretations, and as a consequence, take some course of action which leads to a grisly death. In Graeco-Roman myth and literature, the protagonists are at the mercy of the gods and the Fates. Divination, in its original Latin context, is concerned with discovering the will of the gods. Those unfortunate enough to see *the* future would find their predictions dismissed as nonsense by others (thus ensuring that the prediction came to pass) and be unable themselves to prevent the destinies preordained by the Fates.

Although destiny is portrayed as inescapable within Graeco-Roman myth creating a better "story" for the audience to appreciate, the cultures of the early Mediterranean considered fate to be dire, but not always implacable. Through expiation and sacrifice to the gods, it was *sometimes* possible to prevent or at least ameliorate the destiny. The gods were, however, capricious.

For settings where the Gamemaster wishes to include this degree of predestination, it is recommended that the Seer and Astrologer professions be unavailable to player characters and that most, if not all, other sources of foretelling be also restricted to non-player characters. This is to prevent the Gamemaster from being forced to provide story commitment to predictions instigated by the players. It is similarly recommended that the Gamemaster limit the number of omens, prophecies and the like that directly affect the player characters and can be effected by the player characters. While many players are as obstinate and unheeding as any Norse hero, there are more who will do their utmost to prevent or forestall a destiny if they detect such manipulation by the Gamemaster. Resourceful players need only find one loose thread to unravel the weave of Fate.

Between these two extremes lies a middle ground wherein divination, Seers, and Astrologers can add an exciting new dimension to the game and the story. The critical distinction is to allow divination to reveal *a* future, but not necessarily *the* future. This transforms the visualization of the future from a pre-ordained outcome to an infinity of potential outcomes, branching at a myriad of choice points. Actions and inaction in the present, by the individual and occasionally by supernatural agencies, and the element of chance, determine which future comes to pass. The diviner's task becomes two-fold: to predict the most probable future and to determine what actions or inactions are necessary to promote or prevent a given future.

There are precedents for free will against preordained destiny in both fantasy literature and historical cultures. In *The Lord of the Rings*, which has influenced both fantasy literature and fantasy role playing, Galadriel says that her Mirror "shows many things, and not all have yet come to pass. Some never come to be, unless those that behold the visions turn aside from their path to prevent them." In ancient Mesopotamia, the celestial omens, that were catalogued and interpreted by the

proto-astrologers of the time for the royal court, were considered to be indicative rather than deterministic of future events. It was believed that the presaged events could be ameliorated or prevented by ritual means. The omens were used as a basis for rational actions to evade misfortunes.

This middle ground requires the Gamemaster to invest some story commitment to the results of divinations, but does not require the Gamemaster to manipulate the story in order to ensure the predicted outcome. Instead the Gamemaster must determine what is a probable future based on his knowledge of the story and the game world and his best guess of player character intentions. All things being equal and with no unusual actions being taken by (non-)player characters, then the prediction should (probably) come to pass in broad terms, although the exact details will be decided by chance. The commitment is not final as (non-) player character actions or other events or random chance could combine to nullify the prediction in whole or in part. As the characters will often be interested in *preventing* a future rather than *predicting* the future, this flexibility should be appreciated by both Gamemasters and players. More details on handling divination will be found in Section 13.

3.2

TIME TRAVEL

In *Mentalism Companion*, the future consists of a myriad potentialities. Each decision in the present collapses an infinity of possibilities to a single present, and simultaneously creates a new infinity of possibilities. As the future becomes the present, so does the present become the part of the past, a linear immutable sequence of events stretching back to the game world's creation and perhaps beyond.

One of the deliberate design decisions of this Companion was to develop a theory of time and transtemporal techniques (for revealing the past, present and the future) that would not require time travel as the only means by which such transtemporal techniques could be explained. The rationale for this design decision was twofold. Firstly, any transtemporal technique which, for instance, allows a character to view the past by sending his psyche or astral projection backwards in time becomes susceptible to all the paradoxes that await physical time travelers. It is only necessary for someone or something in the past to be able to detect a temporal intrusion to trigger an avalanche of paradoxes. Secondly, permitting astral or psychic time travel creates the necessity of defining the effects of physical time travel (the rationales why it is or isn't allowed).

It would not have been difficult to produce spell lists relating to time travel. It is much harder to develop a consistent temporal framework which prevents, or otherwise copes with, the paradoxes of time travel. The very inclusion of such spell lists, regardless of the restrictions placed on their availability, would have eliminated the mystery and peril of time travel. Such spell lists would also have seriously weakened, if not destroyed, overall game balance.

In campaigns where time travel is to play a part, it is recommended that it be the result of unique occurrences, such as magic rituals gone awry, unstable magical gates, divine or demonic intervention.

Sections
3.1, 3.2,

Free Will
versus
Predestination

Time Travel

MENTALISM
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3.3

CONCEPTS AND
DEFINITIONS

Divination, in its broadest sense, encompasses more than the historical Mediterranean idea of discovering the will of the gods. Divination is the alleged art of foretelling the future through the use of natural, psychological or other techniques.

Fantasy literature and the influence of several generations of role playing games has corrupted the terminology of divination to better suit the purposes of authors, game designers, Gamemasters and players. This linguistic drift is so firmly entrenched in the genre that attempting to reverse it is a futile exercise. Instead within the context of *Mentalism Companion*, the differences in terminology will be rendered explicit and discussions involving such terminology will always clarify which meaning is intended.

A proper definition of the term Divination has already been given. Within *Rolemaster*, the skill of Divination (located in the Power Awareness category, see *RMSR* A1-20) enables the possessor not only to attempt to foretell the future, but also to scan the past and the present using the same technique. It would be relatively easy to subdivide the Divination skill into three skills per technique with a distinct skill for the past, the present and the future. However this subdivision is unnecessary because the key aspects involved in the use of the variety of techniques encompassed by the Divination skill are the preparations of diviner and querent, the ritualistic performing of the technique, the symbolism of the results of a reading, and the interpretation of the divinatory symbols. The querent is the person who has posed a question concerning the future (or present or past) to the diviner. None of these aspects are altered by the “diviner” probing the past or the present instead of attempting to predict the future. Indeed many divinatory techniques require the diviner to probe past events and reveal the hidden motives of others in the present where these have a bearing on the querent’s future. A divination which purely concerns the past or the present is merely an extension of the existing methods.

The division of the Divination skill by technique, such that characters must develop each technique separately, is sound as each method possesses its own and often large body of lore and symbology, and demands a distinct mindset from its practitioners.

On the other hand, the equivalent spells, including those introduced in this volume and those existing in other *Rolemaster* spell compendia, are explicitly limited to probing either the past, the present or the future. This limitation is counter-balanced by the greater specificity and (sometimes!) better accuracy of the results obtained through the spells.

For the purposes of this Companion, the esoteric arts of exploring beyond the normal temporal boundaries will be classified and defined as follows: Evocation, Scrying, and Divination.



3.3.1 • EVOCATION

Evocation covers the skills and spells which enable the practitioner to reveal past events and occurrences in the lives of beings, and in the histories of places and objects. This includes the use of the Divination skill for scanning the past and the various *Vision Behind*, *Past Visions*, *Retrocognition* and related spells. It does not include spells to probe the memories and other experiences of sentient beings and other creatures. Evocation is discussed fully in Section 11.

3.3.2 • SCRYING

Scrying covers the skills and spells which enable the practitioner to reveal unknown quantities and qualities in the present, perceiving the actions of beings or events in both near and distant locations. This includes the use of the Divination skill for scanning the present as well as *Scrying* spells. Scrying and related techniques for enhancing perceptions of the present by borrowing the senses of others or moving one’s own senses are discussed fully in Section 12.

“Scrying” is a technique for predicting the future by interpreting the apparent images perceived in a reflecting surface. This scrying will be discussed in the next section.

3.3.3 • DIVINATION

Divination encompasses the skills and spells which enable the practitioner to foretell the future. This includes the skill of Divination and the various *Anticipations*, *Intuitions*, *Augury*, and *Divinations* spells amongst others. Divination will be discussed fully in Section 13.



3.4 THE MANTIC ARTS

This section discusses the various aspects of the mantic arts.

3.4.1 • CLASSIFICATIONS OF THE MANTIC ARTS

The arts of divination are manifold and various practices can be found throughout the world in both historical and contemporary cultures. The diverse skills can be classified according to two different schemes.

The first scheme divides divination into inductive practices, interpretive practices, and intuitive practices. Inductive divination assumes a procedure, freed from mundane manipulation, which yields an unambiguous prediction. Using inductive divination, any diviner who follows the procedure correctly should arrive at the same prediction.

At the other extreme, intuitive divination assumes that the diviner possesses the ability to communicate with supernatural agencies (such as spirits or gods). This style is associated with the oracles of ancient Greece and various North American Indian tribes where the diviners employed drugs, trances and meditative techniques to become “possessed” by a divinatory agency.

Interpretative divination assumes that the diviner combines the use of the correct procedure with a gift of insight into the appropriate meanings of the results of the procedure. Most divinatory disciplines fall into this intermediate class

The second scheme for classifying divinatory skills is to consider the origin of the signs, in terms of being either characteristic of the querent, obtained from the casting of lots or other random elements, or arising in nature. This scheme will be used in the next three subsections to classify a variety of mantic arts. The conversion of the techniques into appropriate game mechanics and suggestions for interpretations of possible readings will be found in Section 13, unless otherwise stated.

3.4.2 • PREDICTION FROM WITHIN

In these techniques, the diviner either utilises very personal attributes of the querent and interprets the meanings of these attributes or taps inherent powers within himself.

DOWSING

Strangely in *RMSR*, the skill of Dowsing has been added to the Technical Trade • Professional category and has been limited to allowing the practitioner to discover underground water sources. Dowsing is properly one of the divinatory arts and can be used to discover more than underground water. For dowsing outdoors, the dowser needs either a pair of metal divining rods or a Y-shaped twig, and a sample of the material that is to be sought. The dowser then walks over the search area holding the rods or twig, concentrating upon the substance to be located, and noting the positions where a reaction with the rods or the twig occurs.

A variant is to use a pendulum for dowsing. This

technique is called radiesthesia, and enables the diviner to search for the substance of interest over a detailed map of the search area. Radiesthesia is also employed to locate the sources of ailments in the body of a patient (the diviner holds the pendulum over the patient’s body and reads the pendulum’s gyrations) and to ascertain the sex of unborn children. The movements of the pendulum are specific to each individual and the careful diviner will catalogue its movements against known substances. Some diviners can employ radiesthesia to answer specific questions, others can search for people or objects.

ONEIROMANCY

Oneiromancy is divination through the interpretation of dreams. Sleep and dreams are so fundamental to human cultures, with dreams serving many purposes other than foretelling the future, that an entire section (see Section 16) has been devoted to the subject.

SCRYING

Scrying is a generic term for divination by gazing into a reflector, and derives its hold over the imagination from the haunting qualities of reflected images. The reflector of choice has varied with culture. The Babylonians sought visions in liquids contained in sacred bowls, the Egyptians gazed into a pool of ink in the hands, the Greeks lowered mirrors into the calm waters of sacred springs and pools, and according to Arab tradition, warriors used the polished surfaces of their swords for scrying. The most popular scrying devices from the Middle Ages onwards have been mirrors (catoptromancy) and crystal balls (crystallo-mancy).

Crystallo-mancy has a greater degree of almost ritual preparation than any of the other techniques (excepting ancient oneiromancy) in this class of methods. Some crystallo-mancers believe that the crystal ball should rest upon a circular and ornate table (called the *lamen*) flanked by two candlesticks, itself standing within a magic circle. Both the *lamen* and the circle are supposed to be inscribed with arcane symbols. Less occultly-minded practitioners suggest that a plain black cloth to prevent reflections in the crystal suffices. The crystal itself may be of beryl, quartz, or even glass, but must be unblemished and should be four inches in diameter.

The crystal is also traditionally only ever touched by the diviner, and according to custom, should be washed in a mixture of vinegar and water, and dried by a velvet cloth. In addition to being covered when not in use and kept away from extreme heat and cold, the crystal must not be placed in direct sunlight, as tradition asserts this will remove the crystal’s powers. Moonlight is supposed to enhance the crystal.

The actual divination should take place in a north-facing room, with at most two other people at arm’s length or further away in the room. The amount of light should be barely sufficient to read by. The diviner should empty his mind of all thoughts and gaze upon the crystal ball, watching as the crystal becomes filled with a milky color. The colors will change until eventually the crystal becomes filled with blackness. The blackness will then disperse revealing colored clouds, symbolic images or sometimes sequences of events in the crystal.

Section 3.4

The Mantric
Arts

MENTALISM
COMPANION



Section 3.4

The Mantric Arts

The emphasis on heightened concentration and attaining a receptive frame of mind in crystallo-mancy lends much credence to the view that the images do not appear within or upon the scrying device as the crystallo-mancers might suggest. Instead the power of autosuggestion is such, that to the diviner, the reflecting surface disappears into a fog upon which the diviner's mind has tricked itself into perceiving images.

SOMATOMANCY

Somatomancy is body divination, where the diviner determines various attributes relating to a part of the body, and interprets these characteristics to reveal information about the individual's personality, potentials, and future. These arts include chiromancy (or palmistry) which considers the shape of the hands and the fingers, the shape and condition of the fingernails, and the multitude of lines on the hand, and phrenology which considers features of the head. Body divination has been practiced for centuries in various parts of the world with references to palmistry as early as 2000 B.C. in ancient India.

The major obstacle to implementing somatomancy in the framework of a fantasy setting is the traditional proliferation of nonhuman races in such campaigns. It is impractical to create systems of somatomancy for each and every possible race as there are simply too many. It is also completely unrealistic to use human systems of palmistry and so forth for every race, and to do so would counteract any verisimilitude that converting such systems into game mechanics would provide. Somatomancy will not be discussed further in this work.

3.4.3 • PREDICTION AT RANDOM

In this class of techniques, the diviner predicts the future through the casting of lots (whether this be drawing cards from a Tarot deck or throwing dice) and relating the symbolism of the result to the question posed by the querent.

ASTRAGALOMANCY

Originally astragalomancy involved the throwing of two astragals, or sheep's anklebones. The astragals had four recognizable faces and so served as precursors of modern dice for games of chance and divination. More recognizable six-sided dice coexisted with the astragals. Loaded dice have even been found in Egyptian tombs!

The dice were normally made of wood, bone, or ivory, although higher quality materials were believed to enhance the divinatory potency. The diviner draws a circle on a table or on the ground, concentrates upon the question, and then casts two or three dice into the circle. The numbers on each die which lands within the circle are totaled; dice landing outside the circle are ignored. The result is then interpreted.

I CHING

The *I Ching*, "Classic of Changes", is attributed to the legendary figure of Fu Hsi, a Chinese emperor of the third millennium BC. It was streamlined by the king Wen Wang and further altered by his son, the Duke of Chou, in 1100 BC. Its pedigree was further enhanced by its interpretation by the sage Confucius.

A traditional consultation involves the use of fifty yarrow sticks. The sticks are divided into random piles and then counted. The numbers derived from repeated countings allow the diviner to determine which hexagram (six-sided figure) to consult in the Book of Changes. Each of the sixty-four possible hexagrams has one or more associated sayings from which an advisory message can be surmised. A more modern technique to generate the hexagram is to cast three coins instead, tossing the coins six times in all to obtain the six lines of the hexagram.

Effective use of the *I Ching* demands an intensive and intuitive grasp of how to relate the mottoes of the hexagrams to the needs of the querent. The saying are very obscure and explaining them to a level which would render them usable with the context of a role playing game is beyond the scope of this work.



TAROT AND CARTOMANCY

The origins of the Tarot are shrouded in the mists of time. The enigma of its origin has added a further mystique to the shadowy symbolism of the richly patterned deck which has drawn generations of diviners to the study of the cards. More details on the Tarot will be found in Section 15.

Cartomancy is a related technique which uses the modern standard deck of 52 cards as the agent of divination. Modern playing cards have evolved from the Tarot deck, with tradition asserting that this was to prevent the Tarot deck from being used in frivolous card games or gambling. The techniques and the card symbolism are also derived from the Tarot originals.

3.4.4 • PREDICTION FROM NATURE

This class of techniques involves the observation of naturally occurring signs (such as meteorological and astronomical phenomena) or the contrivance of signs from nature (such as the movement of sacrificial smoke).

ASTROLOGY

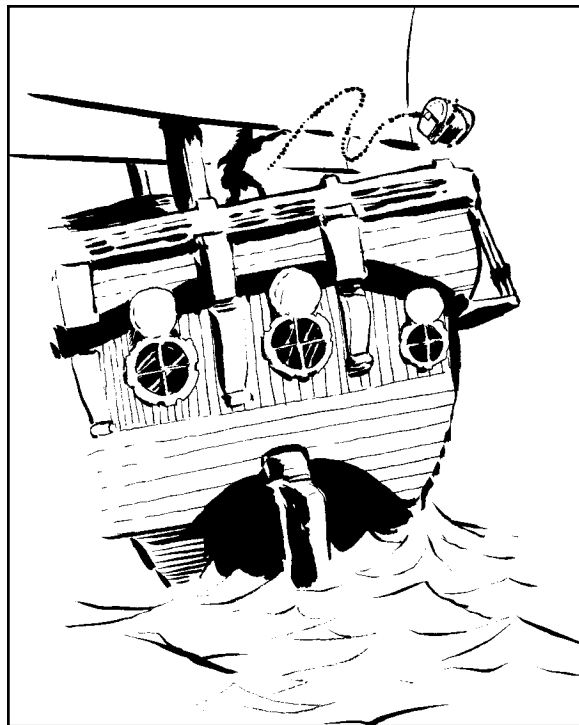
Astrology is the art of observing and interpreting celestial phenomena involving the sun, the moon, the planets and the stars. The earliest forms of protoastrology can be found in the Mesopotamian civilizations. Astrology has survived the centuries, accreting new symbolism and being reinterpreted as it was adopted by different cultures. Astrology is so central to the Astrologer profession that a full section is devoted to it (see Section 14).

AUGURY

Augury is the art of interpreting omens and is normally associated with attempts to reveal the divine will through observation of animate nature. Augury was a priestly duty which was performed at the conclusion of proper ritual and sacrifice. Mesopotamian priests would observe the path of the sacrificial smoke and the flight of birds to determine whether the omens were good or ill. Later the term “consulting the auspices” would come to mean divination by interpretation of the flight of birds.

Another branch of augury is haruspication which is divination using the liver and entrails of sacrificed animals. Haruspication is normally founded on beliefs about the importance of portions of anatomy with every aspect of the organ being charted, catalogued and interpreted in an analogous fashion to the various forms of somatomancy.

In Uganda, the Nyoror use the intestines of a chicken for medical divination. The chicken is cut open carefully so that the intestines are not damaged. If the internal organs are found to be in good condition, this augurs well. If not, the portents are mixed. Spots on the organs, swellings and abnormal positions augur ill. If there are no spots and the intestines are in the normal positions, the patient will recover.



Cowrie shells are also used with predictions being made on the basis of the manner in which the shells fall on the ground. A diviner can also ask the shell a specific question and then hold it to his ear to listen for the response.

Given the difficulty of collecting a complete set of interpretations for the arts of augury, the reader will hopefully forgive the authors for not translating augury into game mechanics.

TASSEOGRAPHY

Tasseography, or reading of tea leaves, probably began with the ancient Chinese. They obtained omens from the insides of bells, and handleless teacups (when turned upside down) are very similar in shape to the bells. The patterns of the tea leaves came eventually to have divinatory significance. Other cultures have used other beverages, reading fortunes in the lees of wine or coffee grounds or in the heads of beers.

In tasseography, the querent drinks the beverage, leaving sufficient liquid at the bottom of the cup to allow the tea leaves (or whatever) to swirl. Customarily the querent swirls the leaves three times clockwise while holding the cup in the left hand, ensuring the liquid reaches up to the rim, and then emptying the residual liquid into a saucer by inverting the cup. The diviner then turns the cup the right way up, holding the cup with the handle facing him, and commences the reading. The diviner considers the number of leaves deposited on the cup, and looks for patterns in the leaves. The sizes, clarity, proportions, and relative positioning of the patterns to one another and to areas of the cup are all examined by the diviner before interpreting the complete reading.

Section 3.4

The Mantric Arts

MENTALISM
COMPANION



HOW TO USE THIS BOOK WITH RMSS

This Section provides notes about how to use the *Mentalism Companion* with the rest of the *Rolemaster Standard System*.

4.1 ROLEMASTER STANDARD RULES

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

4.1.1 • PROFESSIONS

There are four new professions presented in this volume. There is now one more Pure spell user of the realm of Mentalism, one more Hybrid spell user of the realms of Mentalism and Channeling, one more Hybrid spell user of the realms of Mentalism and Essence, and one more Semi spell user of the realm of Mentalism.

Seer—The Seer is a Pure spell user who has concentrated on spells which gain information through the use of mental spells. Their spells deal with evoking the past, scrying the present and divining the future, as well as the control and modification of the senses.

Astrologer—The Astrologer is a Hybrid spell user of the realms of Channeling and Mentalism. Their spells deal with detection, communing, precognition and communication, and many are only (fully) usable under the light of the stars.

Enchanter—The Enchanter is a Hybrid spell user of the realms of Essence and Mentalism. They have concentrated on spells of misdirection and manipulation which directly affect the minds of humanoids, beasts, animals and other sentients.

Armsmaster—The Armsmaster is a Semi spell user who combines the realms of Mentalism and Arms. Their base spells deal with all aspects of military life, improving their personal skill at arms, survival capabilities, and assisting with military organization, on and off the battlefield.

4.1.2 • SKILLS

This section summarizes the new skills which are added and/or changed in this volume.

CHANGES TO COMMUNICATIONS SKILL CATEGORY

The Communication category is converted from a single category to a category group divided into categories relating to language family or subfamilies. Further modifications are made to the various Language skills. See Section 10.1 for details.

ADDITIONS TO LORE • MAGICAL SKILL CATEGORY

Divination Lore—This skill provides a bonus to recalling the meaning of a given divinatory result using standard or specialized systems of interpretation. This skill must be developed separately for each method of divination. {Me}

Dream Lore—This skill provides a bonus to attempts to interpret dreams within the framework of a given culture, using personal, cultural and archetypal content as the basis for comprehension. This skill also encompasses knowledge concerning dream incubation and other rituals associated with sleep and dreams for that particular culture. {In}

Dreamworld Lore—This skill provides a bonus to recognizing, navigating and understanding the Dreamworld. It provides knowledge on the inhabitants, geography, natural laws and so forth of this mystical plane. {In}

ADDITIONS TO POWER • MANIPULATION SKILL CATEGORY

This category has two new skills: Mental Control (Assault) and Mental Control (Defense). These skills are used in conjunction with the new rules presented in Section 7.2 (for mental attacks and defenses). As this set of rules is very optional, all the relevant details will be found in Section 7.2.

ADDITIONS TO TECHNICAL/TRADE • PROFESSIONAL SKILL CATEGORY

Sanity Healing—This skill provides a bonus to attempts to recognize and treat various forms of mental disorder. This skill must be developed separately for each race. {Em}





4.1.3 • OPTIONAL APPEARANCE RULES

In Section 16.1 of the *Rolemaster Standard Rules*, a character's potential Appearance stat is calculated according to the following formula:

$$\text{Potential Appearance} = \text{Potential Presence} - 25 + 5d10$$

with results of greater than 99 being treated as 100, and results less than 02 being treated as 01.

Although this formula is admirably simple, it allows a character's Presence stat to "over"-determine the Appearance value to the extent that any spell user (Pure, Semi, or Hybrid) with Mentalism as one of its realm (or with Arcane as its realm) will probably have a very high (if not the maximum) Appearance. All of these professions will have temporary Presence stats of at least 90 (and even higher potential stats. With 5d10 dice to roll, the final result will center around the median (27) and so it will only require marginally above average rolls to achieve very high Appearances. While one character with an Appearance of 100 is not a major problem, multiple characters quickly stretches credibility beyond breaking point.

The following alternative formula is suggested:

$$\text{Potential Appearance} = d100 \text{ (not open-ended)} + 3 * \text{Pr stat bonus}$$

with results above 99 treated as 100, and results below 02 treated as 01.

This alternative formula allows a high Presence to influence (but not dictate) Appearance to produce striking or memorable visages without always being very handsome.

4.2 SPELL LAW

The two most important system changes introduced are to optionally replace the combination of the Base Spell Casting table and the Resistance Roll table with the Mental Combat rules for spells of sub-type "m," and to limit the duration of concentration spells through the Spell Concentration rules.

The spell lists provided in Section 9.0 of *Spell Law* are now completely obsolescent and are replaced by the new spell lists for the Astrologer and the Seer to be found in Section 17.

Mentalism Companion also provides for a new set of 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 Gamemaster should judge whether it is reasonable for the character to still have normal access to the spells or not. As an example, suppose the character was a mariner and had received the Sea Mastery and Sailing Mastery spell lists through the Mariner training package. If that character decided to retire from the sea to be landlord of a rural tavern, he would probably no longer have the necessary access to learn new spells from those spell lists (and the skills would shift 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 as follows:

SPELLS • OWN REALM TRAINING PACKAGE

4/4/4	for pure and hybrid spell users
6/6/6	for semi spell users
8/8/8	for non spell users

SPELLS • OTHER REALM TRAINING PACKAGE

8/8	for pure and hybrid spell users
12/12	for semi spell users
16/16	for non spell users

Sections 4.1, 4.2

Rolemaster Standard Rules

Spell Law

MENTALISM COMPANION



4.3

GAMEMASTER LAW

The Section on Insanity (Section 9) expands upon the discussion presented in *Gamemaster Law* Section 11 on diseases and poisons.

4.4

ESSENCE COMPANION

Essence Companion subdivides the realm of Essence into five distinct schools of magic. It is suggested in that volume that the base spell lists of normal hybrid spell users also be subject to the rules pertaining to the schools of magic. It is recommended that the base spell lists of the Enchanter profession should *not* be subject to these rules owing to the high degree of Mentalism influence on those spell lists.

Some material on Learning and Spell Research is included in *Essence Companion* and this material can be used for the realm of Mentalism almost as is. Some minor modifications are detailed in Section 7.3.

The Ritual Magic rules presented in *Essence Companion* are not used for Mentalism spell users, instead a distinct version for Mentalism ritual magic is presented in Section 7.4.

4.5

OTHER COMPANIONS

The new rules for Spell Concentration apply to all spells with durations of C or *time*(C) in the *Arcane Companion*, the *Treasure Companion*, the *Martial Arts Companion*, and the *Channeling Companion*. Similarly the new rules for Mental Combat (if adopted) apply equally to all spells of subtype “m” in these volumes.

4.6

TALENT LAW

Mentalism Companion presents a number of new additional Talents and Flaws corresponding to rules options in this volume. The cost and Talent Law category for each new talent and flaw is enclosed in square brackets.

NEW MENTALISM TALENTS

Dominant—For the possessor of this talent, the Mental Control (Assault) skill is improved by one classification degree (i.e., if classified as Restricted, it becomes Normal; if classified as Normal, it becomes Everyman; if classified as Everyman it becomes Occupational). If the skill already has an Occupational classification, this talent has no effect. [Special Training Talent; 20 points]

Dream Free—The possessor of this talent is so intimately tied to the real world that he cannot enter the dream world in any way. [Mystical Talent; 10 points]

Dream Walker—By concentrating for one round, the character with this talent may enter the dream world while still awake. [Mystical Talent; 15 points]

Excellent Linguist—The character with this talent may choose one language family in which all of the languages are classified as Everyman (note that languages normally classified as Restricted become classified as Normal and languages normally classified as Everyman become classified as Occupational). [Special Training Talent; 15 points]

Excellent Memory—The character with this talent is able to retain far more of any material that he has read than normal people retain. This results in a special bonus number of DPs equal to the sum of the character’s Reasoning and Memory stat bonuses that may only be spent on skills in the Lore group. [Mental Talent; 20 points]

Great Concentration—You have a greater than normal capacity to concentrate on your spells, it just comes easy to you. Double the character’s base concentration time (see Section 7.1) and award a special bonus of +10 to all Spell Concentration maneuvers. [Mental Talent; 15 points]

Mental Agility—For spells with a sub-type of “m,” you get a special bonus of +10 to all BARs. In addition, you gain a special bonus of +10 to all RRs versus spells of sub-type “m.” You also gains a special bonus of +20 to all Spell Casting Static Maneuvers involving spells with a sub-type of “m.” [Mystical Talent; 25 points]

Mind’s Eye—The possessor of this talent gains a special bonus of +30 to his Mental Control (Assault) skill if he makes eye contact with a target. [Mental Talent; 15 points]

Neutral Aura—Your magical aura appears so ordinary to detection spells that it is difficult to pick you out from a crowd. You gain a special bonus of +15 to all RRs versus spells which attempt to identify you magically (i.e., Scrying, Finding spells, etc.). Note that this spell gives no bonuses versus *Presence* (or similar) spells which detect that an aura is present. It is only effective against spells which try to “home in” on your specific aura. [Mystical Talent; 10 points]

Person Placement—You have a +50 bonus to any maneuver for the purpose of remembering people’s names and remembering where and when you last met them. [Mental Talent; 5 points]

Person Recognition—You have a +50 bonus to any maneuver for the purpose of remembering people’s names and matching them to their faces. [Mental Talent; 3 points]

Piercing Eyes—When casting spells with a sub-type of “m,” the target receives a special modification of -15 to his RR. [Mystical Talent; 7 points]

Strong Willed—The character gains a special bonus of +10 to the Mental Control (Assault) skill. [Mental Talent; 10 points]



Sweet Dreams—When you are asleep your subconscious mind works to protect you. You gain a special bonus of +10 to all RRs versus all spells of subclass “m” when sleeping and a special bonus of +25 to RRs versus spells which manipulate dreams. [Mystical Talent; 20 points]

True Dreamer—When the possessor of this talent enters the dream world, they retain all of their skills and abilities from the real world. [Mystical Talent; 15 points]

NEW MENTALISM FLAWS

Dream Escape—When presented with a potentially life threatening situation or on succumbing to extreme terror (i.e. fails a Fear Resistance Roll) the possessor of this flaw will flee into the dream world leaving a “zombie-like” body behind. [Mental Flaw; -7 points]

Excessive Concentration—Sometimes you concentrate so hard on a spell that nothing can break you out. You must successfully make a Spell Concentration maneuver to end any spell with a duration of C. This maneuver suffers a special modification of -1 for each round already spent in concentration on the spell. [Mental Flaw; -15 points]

False Dreamer—The character does not believe in the existence of a dream world. This belief is so strong that he can never control his dream self and gains a special bonus of +50 to all RRs for spells relating to the dream self (i.e., *Dream Empowerment*, etc.) [Mental Flaw; -10 points]

Open Book—Your mind is an open book. You are no easier to influence or control than anyone else but your thoughts just leak out. You receive a special modifier of -50 to RRs versus spells of sub-type “m” that attempt to dig information out of your mind (e.g., Telepathy). [Special Flaw; -10 points]

Tongue Tied—The character just cannot master other languages. All languages except his native language are classified as Restricted and he can never develop more than 5 ranks in any language except his native language. [Special Flaw; -20 points]

Uncontrolled Dreamer—There is a 5% chance per sleep period that you will slip into the dream world and be subject to its vagaries. [Mental Flaw; -10 points]

Unusual Aura—Many people have commented that your magical aura is unusual and unique. It makes you easy to spot magically. This translates into a special modifier of -15 to RRs versus magical attempts to find you as an individual. Note that this gives no penalty versus *Presence* (and similar) spells which detect that an aura is present (only spells, such as *Finding*, which try and find specific aura). [Special Flaw; -15 points]

Weak Concentration—You have a worse than normal capacity to concentrate on your spells, it just seems harder for you. Halve the character’s base concentration time (see Section 7.1) and apply a special -10 penalty to all Spell Concentration maneuvers. [Mental Flaw; -15 points]

Weak Dreams—Your subconscious mind goes to sleep as deeply as you do by night. While asleep you have a special penalty of -1 to RRs versus all spells of sub-type “m” and a special penalty of -25 to RRs versus all spells that manipulate dreams. [Mental Flaw; -15 points]

Weak Mind—While you can operate normally with respect to concentration, you often get headaches and nosebleeds after extended periods. After you finish concentrating on any task that required concentration to complete, there is a chance you will get a serious headache and/or nosebleed. The chance is equal to 1% per round spent in concentration on the activity. This results in a special modification of -10 to all maneuvers for the next hour. In addition, all spells that you cast in the next hour will require a Spell Casting Static Maneuver. [Mental Flaw; -10 points]

Weak Will—The possessor of this flaw has a special modification of -10 to his Mental Defence skill. [Mental Flaw; -10 points]

Sections
4.6, 4.7, 4.8

Talent Law

Races and
Cultures
Books

Other Books

4.7

RACES AND CULTURES BOOKS

The material presented in Section 11.1 may be used in preference to the suggestions in the various Races and Cultures volumes.

Spells with duration of C or *time*(C) to be found on racial training package spell lists are affected by the Spell Concentration rules.

4.8

OTHER BOOKS

All other books in the *RMSS* that have not been specifically mentioned above are unaffected by the material in this volume.

MENTALISM
COMPANION



THE PROFESSIONS AND SPELL LIST NOTES



1 5.3 ENCHANTER

Enchanters are hybrid spell users of the realms of Essence and Mentalism. They have concentrated on spells of misdirection and manipulation which directly affect the minds of humanoids, beasts, animals and other sentients. Their base spells deal with inducing hallucinations (mental illusions), mind control, and memory manipulation.

Ariel had taken the wrong turning in the Maze. The three armed and desperate footpads who were moving to surround her were proof of that. Persuading them to let her pass unharmed would take more than words. With a flash of inspiration, Ariel wove the seeming of a dark suffocating mist rising from the ground in the minds of her assailants. Pausing to ensure all three were in the grip of her hallucinations, Ariel quietly walked past her would-be assailants and proceeded to her midnight assignment.

Prime Stats: Self Discipline, Empathy, Presence

ENCHANTER SPELL LISTS

The Enchanter has six base lists. The full description of the spells on these lists can be found later in this book.

Seeming Defenses: concealment from the senses of others

Seeming Enhancement: adding senses and enabling seemings to affect nonhumanoids

Seeming Law: basic mental illusions

Seeming Mastery: mind control and emotional manipulation

Seeming Memories: mind probes, memory manipulation, and ability sharing

Seeming Projection: causing sensory deprivation and illusionary injuries

PROFESSION BONUSES

Awareness Group	+5	PF Development	+5
Communications	+5	Self Control	+5
Influence	+10	Spell Group	+5
Power Awareness	+5	Subterfuge Stealth	+5
Power Manipulation	+5		

SKILLS AND SKILL CATEGORIES

Armor Heavy	3/7/7	Outdoor Animal	3
Armor Light	4/4/4	Outdoor Environmental	3
Armor Medium	6/6/6	Power Awareness	2/5
Artistic Active	1/4	Power Manipulation	4/10
Artistic Passive	2/5	Power Point Dev	6
Athletic Brawl	7	Science Basic	1/4
Athletic Endurance	3	Science Specialised	6/14
Athletic Gymnastic	3	Self Control	5
Awareness Perceptions	3/7	Special Attacks	15
Awareness Searching	2/7	Special Defenses	25 [18]
Awareness Senses	2/7	Subterfuge Attack	16
Body Development	15	Subterfuge Mechanics	8
Combat Maneuvers	18	Subterfuge Stealth	3/6
Communications	1/1/1	Tech Trade General	3/7
Crafts	4/10	Tech Trade Professional	8
Directed Spells	4	Tech Trade Vocational	5/12
Influence	1/4	Urban	1/4
Lore General	1/3	Weapon Category 1	9
Lore Magical	2/5	Weapon Category 2	20
Lore Obscure	3/7	Weapon Category 3	20
Lore Technical	2/6	Weapon Category 4	20
Martial Arts Combat Man	12	Weapon Category 5	20
Martial Arts Strikes	6	Weapon Category 6	20
Martial Arts Sweeps	6	Weapon Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Section 5.3
Enchanter

Note: Cost in brackets for Special Defense is only to be used if the Martial Arts Competition is being used in the game. In addition, the Martial Arts Combat Masters skill category should only be used if the gamemaster has approved the Martial Arts Competition for use in his game.

Everyman Skills: Meditation, Time Sense, Lie Perception, Spell Mastery, Hypnosis

Occupational Skills: none

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (16-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

TRAINING PACKAGES

Adventurer	37	Highwayman	36
Artisan Mage	28	Hunter	43
Animal Friend	34	Knight	76
Assassin	62	Loremaster	22
Berserker	76	Martial Artist	52
Burglar	37	Mercenary	73
City Guard	39	Meschant	18
Cloistered Academic	22	Performer	18
Cot Mail	20	Philosopher	26
Crafter	34	Sailor	22
Cruading Academic	28	Scout	34
Cut Purse	28	Shaman Priest	29
Detective	23	Soldier	49
Diplomat	19	Spy	30
Doctor	26	Traveller	26
Explorer	38	Wanderer	31
Guardian	40	Weapon Master	192
Herbalist	26	Zealot	28



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).





5.1 SEER



Seers are the information gathering specialists. Seers are Pure spell users of Mentalism who have concentrated on spells which gain information through the use of mental spells. Their spells deal with evoking the past, scrying the present and divining the future, and the control and modification of the senses of themselves and others.

Master Augustine sighed. The cards foretold death and destruction throughout the Principalities, just as his dreams had earlier shown pilgrims whose arrival would doom the desert cities. Unless someone or something prevented this evil fate.... It was time to leave the rose garden, time to interfere with destiny.

Prime Stats: Self Discipline and Presence

SEER SPELL LISTS

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

Far Visions: modifying the caster's own senses.

Future Visions: precognition and divining the future.

Mind Visions: mental detection, lie detection and mind probes.

Past Visions: evoking the past of persons, places and objects in visions.

Vision Borrowing: scrying and sharing the senses of others.

Vision Guard: defenses against evocation, scrying and divinations.

PROFESSION BONUSES

Awareness Group	+15	Power Point Develop.	+5
Lore Group	+10	Self Control	+5
Power Awareness	+5	Spell Group	+5
Power Manipulation	+5		

SKILLS AND SKILL CATEGORIES

Armor Heavy	7/7/7	Outdoor Animal	3
Armor Light	4/4/4	Outdoor Environmental ...	3/7
Armor Medium	6/6/6	Power Awareness	2/6
Artistic Active	2/4	Power Manipulation	4/10
Artistic Passive	2/4	Power Point Dev.	4
Athletic Brawn	5	Science Basic	1/4
Athletic Endurance	3	Science Specialized	6/14
Athletic Gymnastic	3/9	Self Control	3
Awareness Perceptions ..	3/6	Special Attacks	14
Awareness Searching	1/4	Special Defenses	25 [18]
Awareness Senses	2/4	Subterfuge Attack	15
Body Development	12	Subterfuge Mechanics	7
Combat Maneuvers	14	Subterfuge Stealth	6
Communications	1/1/1	Tech General	3/7
Crafts	4/10	Tech Professional	8
Directed Spell	2/7	Tech Vocational	5/12
Influences	2/6	Urban	3/5
Lore General	1/2	Weapon Category #1	6
Lore Magical	1/5	Weapon Category #2	15
Lore Obscure	2/5	Weapon Category #3	20
Lore Technical	2/4	Weapon Category #4	20
Martial Arts Combat Man. .	6	Weapon Category #5	20
Martial Arts Strikes	3	Weapon Category #6	20
Martial Arts Sweeps	3	Weapon Category #7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.



Note: Cost in brackets for Special Defense is only to be used if the *Martial Arts Companion* is being used in the game. In addition, the Martial Arts Combat Maneuvers skill category should only be used if the gamemaster has approved the *Martial Arts Companion* for use in his game.

Everyman Skills: Artifact Lore, History, Divination

Lore, Lie Perception, Stargazing, Time Sense

Occupational Skills: Divination, Meditation

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

Adventurer	33	Highwayman	32
Amateur Mage	26	Hunter	42
Animal Friend	37	Knight	67
Assassin	63	Loremaster	18
Berserker	57	Martial Artist	38
Burglar	34	Mercenary	62
City Guard	33	Merchant	18
Cloistered Academic	20	Performer	22
Con Man	27	Philosopher	26
Crafter	24	Sailor	22
Crusading Academic	27	Scout	29
Cut Purse	36	Shaman Priest	30
Detective	22	Soldier	42
Diplomat	20	Spy	36
Doctor	26	Traveller	26
Explorer	35	Wanderer	30
Guardian	54	Weapon Master	164
Herbalist	26	Zealot	28

MENTALISM
COMPANION





5.2 ASTROLOGER



Astrologers are Hybrid spell users who combine the realms of Channeling and Mentalism. They have concentrated on spells which pertain to gathering information, and concentrate on observing the movements of the celestial bodies. Their spells deal with detection, communing, precognition, and communication, and many are only (fully) usable under the light of the stars.

Rylara stood on the battlements of the East Tower, gazing at the star-filled sky, mentally tracing the familiar patterns of the constellations as she waited for the rising of the moons. She reflected on the horoscope that she had earlier cast for the newborn prince and the incomplete and inaccurate interpretation she had given to the Council. Let the Regents believe Prince Joram would be weak-willed and unhealthy, a willing tool for their ends, rather than their nemesis. In the east, rose the blood-red moon.

Prime Stats: Self Discipline, Intuition, Presence

ASTROLOGER SPELL LISTS

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

Far Voice: mental communication and voice projection.

Holy Vision: knowledge through communing with deities and dreams.

Starlights: light manipulation and light-based attacks.

Starlore: assists with casting and interpreting horoscopes.

Starsense: mental detections and modifications of the caster's senses.

Way of the Voice: communication, influencing, and control spells.



PROFESSION BONUSES

Awareness Group	+10	Power Point Dev.	+5
Lore General	+5	Outdoor Environmental ...	+5
Lore Magical	+5	Self Control	+5
Power Awareness	+5	Spell Group	+5
Power Manipulation	+5		

SKILLS AND SKILL CATEGORIES

Armor Heavy	7/7/7	Outdoor Animal	3
Armor Light	4/4/4	Outdoor Environmental ...	2/5
Armor Medium	6/6/6	Power Awareness	2/6
Artistic Active	2/5	Power Manipulation	4/10
Artistic Passive	2/5	Power Point Dev.	6
Athletic Brawn	7	Science Basic	1/4
Athletic Endurance	3	Science Specialised	6/14
Athletic Gymnastic	3	Self Control	5
Awareness Perceptions ...	3	Special Attacks	15
Awareness Searching	2/6	Special Defenses	25 [18]
Awareness Senses	2/5	Subterfuge Attack	15
Body Development	15	Subterfuge Mechanics	7
Combat Maneuvers	18	Subterfuge Stealth	6
Communications	1/1/1	Tech Trade General	3/7
Crafts	4/10	Tech Trade Professional	8
Directed Spells	2/7	Tech Trade Vocational ..	5/12
Influences	2/4	Urban	3
Lore General	1/3	Weapon Category 1	9
Lore Magical	2/5	Weapon Category 2	20
Lore Obscure	2/7	Weapon Category 3	20
Lore Technical	2/6	Weapon Category 4	20
Martial Arts Combat Man.	12	Weapon Category 5	20
Martial Arts Strikes	6	Weapon Category 6	20
Martial Arts Sweeps	6	Weapon Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Note: Cost in brackets for Special Defense is only to be used if the *Martial Arts Companion* is being used in the game. In addition, the Martial Arts Combat Maneuvers skill category should only be used if the gamemaster has approved the *Martial Arts Companion* for use in his game.

Everyman Skills: Basic Math, Channeling, Direction Sense, Divination, Divination Lore, Meditation, Time Sense

Occupational Skills: Astronomy, Star-gazing, Weather Watching

Restricted Skills: None

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)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

TRAINING PACKAGES

Adventurer	37	Highwayman	33
Amateur Mage	28	Hunter	44
Animal Friend	37	Knight	76
Assassin	66	Loremaster	20
Berserker	76	Martial Artist	52
Burglar	36	Mercenary	73
City Guard	40	Merchant	18
Cloistered Academic	20	Performer	22
Con Man	28	Philosopher	26
Crafter	24	Sailor	22
Crusading Academic	28	Scout	32
Cut Purse	37	Shaman Priest	30
Detective	25	Soldier	49
Diplomat	20	Spy	38
Doctor	26	Traveller	26
Explorer	38	Wanderer	29
Guardian	55	Weapon Master	192
Herbalist	23	Zealot	30



5.3 ENCHANTER



Enchanters are hybrid spell users of the realms of Essence and Mentalism. They have concentrated on spells of misdirection and manipulation which directly affect the minds of humanoids, beasts, animals and other sentients. Their base spells deal with inducing hallucinations (mental illusions), mind control, and memory manipulation.

Arizel had taken the wrong turning in the Maze. The three armed and desperate footpads who were moving to surround her were proof of that. Persuading them to let her pass unmolested would take more than words. With a flash of inspiration, Arizel wove the seeming of a dank sulfurous mist rising from the ground in the minds of her assailants. Pausing to ensure all three were in the grip of her hallucinations, Arizel quietly walked past her would-be assailants and proceeded to her midnight assignation.

Prime Stats: Self Discipline, Empathy, Presence

ENCHANTER SPELL LISTS

The Enchanter has six base lists. The full description of the spells on these lists can be found later in this book.

Seeming Defenses: concealment from the senses of others

Seeming Enhancement: adding senses and enabling seemings to affect nonhumanoids

Seeming Law: basic mental illusions.

Seeming Mastery: mind control and emotional manipulation.

Seeming Memories: mind probes, memory manipulation, and ability sharing.

Seeming Projection: causing sensory deprivation and illusionary injuries.

PROFESSION BONUSES

Awareness Group	+5	PF Development	+5
Communications	+5	Self Control	+5
Influence	+10	Spell Group	+5
Power Awareness	+5	Subterfuge Stealth	+5
Power Manipulation.	+5		

SKILLS AND SKILL CATEGORIES

Armor Heavy	7/7/7	Outdoor Animal	3
Armor Light	4/4/4	Outdoor Environmental	3
Armor Medium	6/6/6	Power Awareness	2/5
Artistic Active	1/4	Power Manipulation	4/10
Artistic Passive	2/5	Power Point Dev.	6
Athletic Braw	7	Science Basic	1/4
Athletic Endurance	3	Science Specialised	6/14
Athletic Gymnastic	3	Self Control	5
Awareness Perceptions .	3/7	Special Attacks	15
Awareness Searching....	2/7	Special Defenses	25 [18]
Awareness Senses	2/7	Subterfuge Attack	16
Body Development	15	Subterfuge Mechanics	8
Combat Maneuvers	18	Subterfuge Stealth	3/6
Communications	1/1/1	Tech Trade General	3/7
Crafts	4/10	Tech Trade Professional ..	8
Directed Spells	4	Tech Trade Vocational ..	5/12
Influence	1/4	Urban	2/4
Lore General	1/3	Weapon Category 1	9
Lore Magical	2/5	Weapon Category 2	20
Lore Obscure	3/7	Weapon Category 3	20
Lore Technical	2/6	Weapon Category 4	20
Martial Arts Combat Man.	12	Weapon Category 5	20
Martial Arts Strikes	6	Weapon Category 6	20
Martial Arts Sweeps	6	Weapon Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Note: Cost in brackets for Special Defense is only to be used if the *Martial Arts Companion* is being used in the game. In addition, the Martial Arts Combat Maneuvers skill category should only be used if the gamemaster has approved the *Martial Arts Companion* for use in his game.

Everyman Skills: Meditation, Time Sense, Lie Perception, Spell Mastery, Hypnosis

Occupational Skills: none

Restricted Skills: none

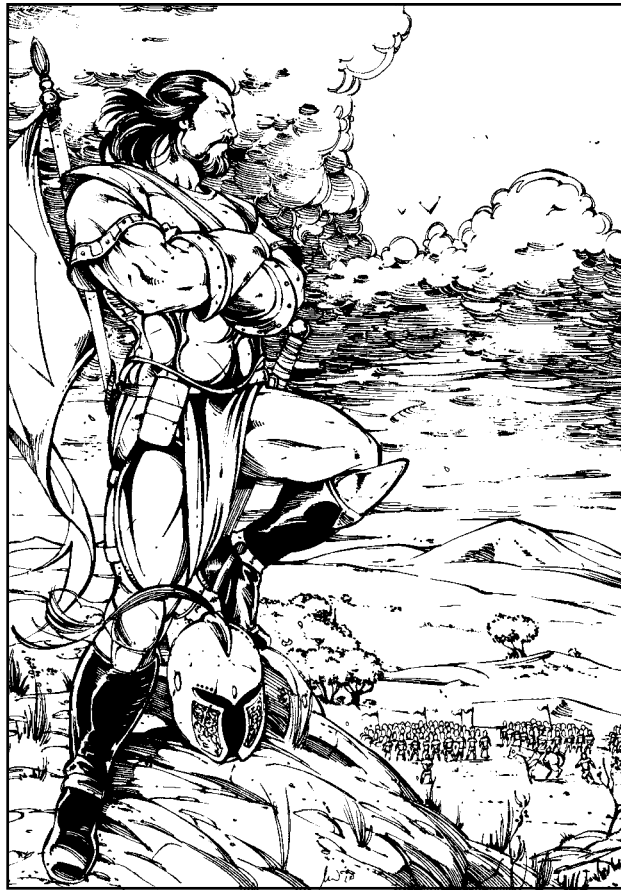
SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

TRAINING PACKAGES

Adventurer	37	Highwayman	36
Amateur Mage	28	Hunter	43
Animal Friend	34	Knight	76
Assassin	62	Loremaster	22
Berserker	76	Martial Artist	52
Burglar	37	Mercenary	73
City Guard	39	Merchant	18
Cloistered Academic	22	Performer	18
Con Man	20	Philosopher	26
Crafter	24	Sailor	22
Crusading Academic	28	Scout	34
Cut Purse	28	Shaman Priest	29
Detective	23	Soldier	49
Diplomat	19	Spy	30
Doctor	26	Traveller	26
Explorer	38	Wanderer	31
Guardian	60	Weapon Master	192
Herbalist	26	Zealot	28





5.4

ARMSMASTER



Armsmasters are semi spell users of the realm of Mentalism. They will be found in many milieux, serving as household knights, mercenary commanders, army or naval officers, or in elite “special forces.” They will rarely, if ever, be common soldiers or sailors. Their base spells deal with all aspects of military life, improving their personal skill at arms and survival capabilities, and assisting with military organization, on and off the battlefield.

Thomas surveyed the enemy troops from his vantage point. The enemy outnumbered his own forces three to one, but the majority appeared ill-equipped levies. If the levies were deprived of the leadership of their officers and the support of the mercenaries, their rout was inevitable. Concentrating on the minds of his underofficers, Thomas relayed the new battle plan to his subordinates. Better tactics and better soldiers would defeat the greater numbers of the rebels once again.

Prime Stats: Agility and Presence

ARMSMASTER SPELL LISTS

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

Armor Mastery: temporary enhancements to caster’s personal armor and shield.

Battle Law: military organization, communication and battlefield command.

Fortress Law: protections for camps and strongholds.

Martial Law: personal and troop movement spells.

Warrior’s Law: minor self healing and survival spells.

Weapon Mastery: temporary enhancements to caster’s personal weapon.

PROFESSION BONUSES

Armor Group	+10	Combat Maneuvers	+10
Athletic Group	+5	Influence	+5
Body Development	+10	Weapon Group	+10

SKILLS AND SKILL CATEGORIES

Armor Heavy	4/4/4	Outdoor Animal	2/6
Armor Light	1/1/1	Outdoor Environmental ...	2/6
Armor Medium	3/3/3	Power Awareness	4
Artistic Active	2/5	Power Manipulation	6/12
Artistic Passive	2/5	PP Development	8
Athletic Brawn	3/7	Science Basic	2/5
Athletic Endur.	2/6	Science Specialised	8
Athletic Gymnastic	3/6	Self Control	2/7
Awareness Perceptions	5/14	Special Attacks	2/8
Awareness Searching ...	2/6	Special Defenses	40 [30]
Awareness Senses	3/7	Subterfuge Attack	8
Body Development	4/10	Subterfuge Mechanics	6
Combat Maneuvers	4/10	Subterfuge Stealth	4
Communications	3/3/3	Tech General	3/7
Crafts	4/10	Tech Prof	8
Directed Spells	15	Tech Voc	5/12
Influence	1/5	Urban	4
Lore General	1/3	Weapon Category 1	2/5
Lore Magical	3/9	Weapon Category 2	3/9
Lore Obscure	3/9	Weapon Category 3	4/10
Lore Technical	2/6	Weapon Category 4	4
Martial Arts Combat Man.	6	Weapon Category 5	4
Martial Arts Strikes	3/9	Weapon Category 6	4
Martial Arts Sweeps	3/9	Weapon Category 7	6

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Note: Cost in brackets for Special Defense is only to be used if the *Martial Arts Companion* is being used in the game. In addition, the Martial Arts Combat Maneuvers skill category should only be used if the gamemaster has approved the *Martial Arts Companion* for use in his game.

Everyman Skills: Tactics, Siege Engineering

Occupational Skills: Military Organization

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

Awareness Group	+15	Power Point Develop.	+5
Adventurer	31	Highwayman	25
Amateur Mage	35	Hunter	36
Animal Friend	32	Knight	38
Assassin	38	Loremaster	24
Berserker	31	Martial Artist	38
Burglar	30	Mercenary	38
City Guard	25	Merchant	24
Cloistered Academic	28	Performer	28
Con Man	24	Philosopher	37
Crafter	24	Sailor	20
Crusading Academic	24	Scout	26
Cut Purse	35	Shaman Priest	32
Detective	28	Soldier	24
Diplomat	28	Spy	34
Doctor	26	Traveller	25
Explorer	32	Wanderer	31
Guardian	40	Weapon Master	52
Herbalist	23	Zealot	26



5.5 VISION GUARD

This section contains a series of special notes for the Seer base list Vision Guard.

- 1) For the purposes of this list, a “subject” is defined as a being, place, or object. With regard to places, only localized areas may be protected (thus, one grove may be protected, but not an entire forest; one house or a castle, but not an entire village, town, or city). Also, the spells cannot protect an abstract entity (thus, the spells will protect a specific member of the royal line, but would not protect against effects targetting the entire line).
- 2) If any of the spells on this list is “pierced” by a sryer, the spell is dispelled. Attempts to pierce the various spells on this list should be resolved as described in Section 11.5.

5.6 STARLORE

This section contains a series of special notes for the Astrologer base list Starlore.

- 1) This spell list assumes that heavenly bodies (e.g., the Sun, the planets, the Moon) in some way and to some extent influence the personalities and the lives of thinking beings on a given world. If the Gamemaster does not consider this assumption to be valid for his world, he should replace this spell list with Future Visions (normally a Seer base list).
- 2) The *Ephemeris* spells will only provide information on those celestial bodies deemed relevant by the astrological system used by the spell user.
- 3) The *Interpret Progression* spells provide disclosures or predictions concerning a specific time period. When the time period in question is in the past, the Gamemaster may provide more accurate detail (as his discretion).
- 4) See Section 14 for a complete discussion of astrology within the game and within the story.

5.7 ENCHANTER BASE LISTS

This section contains a series of special notes for the Enchanter base lists.

SEEMING DEFENSES

- 1) The spells on this list will affect any target with at least rudimentary intelligence.
- 2) The spells on this list are not *Invisibility* spells, and none of the normal rules for invisibility apply (e.g., the “cloaked” being does not become visible after making an attack or upon being struck).

SEEMING ENHANCEMENT

- 1) The target(s) of *Seeming* spells may make an additional RR if perceptual information gained from unaffected senses suggest that something is amiss, or if the feedback from the spell (in response to an unexpected action) is wholly in appropriate.
- 2) All the sensations are purely mental and will only be perceived in the mind of the target(s) who fail their RRs.
- 3) Unless enchanted by an appropriate spell (i.e., *Animal Seeming*, *Plant Seeming*, etc.), the *Seeming* spells on this list will only affect humanoid targets (e.g., Humans, Elves, Dwarves, Orcs, Centaurs, etc.) but not animals, plants, demons, undead, etc.

- 4) It is permissible to attempt to “stack” multiple enhancements (e.g., *Beast Seeming*, *Far Seeming I*, and *Dual Seeming*) on a *Seeming* or *Overlay* spell. However, the caster must successfully cast all of the spells within one minute of the first spell.

SEEMING LAW

- 1) The target(s) of *Overlay* spells may make an additional RR if perceptual information gained from unaffected senses suggest that something is amiss, or if the feedback from the spell (in response to an unexpected action) is wholly in appropriate.
- 2) All the sensations are purely mental and will only be perceived in the mind of the target(s) who fail their RRs.
- 3) Unless enchanted by an appropriate spell from the *Seeming Enhancement* spell list, the *Overlay* or *Seeming* spells on this list will only affect humanoid targets (e.g., Humans, Elves, Dwarves, Orcs, Centaurs, etc.) but not animals, plants, demons, undead, etc.
- 4) If more than one option can be added to a *Seeming* or *Overlay* spell, the same option can be chosen more than once. For example, with a *Seeming III*, two options are available; the range could be doubled once to 200' and then doubled again to 400'.

SEEMING MEMORIES

- 1) *Tap Skill* spells cannot tap the Body Development or Power Point Development skills of a target.
- 2) The person whose skills are “tapped” by the caster does not lose the tapped skill (the skill is simply copied into the mind of the caster).
- 3) When using the *Tap Skill I* spell, the caster must possess adequate sensory and speech organs to communicate in the language of the target.
- 4) Unless the target is an exact duplicate of the caster (or vice versa), all tapped skills will suffer a penalty of -15 if they require physical coordination and reflexes (-30 if the caster’s race is different than the target’s; -45 if the target is vastly different than the caster, e.g., a Human tapping a Centaur).
- 5) A given person cannot be the target of a given caster’s *Remove Experience*, *Copy Experience*, and *Implant Experience* spell more than once per level.

5.8 ARMSMASTER BASE LISTS

This section contains a series of special notes for the Armsmaster base lists.

ARMOR MASTERY

- 1) The caster may only possess one suit of “Personal Armor” at a time. If the caster wishes to “change” his personal armor to another suit of armor, he must break the bond between himself and his other armor. This results in the caster operating at a special penalty of -30 to all actions (however, he may immediately create a new set of “personal armor”).
- 2) *Enchanted Shield* spells may not be combined with *Shield* spells; nor are they cumulative with each other or with any bonuses inherent to the shield. Likewise, *Enchanted Armor* spells are not cumulative with each other; nor are they cumulative with any other bonuses inherent to the armor.
- 3) *Mystical Leather I*, *Mystical Leather II*, *Mystical Chain*, and *Mystical Plate* may only enhance non-magical garments.

- 4) Only one the *Fortress Armor*, *Elemental Armor*, or *Chivalrous Armor* spells may be operative on the caster’s personal armor at any given time. The temporary enchantments provided by these spells are not cumulative with similar enchantments which may be embedded into the caster’s personal armor (through normal alchemical rules).
- 5) Greaves and helms created through spells on this list may not be the targets of any spells or effects.

FORTRESS LAW

- 1) *Seal Breach*, *Mantlet*, *Palisade*, and *Bastion* spells are impassable (until destroyed or terminated) from the outside to the inside only. Attacks and exit may still be made from the inside to the outside. All defenses created by these spells must rest on a solid surface. All attacks against these barriers should be made against AT 20 (with a +0 DB).
- 3) The *Barrier* spells may have their shielding polarities set in one of three ways (chosen at time of casting):
 - a. keep something out.
 - b. keep something in.
 - c. keeps something in if it is in and out if it is out.
- 4) The stated areas of effect for *Barrier* spells are maxims, and the *Barrier* may be shaped into a sphere of the given radius centered on the point touched at time of casting.
- 6) With the exception of the *Mantlet* and *Mantlet True* spells, the spells on this list are designed to aid the spell user in defending a fortress. The key issue is what constitutes a “fortress” for the legitimate use of these spells. A “fortress” should be deemed to be any structure (temporary or permanent) in which the spell user has taken residence, and which he either “owns” or has been entrusted with its defense by the rightful owner. Appropriate structures which may be defended should include castles, towers, forts, temples, camps, ships, etc. The definition of “ownership” of a particular structure may vary according to the specific cultures in a given setting, and should be assessed by the Gamemaster.

5.9 TRAINING PACKAGE LISTS

This section contains a series of special notes for the training package spell lists.

ANIMAL BONDING

- 1) *Animal Bonding* may only be cast on living creatures of animal intelligence or less.
- 2) When a caster has multiple bonded animals, all bonded animals will suppress any natural instincts of antipathy towards other bonded animals of the caster.
- 3) Spells above second level on this list will only effect the caster’s own bonded animals.
- 4) All *Bond Extension* spells are not cumulative with each other.
- 5) Where a spell has “varies” as its listed range, unless otherwise explicitly stated, the range of the spell is the current bond range of the caster.
- 6) An animal can only be bonded to one caster at a time. If an *Animal Bonding* spell is cast on a creature that is already bonded to a caster, the animal gets a special RR modification of +25. If the spell is still successful, the original bond is broken (though the animal will not be bonded to the new caster; the spell must be cast again for this occur).
- 7) A *Bonding* spell can be magically detected by *Detect Bonding* or the appropriate *Detect Realm* spells.
- 8) See Section 12.3 for further details.

Section 6.0

The Training Packages

THE 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 is it 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 *Channeling Companion*, then *Mentalism Companion*, then *Black Ops*, then *Pulp Adventures*).

MENTALISM
COMPANION



6.1 BEASTMASTER (L)

A natural affinity with animals enables the Beastmaster to befriend creatures of the wilds. This friendship is deepened by magic to an almost symbiotic relationship, where each partner pledges loyalty and assistance to the other. Beastmasters will sometimes be ill at ease in the company of members of their own race, preferring the honesty of their animal companions.

Gregan chewed the warm flesh lustily; the juices ran down his chin and glistened upon his hands. The bear Rrgghu cracked the long bone of a leg, and crushed it noisily in her jaws. It had been a magnificent hunt; the sweat had not yet cooled on Gregan's body. But the flight of the deer had brought them close to the baron's park. Too close for Gregan. He could smell the stink of woodsmoke in the air. If he met the baron, the baron would want to make words with him. The baron made too many words; words made Gregan's ears buzz. When they had eaten their fill, they would withdraw with their kill....

Time to Acquire: 124 months

Starting Money: normal

Special:

- Superior weather-resistant clothing 50
- A loyal animal friend—a riding beast
(e.g., horse, camel, etc., GM choice) 60
- Acquainted with other loners
of the local wilderness 60
- A loyal animal friend—a hunting animal
(e.g., wolf, tiger, lion etc., GM choice) 50
- Cloak (+5 to Hiding outdoors) 40
- Boots (+5 to Stalking) 40
- A loyal animal friend—a flying creature
(e.g., hawk, falcon, owl etc., GM choice) 30
- Close friends with a local wilderness loner 30
- Weather-resistant clothing 0

Category or Skill

of Ranks

- Athletic • Endurance skill category 2
choice of up to 2 skills 2 (total)
- Lore • General skill category 2
 - Fauna Lore 2
 - Flora Lore 2
- Outdoor • Animal skill category 4
 - Animal Handling 2
 - Animal Healing 2
 - choice of Animal Training and/or Mastery 2 (total)
choice of one skill 2
- Outdoor • Environmental skill category 2
choice of up to 2 skills 2 (total)
- Animal Bonding spell list 3
- Spells • Own Realm TP skill category 0
- Animal Bonding spell list 3
- Subterfuge • Stealth skill category 1
 - Hiding 1
 - Stalking 1

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: Empathy



Section 6.1

Beastmaster
(L)

COST BY PROFESSION

Fighter	36	Lay Healer	46
Thief	38	Healer	46
Rogue	34	Mystic	42
Warrior Monk	39	Sorcerer	46
Layman	39	Ranger	30
Magician	45	Paladin	40
Illusionist	43	Monk	37
Cleric	43	Dabbler	36
Animist	32	Bard	37
Mentalist	45	Magent	36
Arcanist	45	Chaotic	37
Wizard	45	Magehunter	36
Channeling Alchemist ...	43	Mentalism Alchemist	45
Essence Alchemist	45		
Taoist Monk	37	Zen Monk	37
Runemage	44	Warrior Mage	37
Mana Molder	44		
Priest	45	Warlock	46
Summoner	43	Mythic	37
Seer	46	Enchanter	43
Astrologer	44	Armstrong	39
Academic (Modern) ...	110*	Scientist (Modern)	109*
Fighter (Modern)	100*	Technician (Modern) ...	104*
Layman (Modern)	04*	Thief (Modern)	103*
Rogue (Modern)	99*	Warrior Monk (Modern) ..	104*
Academic (Pulp)	52†	Warrior Monk (Pulp)	46†
Fighter (Pulp)	43†	Healer (Pulp)	49
Layman (Pulp)	46†	Mystic (Pulp)	46
Noble Savage	40†	Sorcerer (Pulp)	49
Rogue (Pulp)	42†	Bard (Pulp)	43
Technician (Pulp)	46†	Monk (Pulp)	43
Thief (Pulp)	45†	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.

MENTALISM
COMPANION



6.2

CHARLATAN (L)

Misdirection, authentic-seeming tomes, mystical implements, and a glib tongue are the Charlatan's best tools in prising gold from the gullible and the greedy. To one patron, the Charlatan may claim to have uncovered the secrets of transmutation, to another the formula for eternal youth, but to both he will explain his need for monies in order to acquire the exotic ingredients and perform the necessary experiments... And once his prey is adequately fleeced, he will flee before his chicanery is discovered. Some few have added scraps of magic to their repertoire of deception, enhancing both trickery and credibility as well as masking their true intent from real masters of magic.

My greatest success? Undoubtedly that is Lady Fariday. I appeared at her manor as a famed itinerant healer. It just so happened that she had awakened that morning with a dreadful rash on her face, and a mild sweating fever. Gravely, I examined her, and at length announced that she had contracted the dreaded pit-face plague, which would leave her skin a pocky ruin. The lady despaired, for she was very beautiful, and swore me half her fortune if I could save her. Two days later, I owned half her fortune, and all her gratitude. Can you guess how? You see, I never cured the disease at all: I caused it.... I was the huntsman who, one week prior, had sold her cook some mildly poisoned game. Her face was never in danger at all. And to this day she recommends me to her friends.

Time to Acquire: 102 months

Starting Money: normal + d10 (open-ended)

Special:

Desired reputation in the current

town or city 40

Wanted for fraud and chicanery

in another city 60

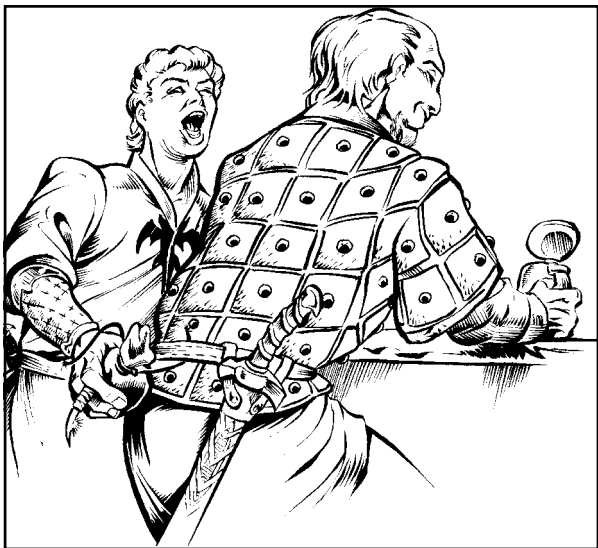
Fake identification (+30 nm to Duping) 40

Disguise kit (+10 nm to Disguise) 30

Fake identification (+15 nm to Duping) 40

A noble or influential patron in a nearby city 20

Tools of the trade (alchemical gear,
fake mystical tomes etc.) 0



MENTALISM
COMPANION



Category or Skill

of Ranks

Artistic • Active skill category	1
Acting	1
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	4
Duping	4
Lore • General skill category	1
choice of one skill	1
Spells • Own Realm TP skill category	0
Charades spell list	3
Subterfuge • Mechanics skill category	1
Disguise	2
Subterfuge • Stealth skill category	2
Trickery	1

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: none

COST BY PROFESSION

Fighter	32	Lay Healer	37
Thief	28	Healer	37
Rogue	29	Mystic	28
Warrior Monk	32	Sorcerer	36
Layman	32	Ranger	29
Magician	35	Paladin	34
Illusionist	33	Monk	31
Cleric	34	Dabbler	28
Animist	33	Bard	28
Mentalist	35	Magent	25
Arcanist	34	Chaotic	32
Wizard	34	Magelhunter	32
Channeling Alchemist ...	34	Mentalism Alchemist	35
Essence Alchemist	35		
Taoist Monk	31	Zen Monk	31
Runemage	33	Warrior Mage	31
Mana Molder	33		
Priest	34	Warlock	32
Summoner	36	Mythic	27
Seer	34	Enchanter	30
Astrologer	35	Armstrong	32
Academic (Modern) ...	100*	Scientist (Modern)	100*
Fighter (Modern)	96*	Technician (Modern)	96*
Layman (Modern)	96*	Thief (Modern)	93*
Rogue (Modern)	94*	Warrior Monk (Modern) ..	96*
Academic (Pulp)	42†	Warrior Monk (Pulp)	39†
Fighter (Pulp)	39†	Healer (Pulp)	40
Layman (Pulp)	39†	Mystic (Pulp)	32
Noble Savage	42†	Sorcerer (Pulp)	39
Rogue (Pulp)	36†	Bard (Pulp)	33
Technician (Pulp)	38†	Monk (Pulp)	36
Thief (Pulp)	36†	Ranger (Pulp)	34

*: 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.



6.3

DREAM TRAVELLER (L)

To the uninitiated, sleep is merely relief from the troubles of the waking world, and bodily rest. To the Dream Traveller, sleep is the doorway into the dream world, a world as dangerous as the mundane world, with its own inexplicable physical laws and mind-bending unreality. Of all the mortal wayfarers in the dream realm, the Dream Traveller is most able to explore in safety, by using magic to strengthen the dream-self with the abilities of the other world; others are unprotected against the anarchy of dreams.

Remember, my girl, in the dream realm things are seldom what they seem. You can't take anything for granted. Events have meaning. Colors have significance. Time follows no rules, and Nature's laws don't always apply. —What you see as a staff might actually be a snake; what you see a snake might actually be a spear. Things may fall up; a girl might be a ghoul, and a ghoul might be your friend. Confusing? Indeed so. And then of course some things might be exactly what they seem: in the words of a famous Dream Traveller, "Sometimes a cigar is just a cigar." You have to keep your wits about you.

Time to Acquire: 122 months

Starting Money: normal

Special:

Book (+20 to Dream World Lore)	40
Secret knowledge of the real world*	30
Secret knowledge of the real world's future*	30
Familiarity with a sanctuary in the Dream World	30
Friends with a dream world entity	20
Enemies with a dream world entity	20
Book (+10 to Dream World Lore)	0

*: Secret knowledge relating to the real world may be gained whenever the character visits the dream world analogue of a real location, and may relate to the past, the present or the future. The interpretation of the relevance (if any) of dream world events and symbology to the real world is a matter for the character to reflect upon.

Category or Skill

of Ranks

Awareness • Perceptions skill category	0
Alertness	2
Awareness • Senses skill category	2
Time Sense	2
Reality Awareness	1
Lore • Magical skill category	4
Dream Lore	2
Dream World Lore	4
Self Control skill category	2
Healing Trance	2
Meditation	2
Sleep Trance	2
Spells • Own Realm TP skill category	0
Dream Travel spell list	3

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: none

COST BY PROFESSION

Fighter	46	Lay Healer	36
Thief	43	Healer	34
Rogue	40	Mystic	38
Warrior Monk	44	Sorcerer	42
Layman	38	Ranger	36
Magician	41	Paladin	39
Illusionist	38	Monk	38
Cleric	42	Dabbler	35
Animist	42	Bard	32
Mentalist	36	Magent	36
Arcanist	34	Chaotic	43
Wizard	34	Maghunter	31
Channeling Alchemist ...	42	Mentalism Alchemist	36
Essence Alchemist	41		
Taoist Monk	38	Zen Monk	37
Runemage	40	Warrior Mage	35
Mana Molder	40		
Priest	42	Warlock	40
Summoner	44	Mythic	36
Seer	31	Enchanter	38
Astrologer	38	Armstrong	39
Academic (Modern) ...	176*	Scientist (Modern)	148*
Fighter (Modern)	273*	Technician (Modern)	166*
Layman (Modern)	184*	Thief (Modern)	243*
Rogue (Modern)	213*	Warrior Monk (Modern) .	271*
Academic (Pulp)	58†	Warrior Monk (Pulp)	69†
Fighter (Pulp)	72†	Healer (Pulp)	44
Layman (Pulp)	54†	Mystic (Pulp)	48
Noble Savage	72†	Sorcerer (Pulp)	51
Rogue (Pulp)	60†	Bard (Pulp)	40
Technician (Pulp)	46†	Monk (Pulp)	53
Thief (Pulp)	66†	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.

Section 6.3

Dream
Traveller (L)

MENTALISM
COMPANION



6.4

DREAMWEAVER (L)

The Dreamweaver has specialized in tapping the power of the mind through dreams, being able to select and manipulate dreams, whether for divination, wish fulfilment, or to increase creativity. He also possesses almost total control of his sleeping pattern. With preparation, he can influence the dreams of others, inducing daydreams of pleasant aspect or nightmares of hellish terror as he chooses.

I see. You wish to know the dreams of the king? A strange ambition, and yet an enlightened one: the king dreams as oft as the next man, and what a man dreams might tell you much of him. And yet, I feel it my duty to warn you: a king has more than his share of worries, and perhaps more than his share of nightmares as well. Especially this king. Such dreams could prove unpleasant. And yet, if you are certain this is what you wish, I am certain I could satisfy your curiosity...

Time to Acquire: 124 months

Starting Money: normal

Special:

d10 stored daydream patterns*	50
d10 stored normal dream patterns (not nightmares)*	50
d5 stored nightmare patterns*	20
d10 stored dreamer patterns of family/associates (GM choice)	20
Book on dreams (+10 to Dream Lore)	0

*: The content of all stored dreams requires GM approval.

Category or Skill**# of Ranks**

Artistic • Active skill category	2
Artistic • Passive skill category	2
Awareness • Perceptions skill category	0
Alertness	1
Awareness • Senses skill category	1
Time Sense	2
Lore • Magical skill category	3
Dream Lore	3
Self Control skill category	2
Meditation	3
Sleep Trance	3
Spells • Own Realm TP skill category	0
Dream Law spell list	2
Dream Lore spell list	2

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: none

COST BY PROFESSION

Fighter	42	Lay Healer	34
Thief	40	Healer	32
Rogue	38	Mystic	37
Warrior Monk	40	Sorcerer	39
Layman	37	Ranger	34
Magician	40	Paladin	36
Illusionist	38	Monk	36
Cleric	39	Dabbler	34
Animist	39	Bard	31
Mentalist	34	Magent	34
Arcanist	35	Chaotic	43
Wizard	35	Magelhunter	32
Channeling Alchemist	39	Mentalism Alchemist	34
Essence Alchemist	40		
Taoist Monk	36	Zen Monk	35
Runemage	39	Warrior Mage	34
Mana Molder	39		
Priest	39	Warlock	39
Summoner	42	Mythic	34
Seer	31	Enchanter	37
Astrologer	38	Armstronger	36
Academic (Modern)	169*	Scientist (Modern)	152*
Fighter (Modern)	226*	Technician (Modern)	162*
Layman (Modern)	172*	Thief (Modern)	208*
Rogue (Modern)	38*	Warrior Monk (Modern)	223*
Academic (Pulp)	56†	Warrior Monk (Pulp)	60†
Fighter (Pulp)	62†	Healer (Pulp)	40
Layman (Pulp)	52†	Mystic (Pulp)	45
Noble Savage	63†	Sorcerer (Pulp)	48
Rogue (Pulp)	55†	Bard (Pulp)	40
Technician (Pulp)	47†	Monk (Pulp)	48
Thief (Pulp)	59†	Ranger (Pulp)	47

*: 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.



6.5 FORTUNE TELLER (V)

Often self-taught, some Fortune tellers earn their living from reassuring the anxious about the future, to others it is a pastime with which to entertain their jaded friends. Success in prediction is as much due to an eloquent flow of words and understanding the querent as to any true ability.

Some come out of desperation, and some out of hopelessness. Some come in greed or in lust or ambition. Others come to me on a whim, or upon the pricking of an intuition. They all claim to want the same thing: the knowledge of their future. But I know better than that. Of course I read them their fortunes, but that's seldom what they need. To give them what they truly need, you have to look deeper, and not into the future, but into their heart. You see, it's reading the customer that makes up the greatest part of my art; reading the bones is like breathing.

Time to Acquire: 40 months

Starting Money: normal

Special:

- Knowledge of unexplained portent/prophecy concerning a person or place60
- A gift from a satisfied querent (worth 2d10 sp) ...40
- A gift from a satisfied querent (worth 5d10 sp) ...30
- Divinatory apparatus: e.g., a set of Tarot cards, a crystal ball, etc. (+10 nm, Divinations)30
- Astrological almanacs covering five years40
- Friends with important person (e.g., magistrate, priest, guildmaster)40
- Divinatory apparatus either set of Tarot cards, crystal ball etc, or an astrological almanac covering one year (GM choice)0

Category or Skill

of Ranks

- Artistic • Active skill category1
 - Tale Telling or Poetic Improvisation1
- Awareness • Searching skill category1
 - Lie Perception1
- Influence skill category2
 - Duping2
- Lore • Magical skill category1
 - Divination Lore1
- Power Awareness skill category3
 - Divinations3

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: none



Section 6.5

Fortune Teller (V)

COST BY PROFESSION

Fighter	35	Lay Healer	22
Thief	30	Healer	22
Rogue	31	Mystic	18
Warrior Monk	35	Sorcerer	22
Layman	26	Ranger	27
Magician	18	Paladin	28
Illusionist	16	Monk	24
Cleric	20	Dabbler	20
Animist	20	Bard	20
Mentalist	22	Magent	22
Arcanist	16	Chaotic	20
Wizard	16	Magehunter	18
Channeling Alchemist ...	20	Mentalism Alchemist	22
Essence Alchemist	18		
Taoist Monk	24	Zen Monk	24
Runemage	18	Warrior Mage	20
Mana Molder	18		
Priest	20	Warlock	20
Summoner	22	Mythic	26
Seer	19	Enchanter	18
Astrologer	20	Armstrong	25
Academic (Modern)	86*	Scientist (Modern)	61*
Fighter (Modern)	197*	Technician (Modern)	73*
Layman (Modern)	107*	Thief (Modern)	154*
Rogue (Modern)	166*	Warrior Monk (Modern) ..	197*
Academic (Pulp)	31*	Warrior Monk (Pulp)	53†
Fighter (Pulp)	53†	Healer (Pulp)	27
Layman (Pulp)	35†	Mystic (Pulp)	25
Noble Savage	54†	Sorcerer (Pulp)	27
Rogue (Pulp)	46†	Bard (Pulp)	27
Technician (Pulp)	24†	Monk (Pulp)	31
Thief (Pulp)	44†	Ranger (Pulp)	38

*: 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.

MENTALISM COMPANION





6.6 HERMIT (L)

Retreating from civilization, the Hermit leads a solitary life of unremitting hardship. He makes his abode in the wastes, whether it be in the frozen mountains, under the blazing desert sun or on bleak island haunts. Distanced from the distractions of mundane life, the Hermit searches for spiritual or philosophical enlightenment.

The island was small and bare, but our chart noted a spring somewhere upon its crown. I went ashore with the crew, and found the spring easily. I also found, much to my astonishment, a bare hovel in the lee of the crest, and a very talkative old shrub of a man clad in sailor's garb and skins. I think he said his name was brother Codmi, though his speech was strange and old-fashioned and difficult to understand. He lives there alone, and functions as a kind of holy man and healer for the local fishermen. He keeps the spring clear for the sailors, and in return they bring him favors of food and supply...

Time to Acquire: 130 months

Starting Money: normal or none (GM discretion)

Special:

- Bound by a vow (e.g., chastity, poverty etc) 40
- One week's worth of preserved foodstuffs 50
- 2d10 silver pieces
 - (contributions from wanderers) 50
- A fine gift from a passerby
 - (worth 10d10 silver pieces) 20
- An animal companion (GM choice) 40
- Respected/feared/avoided by local populace
 - (GM discretion) 40
- Respected by a notable in the region
 - (a noble, a wizard, etc.) 20
- Nothing particularly special (GM choice) 0

MENTALISM
COMPANION



Category or Skill

of Ranks

Awareness • Perception skill category	0
Alertness	1
Awareness • Senses skill category	1
Time Sense	1
Body Development skill category	1
Lore • General skill category	2
Region Lore	3
Philosophy or Religion	2
choice of up to 2 skills	2 (total)
Outdoor • Environmental skill category	4
Foraging	2
Survival	2
Weather Watching	2
Self Control skill category	2
choice of up to 3 skills	3 (total)

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: Self Discipline, Constitution

COST BY PROFESSION

Fighter	32	Lay Healer	38
Thief	32	Healer	36
Rogue	32	Mystic	39
Warrior Monk	30	Sorcerer	41
Layman	32	Ranger	29
Magician	42	Paladin	33
Illusionist	41	Monk	33
Cleric	38	Dabbler	33
Animist	35	Bard	33
Mentalist	38	Magent	32
Arcanist	39	Chaotic	38
Wizard	39	Magehunter	28
Channeling Alchemist ..	38	Mentalism Alchemist	38
Essence Alchemist	42		
Taoist Monk	33	Zen Monk	32
Runemage	42	Warrior Mage	33
Mana Molder	42		
Priest	41	Warlock	40
Summoner	42	Mythic	32
Seer	36	Enchanter	39
Astrologer	36	Armstrong	33
Academic (Modern)	42	Scientist (Modern)	38
Fighter (Modern)	32	Technician (Modern)	32
Layman (Modern)	32	Thief (Modern)	32
Rogue (Modern)	32	Warrior Monk (Modern) ..	30
Academic (Pulp)	42	Warrior Monk (Pulp)	30
Fighter (Pulp)	32	Healer (Pulp)	36
Layman (Pulp)	32	Mystic (Pulp)	39
Noble Savage	31	Sorcerer (Pulp)	41
Rogue (Pulp)	32	Bard (Pulp)	33
Technician (Pulp)	32	Monk (Pulp)	33
Thief (Pulp)	32	Ranger (Pulp)	29

6.7 HOURI (L)

Sometimes courtesan, sometimes mistress, the Houri is the foremost practitioner of seduction and a skilled manipulator of all, but most especially members of the opposite sex. With sorcerous arts, the Houri can beguile even the most cold hearted, enhancing innate beauty and adopting the appearance of others, yet the rose is not without its thorn, for the kiss of a Houri can undo even the mighty.

I first saw her as I entered the ballroom. She had arrived directly before me, elegant, in a beaded, silken gown. Her prey was a young rich gallant who was visiting from the Continent. When he greeted her at the door every eye was upon them: every man drawn by her grace; every woman transfixed by his presence. When they danced, it was poetry; when they laughed, it was music. Not a soul in the room was unaffected by their passion. That night has been called the greatest mutual seduction in the history of the kingdom. Six treatises of courtly behavior and numerous romances and "eye-witness" accounts were spawned in its wake. Unquestionably the best, "The Duel of the Houris," can be found in any fashionable library in the kingdom.

Time to Acquire: 108 months

Starting Money: normal

High-quality, fashionable clothing	50
Jewelry (gift worth 10d10 sp).....	50
Gift from former lover (worth 5d10sp)	50
Contacts in high society (one region)	40
Friends with a person of importance	30
Jealous rival (equal or higher status)	30
Spurned ex-lover (now an enemy)	20
Special token from former lover	0

Category or Skill

of Ranks

Artistic • Active skill category	2
choice of up to 2 skills	2(total)
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	3
Seduction	3
one other skill	1
Spells • Own Realm TP skill category	0
Houri's Beguilement spell list	2
Houri's Kisses spell list	2
Subterfuge • Mechanics skill category	1
Disguise	2
Urban skill category	1
Contacting	1

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: Presence



COST BY PROFESSION

Fighter	36	Lay Healer	37
Thief	33	Healer	37
Rogue	34	Mystic	32
Warrior Monk	37	Sorcerer	36
Layman	36	Ranger	35
Magician	36	Paladin	37
Illusionist	36	Monk	36
Cleric	36	Dabbler	32
Animist	37	Bard	32
Mentalist	36	Magent	30
Arcanist	36	Chaotic	37
Wizard	36	Magelhunter	36
Channeling Alchemist ...	36	Mentalism Alchemist	36
Essence Alchemist	36		
Taoist Monk	36	Zen Monk	36
Runemage	36	Warrior Mage	36
Mana Molder	36		
Priest	36	Warlock	32
Summoner	36	Mythic	31
Seer	35	Enchanter	33
Astrologer	36	Armstrong	36
Academic (Modern) ...	125*	Scientist (Modern)	125*
Fighter (Modern)	123*	Technician (Modern) ...	122*
Layman (Modern)	123*	Thief (Modern)	120*
Rogue (Modern)	121*	Warrior Monk (Modern) .	123*
Academic (Pulp)	48†	Warrior Monk (Pulp)	46†
Fighter (Pulp)	46†	Healer (Pulp)	42
Layman (Pulp)	46†	Mystic (Pulp)	37
Noble Savage	60†	Sorcerer (Pulp)	41
Rogue (Pulp)	44†	Bard (Pulp)	39
Technician (Pulp)	45†	Monk (Pulp)	43
Thief (Pulp)	45†	Ranger (Pulp)	42

*: 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.

Section 6.7

Houri (L)

MENTALISM
COMPANION



6.8

MARINER (L)

While a common sailor may find himself at sea thanks to the blandishments and occasional force of the press-gang, the Mariner has chosen a life on the ocean wave. Years of hard training in the skills of seamanship and the arts of navigation transform youthful midshipmen into competent sailing masters, ship's mates and naval officers, who with luck, ability, favour and perhaps hard cash, will one day command their own ship.

When you live upon the sea, she is your everything. She is your mother; she is your foe. She will test you. She is your lover, and your nemesis. She is your goddess. Respect her and learn from her. Listen to her lessons, and remember them. Learning the ropes and ranks is another matter, and involves an entirely different kind of respect....

Time to Acquire: 144 months

Starting Money: normal

Special:

Navigational instruments, e.g., a sextant, astrolabe, compass (+10 nm to Navigation)	40
Spyglass (+10 nm to sight-based distance Awareness)	50
Detailed chart of a local maritime region	60
Detailed chart of a distant maritime region	40
Chart (not detailed) of the known seas	40
Close friends with another seafarer of equal rank	40
Close friends with another seafarer of higher rank	30
Navigational instruments (+20 nm to Navigation)	20
Spyglass (+20 to sight-based Awareness)	20
Navigational instruments (e.g., a sextant, astrolabe, compass etc.)	0

Category or Skill

of Ranks

Athletic • Endurance skill category	2
choice of Swimming and/or Rowing	2 (total)
Athletic • Gymnastics skill category	1
Climbing	1
Crafting skill category	0
Rope Mastery	1
Drafting	1
Influence skill category	1
Leadership	1
Lore • General skill category	2
choice of up to 2 skills	2 (total)
Outdoor • Environment skill category	2
choice of Star-gazing and/or Weather Watching ..	1
Spells • Own Realm TP skill category	0
Sailing Mastery spell list	2
Sea Mastery spell list	2
Technical Trade • General skill category	2
Sailing	3
Tech Trade • Vocational skill category	0
Boat Pilot	1
Cartography	1
Navigation	1

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: none



COST BY PROFESSION

Fighter	41	Lay Healer	39
Thief	40	Healer	39
Rogue	40	Mystic	38
Warrior Monk	40	Sorcerer	39
Layman	41	Ranger	37
Magician	39	Paladin	38
Illusionist	39	Monk	38
Cleric	38	Dabbler	38
Animist	37	Bard	38
Mentalist	39	Magent	38
Arcanist	39	Chaotic	38
Wizard	39	Magehunter	37
Channeling Alchemist ..	40	Mentalism Alchemist	39
Essence Alchemist	40		
Taoist Monk	38	Zen Monk	38
Runemage	39	Warrior Mage	39
Mana Molder	39		
Priest	39	Warlock	38
Summoner	39	Mythic	38
Seer	39	Enchanter	38
Astrologer	38	Armstrong	38
Academic (Modern) ...	128*	Scientist (Modern)	127*
Fighter (Modern)	124*	Technician (Modern)	124*
Layman (Modern)	124*	Thief (Modern)	123*
Rogue (Modern)	123*	Warrior Monk (Modern)	123*
Academic (Pulp)	50†	Warrior Monk (Pulp)	46†
Fighter (Pulp)	47†	Healer (Pulp)	40
Layman (Pulp)	47†	Mystic (Pulp)	40
Noble Savage	51†	Sorcerer (Pulp)	40
Rogue (Pulp)	46†	Bard (Pulp)	42
Technician (Pulp)	47†	Monk (Pulp)	42
Thief (Pulp)	46†	Ranger (Pulp)	41

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



6.9 ORACLE (L)

Trained in the divinatory arts and in history, the Oracle's impartial advice is sought by the great and the lowly from near and far to pierce the veil and reveal the future. Ambiguous prophecies, obtained by esoteric methods, must be interpreted by the querent, thus ensuring the Oracle's legendary accuracy.

He was a small man, of middle years and without outward sign of importance. But when he entered the hall, his simple sandals slapping on the tiles, my king stood and bowed before him. I knew at that moment that we had found the Oracle, and that our journey was complete. I learned later that it had only just begun.

Time to Acquire: 83 months

Starting Money: normal

Special:

Knowledge of unexplained portent/prophecy concerning a person or place*50
 Book (+10 nm to Dream Lore and Divination Lore)60
 Divinatory apparatus either set of Tarot cards or crystal ball etc. (+10 nonmagical, bonus to Divinations) (GM choice)40
 Astrological almanacs covering five years40
 Knows a secret about an important person in the local region*40
 Knows a secret about a person of importance from beyond the local region*30
 Divinatory apparatus: set of Tarot cards, crystal ball, etc. (+20 nonmagical, bonus to Divinations)30
 Astrological almanacs covering ten years30
 Access to library/collection of historical, divinatory, or astrological records20
 An astrological almanac covering one year0

*: Knowledge of secrets should either relate to a query about some matter that the notable has made to the Oracle (in which case the Oracle will have knowledge of the query and the result of the divination), or it could take the form of astrological data about some matter which the notable believes to be correct.

Category or Skill

of Ranks

Artistic • Active skill category2
 choice of Tale Telling or Poetic Improvisation2
 Lore • General skill category3
 choice of up to 2 history/culture skills 3 (total)
 Lore • Magical skill category2
 Choice of Dream Lore or Divination Lore2
 Power Awareness skill category3
 Divination3
 Spells • Own Realm, Open skill category*0
 choice of Future Visions or Starlore spell lists2

*: This spell list may be developed as a Base List if appropriate.

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: Presence

COST BY PROFESSION

Fighter	56	Lay Healer	28
Thief	47	Healer	28
Rogue	46	Mystic	26
Warrior Monk	53	Sorcerer	20
Layman	36	Ranger	37
Magician	25	Paladin	36
Illusionist	23	Monk	33
Cleric	28	Dabbler	30
Animist	28	Bard	30
Mentalist	28	Magent	33
Arcanist	25	Chaotic	32
Wizard	25	Magehunter	30
Channeling Alchemist ...	28	Mentalism Alchemist	28
Essence Alchemist	25		
Taoist Monk	33	Zen Monk	33
Runemage	25	Warrior Mage	30
Mana Molder	25		
Priest	28	Warlock	28
Summoner	28	Mythic	37
Seer	26	Enchanter	26
Astrologer	28	Armstrong	35
Academic (Modern) ...	145*	Scientist (Modern)	115*
Fighter (Modern)	385*	Technician (Modern)	144*
Layman (Modern)	187*	Thief (Modern)	295*
Rogue (Modern)	283*	Warrior Monk (Modern)	355*
Academic (Pulp)	57†	Warrior Monk (Pulp)	86†
Fighter (Pulp)	92†	Healer (Pulp)	36
Layman (Pulp)	53†	Mystic (Pulp)	35
Noble Savage	96†	Sorcerer (Pulp)	36
Rogue (Pulp)	72†	Bard (Pulp)	41
Technician (Pulp)	37†	Monk (Pulp)	47
Thief (Pulp)	74†	Ranger (Pulp)	57

*: 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.



Section 6.9

Oracle (L)

MENTALISM
COMPANION



6.10

PHYSICIAN (L)

A professional healer, highly trained in the diagnosis and treatment of injury and illness, the Physician will normally be bound by vows and duties towards the patients. Competence is not without its price, and only the wealthy will easily afford the services of the Physician. Some Physicians may be employed on a permanent basis by noble families becoming trusted confidants, while others will set up independent medical practices in the cities.

Rich? So I am. But mark you there is no shame in that. My prices are fair, and even low by the standards of the city. My patients pay me gladly! —I ask you, what is more valuable than one's health? Who will not pay handsomely for that single, priceless commodity? Go to, you can't criticize me for being rich. You might as well criticize the priests for being holy!

Time to Acquire: 147 months

Starting Money: normal + d10 (open-ended)

Special:

Superior medical kit (+20 nm to First Aid)	40
Book (+10 nm to Diagnosis or First Aid)	50
Book (+10 nm to Second Aid or Surgery)	40
Friends with person of importance in local region ..	30
Owed a favour by person of importance	
in local region	30
Medical supplies (value 2d10 gp)	20
Prepared medications	10
Vow (moral obligation to patients)	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
Anatomy	2
Spells • Own Realm TP skill category	0
Medical Law spell list	2
Physicks spell list	2
Technical Trade • General skill category	3
First Aid	3
Using Prepared Herbs	2
Technical/Trade • Professional skill category	0
Diagnostics	2
Second Aid	2
Surgery	2
Technical/Trade • Vocational skill category	0
Preparing Herbs	1
Hypnosis	1
Midwifery	1

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: none

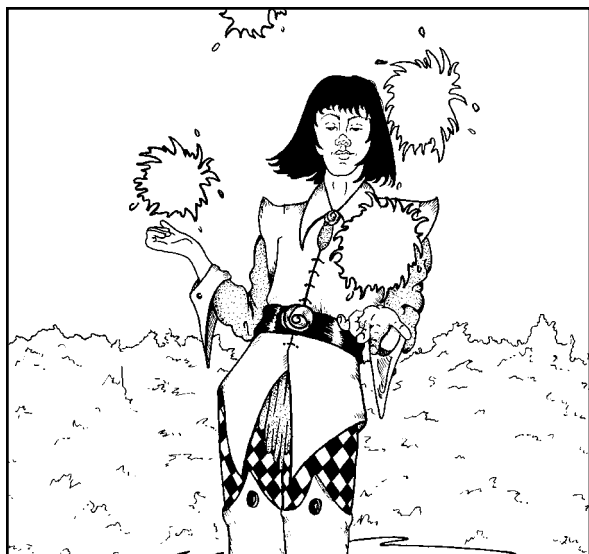
COST BY PROFESSION

Fighter	64	Lay Healer	52
Thief	64	Healer	52
Rogue	64	Mystic	52
Warrior Monk	64	Sorcerer	52
Layman	59	Ranger	57
Magician	52	Paladin	57
Illusionist	52	Monk	57
Cleric	52	Dabbler	57
Animist	52	Bard	57
Mentalist	52	Magent	57
Arcanist	52	Chaotic	54
Wizard	52	Magehunter	57
Channeling Alchemist ...	52	Mentalism Alchemist	52
Essence Alchemist	48		
Taoist Monk	57	Zen Monk	57
Runemage	52	Warrior Mage	57
Mana Molder	52		
Priest	52	Warlock	52
Summoner	52	Mythic	57
Seer	52	Enchanter	52
Astrologer	52	Armstrong	57
Academic (Modern) ...	133*	Scientist (Modern)	129*
Fighter (Modern)	140*	Technician (Modern)	134*
Layman (Modern)	135*	Thief (Modern)	140*
Rogue (Modern)	140*	Warrior Monk (Modern)	140*
Academic (Pulp)	56†	Warrior Monk (Pulp)	63†
Fighter (Pulp)	63†	Healer (Pulp)	46
Layman (Pulp)	58†	Mystic (Pulp)	46
Noble Savage	82†	Sorcerer (Pulp)	46
Rogue (Pulp)	63†	Bard (Pulp)	54
Technician (Pulp)	58†	Monk (Pulp)	
54			
Thief (Pulp)	63†	Ranger (Pulp)	
54			

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





6.11 PROTEGE (L)

The sole or star pupil of a learned spell user, the Protege gains deep knowledge of a chosen area of magic, and a thorough understanding of the magical arts. Days spent in learning are repaid later with services rendered in assisting the mentor in his research and goals. Even if student surpasses master, or later rejects the ideals espoused by the mentor to follow another path, this long nurturing will shape and mold the Protege's world-view and lifestyle for the rest of his career.

When I first met master Grimaud and his pupil, I thought the boy was his son, or perhaps his younger brother; I would have guessed them twins if their ages had been commensurate. They wore the same style gown, cut their hair the same way, walked the same, spoke the same, held the same opinions, and even cast their spells in the same signal manner. I would have laughed (I assure you, I almost did) but the boy showed such formidable apprehension of his master's art as to be truly remarkable. He is truly gifted. The boy will prove another Grimaud before you know it. With luck he might even improve upon the original....

Time to Acquire: 105 months

Starting Money: normal

Special:*

Friends with an ally of mentor	30
A powerful enemy/rival	30
Book (+10 nm to a specific lore skill)	50
Potion (one dose, 5th level spell)	50
Daily I item (3rd level spell)	40
Secret knowledge	30
Spell adder (+1)	40
Spell adder (+2)	20
Lifelong obligation to mentor*	0

Notes (*)

1. The last "benefit" should ALWAYS be taken.
2. Secret knowledge can range from knowledge of the powers/locations of an artifact/person/herb/etc., to a special spell researched by the mentor. The exact nature will depend on the focus of the mentor and the apprentice.
3. The powerful enemy(s) could be either an enemy of the mentor who is hostile to the apprentice (by association) or could be the mentor himself (if the apprentice has renounced the ideals that the mentor serves).

4. The equipment can be considered to be either gifts from the mentor or items acquired while performing tasks for the mentor.

Section 6.11

Protege (L)

Category or Skill

of Ranks

Lore • General skill category	2
choice of up to 2 skills	2 (total)
Lore • Magical skill category	3
choice of up to 2 skills	3 (total)
Power Awareness skill category	2
choice of up to 2 skills	2 (total)
Power Manipulation skill category	0
Spell Mastery in one spell list*	2
choice of one other skill	2
Spells • Own Realm TP skill category	0
choice of 2 or 3 spell lists*	6 (total)

Notes (*)

1. The spell lists available should be chosen with GM consent. The Spell Mastery skills should be assigned to the lists learned with this package to represent the special focus on those spells.
2. Spell lists should usually be chosen from those normally available to the character. Access should not be given to Training Package Spell Lists which are attached to specific training packages.

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: realm stat

COST BY PROFESSION

Fighter	73	Lay Healer	34
Thief	68	Healer	34
Rogue	61	Mystic	34
Warrior Monk	68	Sorcerer	34
Layman	50	Ranger	46
Magician	31	Paladin	47
Illusionist	31	Monk	43
Cleric	34	Dabbler	40
Animist	34	Bard	40
Mentalist	34	Magent	43
Arcanist	30	Chaotic	38
Wizard	30	Magehunter	39
Channeling Alchemist ...	34	Mentalism Alchemist	34
Essence Alchemist	31		
Taoist Monk	43	Zen Monk	43
Runemage	31	Warrior Mage	40
Mana Molder	30		
Priest	34	Warlock	34
Summoner	34	Mythic	46
Seer	32	Enchanter	34
Astrologer	34	Armstrong	44
Academic (Modern) ...	313*	Scientist (Modern)	272*
Fighter (Modern)	580*	Technician (Modern) ...	301*
Layman (Modern)	358*	Thief (Modern)	538*
Rogue (Modern)	460*	Warrior Monk (Modern)	532*
Academic (Pulp)	76†	Warrior Monk (Pulp) ...	120†
Fighter (Pulp)	129†	Healer (Pulp)	52
Layman (Pulp)	85†	Mystic (Pulp)	52
Noble Savage	136†	Sorcerer (Pulp)	52
Rogue (Pulp)	105†	Bard (Pulp)	70
Technician (Pulp)	64†	Monk (Pulp)	78
Thief (Pulp)	121†	Ranger (Pulp)	82

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

MENTALISM
COMPANION



6.12

SAGE (L)

The Sage is the consummate scholar, with an unparalleled enthusiasm for learning, who acquires and assimilates knowledge from many sources, and can, by dint of special training, discern much from a simple examination of an object, whether it be commonplace or magical. Many Sages dedicate their lives to the preservation of knowledge, and will be found copying manuscripts in libraries or recording scraps of knowledge for posterity in their journals.

What? Speak up! ... Oh, sage. Yes that's me. Come in! I thought you said page. I was going to box you on the ear if you told me to run an errand. I'm too old for that sort of thing...

Time to Acquire: 171 months

Starting Money: normal

Special:

Access to a library or other collection of manuscripts 70
 Book (+10 to one lore) 50
 Book (+10 to one lore) 50
 Friends with a library curator or archivist 50
 Book (+10 to one specific General or Obscure Lore) 40
 Knowledge of an artifact (history, powers,
 and/or location; GM choice) 40
 Knowledge of a secret about the local region
 (GM discretion) 30
 Consulted by one or more personages
 of importance in local region 20
 Writing implements and a journal 0



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Category or Skill

of Ranks

Crafts skill category 0
 choice of Scribing or Calligraphy 2
 Lore • General skill category 4
 choice of up to 4 skills 4 (total)
 Lore • Magical skill category 3
 choice of up to 2 skills 3 (total)
 Lore • Obscure skill category 2
 choice of one skill 2
 Lore • Technical skill category 2
 choice of up to 2 skills 2 (total)
 Science/Analytical • Basic skill category 2
 choice of one skill 2
 Science/Analytical • Specialized skill category 0
 choice of one skill 2
 Spells • Own Realm TP skill category 0
 Delving Ways spell list 3
 Knowledge Mastery spell list 3

Professional Qualifier: none

Lifestyle Skills: none

Stat Gains: Memory

COST BY PROFESSION

Fighter 62	Lay Healer 42
Thief 60	Healer 42
Rogue 58	Mystic 42
Warrior Monk 62	Sorcerer 42
Layman 53	Ranger 49
Magician 40	Paladin 49
Illusionist 40	Monk 49
Cleric 42	Dabbler 48
Animist 42	Bard 44
Mentalist 42	Magent 49
Arcanist 40	Chaotic 46
Wizard 40	Magelhunter 48
Channeling Alchemist ... 42	Mentalism Alchemist 42
Essence Alchemist 38	
Taoist Monk 49	Zen Monk 49
Runemage 40	Warrior Mage 48
Mana Molder 40	
Priest 42	Warlock 42
Summoner 42	Mythic 49
Seer 38	Enchanter 42
Astrologer 40	Armsmaster 49
Academic (Modern) ... 218*	Scientist (Modern) 200*
Fighter (Modern) 288*	Technician (Modern) ... 218*
Layman (Modern) 230*	Thief (Modern) 270*
Rogue (Modern) 252*	Warrior Monk (Modern) 288*
Academic (Pulp) 67†	Warrior Monk (Pulp) 86†
Fighter (Pulp) 86†	Healer (Pulp) 51
Layman (Pulp) 70†	Mystic (Pulp) 51
Noble Savage 91†	Sorcerer (Pulp) 51
Rogue (Pulp) 79†	Bard (Pulp) 56
Technician (Pulp) 65†	Monk (Pulp) 64
Thief (Pulp) 82†	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.

MENTALISM MAGIC AND RITUAL

This section adds extra rules for handling spells, ritual magic and learning magic. The first option, namely Spell Concentration, should be considered a mandatory extension to *RMSS* and will affect all realms of magic. The second set of optional rules, namely Mental Combat, should be considered a very optional rules addition—the remainder of this volume does not assume the Mental Combat rules are in use. The remaining sections on ritual magic and the learning of magic provide complementary material on these subjects for the realm of Mentalism to that presented in *Essence Companion* and *Channeling Companion*.

7.1

SPELL CONCENTRATION

To concentrate in the mundane world is to focus all one's attention and mental ability upon a single activity. A smith forging a sword in his workshop, a scribe carefully copying a manuscript, a scout hidden ready to ambush an enemy patrol are all concentrating upon their work. Some have the ability to immerse themselves completely in a given activity, oblivious to their environment unless some stimulus impinges upon them. Others fidget continually, distracted by each and every disturbance. Some can split their attention between engaging in the activity of interest and responding to interruptions, others are only able to focus on one pursuit at a time. Some can switch their concentration between activities with ease, others are hard pressed to renew their single-minded focus after an interruption.

In **Rolemaster**, concentration is a term principally associated with the marshaling and utilization of magical energies by focused will. A caster will usually spend some time in deep concentration to prepare his mind for the arduous task of spell casting, whether it be to remember the correct gestures and incantations, to achieve the correct mental state, or to rededicate his life to his patron deity. Spell preparation requires fully 90% of a caster's activity and represents almost total concentration by the caster.

7.1.1 • DURATION (C) AND CONCENTRATION SPELLS

Certain spells require the caster to devote some of his attention to their maintenance after a successful casting, and this manifests itself as a concentration component in the duration parameter of these spells. These are called “*duration(C)*” spells. This can be explained in terms of the desired effect requiring a delicate balance of magical energies whose pattern is so fragile that only continuous attention of the caster's will can maintain it. The other category of spells have a set duration but require the caster to concentrate in order to manifest the desired

effect. These are called “Concentration” spells. In the case of such spells, the magical energies form a temporary but stable pattern which can persist without further attention until it disperses naturally. To achieve the desired effect, the caster must stimulate the energies with his will, and once that will is released, the energies resume their quiescent state. By considering spells as patterns of magical energy, it is also possible to explain the need to concentrate in order to cancel a spell prematurely ... the concentration here represents the caster bending his will to disrupt a pattern of energies to restore the status quo.

Concentration for the purpose of controlling magical energies differs from mundane concentration in that a caster need only devote half of his attention (namely 50% of his activity at any given time) to this task. This is sufficient to prevent the caster from preparing other spells simultaneously, and also to prevent the caster from casting most other spells owing to the same portions of the caster's brain being involved with both aspects of magical energy manipulation. These restrictions do not apply to those fortunate enough to possess the Subconscious Discipline background option or talent. However, magical concentration is similar in other respects, in that different persons can concentrate for differing periods, interruptions can still break the caster's concentration, and so forth. Moreover, magical concentration must impose a significant mental strain upon a mortal frame, and so maintaining that will-power over more than short periods will challenge even the most resolute individual.

In **Rolemaster**, Self Discipline is the measure of a character's ability to concentrate and to focus upon a task, and is an appropriate indicator of the intrinsic ability of a character to concentrate upon controlling magical energies. Innate ability in this area can be increased through practice and training, reflected by characters developing the Spell Concentration skill.

The Spell Concentration skill provides a bonus to extending concentration upon a spell, to maintaining concentration in the face of distractions of various kinds, and to regaining the correct state of mind for resuming concentration upon a spell. The Spell Concentration skill would normally be grouped in the Self Control category. The skill is classified as Restricted for all Non spell user professions, Normal for Semi spell user professions, and Everyman for all Pure and Hybrid spell user professions.

The base concentration time is the number of continuous rounds that a caster may concentrate upon a given spell before requiring a Spell Concentration maneuver (assuming no attempted interruptions). When a caster successfully casts a spell requiring concentration, then the act of successfully casting the spell will place the caster into the right frame of mind to concentrate upon the spell, removing the need for an initial Spell Concentration maneuver.

Sections
7.0, 7.1

Mentalism
Magic and
Ritual

Spell
Concentration

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The definition of the base concentration time (measure in rounds) for a character will be:

$$SD + \# \text{ ranks in spell concentration}$$

Note that the minimum time is one round. A Spell Concentration maneuver should be required of a caster whenever:

- he wishes to extend his attention on a given spell by another unit of base concentration time;
- he wishes to resume concentration upon a specific spell;
- he wishes to maintain concentration in the face of interruptions.

Appropriate events which might break a caster's concentration could include the following:

- an unexpected sensory stimulus (e.g., a loud sound)
- a physical prod
- sustaining a wound (any strike doing at least one point of concussion hit damage)
- attempting to resist a spell
- engaging in mental communications, when not concentrating on spells to enable or assist this activity
- a call of nature

Note: A *Spell Concentration* maneuver is not required to break concentration on a spell. A *Spell Concentration* maneuver is also not required for the purposes of concentrating to cancel a spell.

There are a number of methods by which a caster can assist his concentration on spells, such as meditative trances, appropriate herbs, tranquil environments, and not splitting attention between spell concentration and other activities.



SPELL CONCENTRATION STATIC MANEUVER CHART

-26 down: Spectacular Failure

A sudden splitting headache breaks your concentration on the spell. All Spell Concentration maneuvers within the next ten minutes will be at -50. Warriors have it easy

-25 to +04: Absolute Failure

You lose concentration on your spell as a wave of mental weariness overcomes you. Your next Spell Concentration maneuver, if within the next ten minutes, will be at -20. Take a break

05 to 75: Failure

You should have paid more attention to those mental exercises during your apprenticeship. Too bad, you are distracted and lose concentration on your spell.

UM 66: Unusual Event

A sudden insight diverts your attention. You lose your concentration, and in your dismay, the insight disappears back into your subconscious. However, all future attempts to concentrate with this specific spell will gain a special bonus of +15.

76-90: Partial Success

Your control over the magical energies is slipping. If you do nothing this round other than attempt to maintain concentration, roll again on this table, otherwise you lose concentration.

91-110: Near Success

Your control over the magical energies is fragile. Focus your attention on the task at hand. Roll again on this table with a special bonus of +10.

UM 100: Unusual Success

You have full mastery of your concentration lock on this spell. If the spell has *duration* (C), you can move in and out of concentration for the remainder of the duration without making Spell Concentration maneuvers. If the spell has duration of Concentration, you automatically make your next Spell Concentration maneuver.

111-175: Success

Your mind is easily up to the strain of maintaining concentration on this spell.

176 up: Absolute Success

The long hours of mental exercises serve you in good stead as you retain concentration on your spell. Add +20 to your next Spell Concentration maneuver with this spell (non-cumulative).

Modifiers:

- + Spell Concentration skill bonus
- + number of ranks in spell list

For every 1% extra activity spent (to a maximum of +50)	+1
If in a meditative trance	+20
Dependent on surroundings	+20 to -30
Per unit of base concentration time	
already spent on the spell	-5
For each "interruption" successfully ignored	-5
If "startled"	-20
If physically struck (strike doing concussion hits)	-20
If physically struck (-10 for an 'A' critical strike is suffered, -20 if a "B" etc.)	-10 to -50

Notes:

1. A Spell Concentration maneuver takes 0% activity.
2. Regardless of the result on this table, the period of concentration cannot be longer for *duration* (C) spells than the duration.
3. If concentration is lost on a *duration* (C) spell, the caster may attempt to resume concentration in the next round.
4. If concentration is lost on a Concentration spell, the spell ends.

7.2 RITUAL MAGIC

7.2.1 • AN INTRODUCTION TO MENTALISM RITUALS

In the early days of magic, all spell effects were created by means of rituals. Later the rituals became codified into the familiar spell lists, and owing to their speed and reliability, the spell lists now form the bulk of spell casting. Rituals continue to be used for unique effects which have yet to be codified into spell lists.

In the realm of Essence, the ritualists divide their rituals into a large number of classes depending on the effect and define diverse influences and distractions for each class. This is in keeping with the general tendency of Essence spell users to classify and categorize each potential use of raw essence. Such a reductionist approach is not the way of Mentalism. The Mentalism spell user considers himself as an integral part of the world and the magical matrices, and so manipulation of his own aura can effect the whole. This holistic approach seeking always to unify is characteristic of the Mentalism worldview. For a Mentalism ritualist, rituals are therefore classified according to the intended target, whether it be the caster, another sentient being, a nonsentient animal, an inanimate object, or the surroundings.

As Mentalism is a magic based in the mind of the individual caster, the cultivation of the appropriate mindset is critical. The individualistic nature of the realm also means that it is extremely rare for Mentalism-based rituals to involve more than one person. However with the only true limit on such rituals being the caster's mind, some very unique effects are possible.

This is not to say that herbs, crystals and other paraphernalia have no place in Mentalism rituals. Their purpose is very different. An Essence user utilizes the intrinsic magic of the influence, a Channeling user

sacrifices the influence to demonstrate piety and submission to a higher spiritual being, a Mentalism user employs its physical properties merely as an aid in the attainment of the correct state of mind. Herbal relaxants, focusing crystals and self hypnosis are the standard routes in achieving focus.

7.2.2 • USING MENTALISM RITUALS

There are five classes of ritual magic in the Mentalism realm:

Self: This class covers all rituals that will affect the ritualist;

Other intelligent mind(s): This class covers all rituals that will affect sentient beings. (Intelligence must be defined by the Gamemaster);

Animal mind(s): This class covers all rituals that will affect creatures with animal intelligence (including sentient plants);

Inanimate object(s): This class covers all changes to inanimate objects including rituals for alchemical and item creation effects;

Surroundings: This class of rituals covers modifications and investigation of the ritualist's very surroundings (i.e., gas to air).

CALCULATING RITUAL LEVEL

The first step in assigning a ritual level is to identify whether the desired effect already exists on a spell list. When employing ritual magic to achieve an effect which exists on an extant spell list, the level of the spell is the level of the ritual.

However, when employing ritual magic to achieve a unique effect not available on an existing spell list, it is necessary to assign a level to the ritual. The base level for the ritual should be 10 and should be modified by the factors shown below.

Section 7.2

Ritual Magic



MENTALISM
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Duration: The ritual's level should increase as the ritual's effect duration increases (as detailed below).

up to 10 minutes	-5
up to 1 hour	0
up to 10 hours	+5
up to 1 day	+10
up to 1 week	+15
up to 1 month	+20
Permanent	+25

Class: The ritual level will be affected by the class of the ritual. "Self" rituals are the easiest (as the mind should be in concert with the body). "Inanimate" rituals and the "Surroundings" rituals are the most difficult.

Self	-5
Other	0
Animal	+5
Inanimate	+10
Surroundings	+10

Range: The distance between the ritualist (at the point of completion of the ritual) and the target to be affected affects the level of the ritual. The range is measured in terms of the relationship to the caster. The Gamemaster should feel free to alter these modifiers if the nature of the ritual effect is such that the caster should not be penalized for the distance. An example would be informational rituals to locate an object or person (in such rituals, the description or degree of familiarity with the object/person would be more appropriate as a modifier).

Visible during the whole ritual	0
Not visible, but known well	+5
(more than 5 visits of a day or more in the last year)	
Not visible, but has visited	+10
Not visible, but has been described	+15
Not visible, unknown	+25

Area of effect/Number of targets: These will have an effect on the ritual level due to the strain on the caster's mind in covering ever larger areas. It is suggested that for each additional target or one cubic foot of volume added to the area of effect (depending on the ritual class) that the ritual level be increased by one.

RITUAL RESEARCH

Rituals creating effects not modelled by existing spells lists must be researched or otherwise learnt by the aspiring ritualist. Although many of the basic concepts can be gained from mentors and gleaned from books, the actual ritual is likely to be very personal. To model this, a caster can know one specific ritual for each skill rank in Magic Ritual. The Gamemaster should determine the details of all the rituals known by characters.

Working out the details of a specific ritual is a time consuming process. The time taken should be determined from the Spell Research Table (see above) using the following modifiers to determine the difficulty.

RESEARCH DIFFICULTY CHART

Caster's Level - Ritual Level	Difficulty
6 or more	Routine
1 to 5	Easy
0	Moderate
-1 to -5	Hard
-6 to -10	Complex
-11 to -15	Very Complex
-16 or less	Absurd

It is at this juncture that the caster will discover if there are any unusual additions to the ritual beyond forming the correct mindset (subject to the GM's discretion). These may include particular locations, items which must be in contact with the caster's aura during the ritual or auspicious times. These additions are only really appropriate for unique rituals. Those which are often performed, or either mimic an existing spell or are similar to an existing spell should not require such additional components.

PERFORMING THE RITUAL

It now only remains to perform the ritual. The overall procedure involves the caster firstly preparing his mind in the correct state, by use of meditation, and then building up the magical patterns within his mind in concert with any other parts of the ritual (generally a verbal component to express the mental picture).

To determine the difficulty of the ritual maneuver and the base duration, the following chart should be consulted:

RITUAL MANEUVER DIFFICULTY CHART

Ritual Level - Ranks in Ritual Magic	Difficulty	Meditation Time
(-20) on down	Routine	1 minute
(-19) to (-15)	Easy	3 minutes
(-14) to (-11)	Light	5 minutes
(-10) to (-6)	Medium	10 minutes
(-5) to (-1)	Hard	30 minutes
0	Very Hard	1 hour
1-2	Extremely Hard	3 hours
3-5	Sheer Folly	5 hours
6 or more	Absurd	10 hours



In more detail, the caster must first attempt a Meditation maneuver (with a Hard difficulty). This maneuver suffers a special penalty equal to the ritual level. It is in making this maneuver that the paraphernalia associated with Mentalism rituals are employed. The ritualist can gain a bonus to this meditation by the use of meditation aids. The Gamemaster should assign a bonus, usually between 0 and +20 depending on how well practiced the ritualist is in using the aids. Some possible meditational aids are shown below.

- A particular crystal that the caster stares into
- Burning herbs or incense and breathing the smoke
- Exercises to relax the body
- Origami or other repetitive hand movements
- Repetitive chants or mantras

The result of this Meditation maneuver will modify the maneuver for the ritual (see the modifiers shown on the chart below).

Once in the trance, the ritual begins. The ritualist will need to make another meditation maneuver every two hours (if the ritual takes longer than two hours).

Note: *The ritualist must contribute the level of the ritual in Power Points the moment that the ritual begins.*

If the ritual has more than one caster, one of the casters is defined as the primary caster, to whom all of the above rules apply (and only he must have researched the ritual). The secondary caster(s) need only make a single Meditation maneuver using the above procedure and expend power points (each participant may contribute any number of PPs to the total, but all participants must contribute at least one PP). They do not need to make any subsequent rolls as they are locked into the primary caster. Being the secondary caster in such a ritual gives a +50 bonus in future attempts to research that ritual. If any secondary caster fails to achieve at least a Near Success on the Meditation maneuver, he ruins the ritual and the ritual must begin again (all preparation must be done again and more maneuver rolls made).

At the end of the ritual, a d100 roll (open-ended) is made on the table below adding the ritualist's Magic Ritual skill and any appropriate modifiers below the table.

MAGIC RITUAL STATIC MANEUVER CHART

-26 down Spectacular Failure

All participants in the ritual lose their minds, their bodies are drooling vegetables (all temporary mental stats are reduced to 1).

-25- 04 Absolute Failure

Total failure. All participants suffer the effects of *Mind Erosion True* (see the Mind Erosion spell list) on all mental stats.

05-75 Failure

All magic is sucked out of the participants (no PPs are available to the casters for 1 week per level of the ritual). All participants suffer a *Mind Erosion I* (see the Presence spell list).

66 Unusual Event

The ritual goes awry. While the participants are not seriously injured the outcome is not at all what was intended. The Gamemaster should determine an appropriate effect.

76-90 Partial Success

All participants loose PPs for one hour per level of the ritual. The ritual can be tried again after a rest.

100 Unusual Success

The ritual works exactly as planned. Owing to a unusual burst of energy the participants feel refreshed and find that only half the PPs they expected to use have been used.

91-110 Near Success

A very near success. The PPs committed are lost but the ritualist can start from the beginning.

111-175 Success

The ritual works: However everyone is exhausted and needs a full sleep period to recover.

176 Up Absolute Success

The ritual works as planned and the ritualist gains an extra +5 to any future attempts to cast this ritual as he realizes what has just happened.

Modifiers for Power Points:

- For using 2x the minimum PPs +10
- For using 3x the minimum PPs +15

Modifiers for Time:

- For each level of difficulty increase in time +5
- For each level of difficulty decrease in time -25

Modifiers for Multiple Casters:

- For each ritualist beyond the first +5

Modifiers for Meditation:

- Spectacular failure -50
- Absolute failure -25
- Failure -15
- Partial success -5
- Near success 0
- Success +10
- Absolute success +20
- (For special results the Gamemaster should assign a suitable modifier)



LEARNING
MENTALISM MAGIC

This section explores some theories of how spell users might learn Mentalism magic.

7.3.1 • THE ORIGINS
OF THE SPELL LISTS

Mentalism rituals demanded long periods of intense concentration from the aspiring ritualist. Failure to maintain the concentration would ruin the ritual, and could often endanger the life or mind of the caster. Some more cautious early Mentalism users realized that practicing the attainment and maintenance of the required mental states without actively attempting a ritual was a useful exercise. The exercises were pursued with vigor and the would-be ritualists made much progress in entering the correct state of mind more rapidly, and maintaining the state for longer. For some, this was the only result of the exercise, and they returned to the study of ritual magic with renewed confidence. Others ignored the siren song of ritual magic and continued the exercises, despite the unspoken chiding and implicit accusations of cowardice by their colleagues.

It was perhaps the bravest decision in the history of Mentalism magic.

The would-be ritualist continued the exercises, gaining ever greater mastery in transcending the mundane limits of the mind. Where once an hour of deep meditation aided by the crutch of continuous finger exercises, the fumes of incense, the chanting of a mantra, gazing into a crystal or some other focus had been required, a minute or less of a meditation with a snap of the fingers, a sniff of incense, or an equally brief use of another focus now sufficed. The defining moment of the Realm of Mentalism was at hand.

It is not known who first spontaneously entered the basic Mentalism mind-frame without prior meditation and without any crutch for mental focus. Like every Mentalism user since, the first true Mentalism spell user gloried in the liberation from the trappings and crutches of the physical world. Like every Mentalism user since, the mental channels surged with pent-up energies needing only a focused will to shape them into the patterns of spells. Unlike the modern Mentalism spell user, who studies the theoretical patterns representing the spells of the extant spell lists, the earliest spell users improvised the first true spells by experimentally converting the ritualistic equivalences, sometimes with fatal consequences.

The careful translation of the Mentalism rituals into true spells organized in cohesive lists was a painstaking and often disappointing process as some effects could not be safely converted. Nevertheless the spell lists comprising the Open and Closed Mentalism sets were eventually created, as were, in due course, the distinctive spell lists of the Mentalism professions and the specialized lifestyles.

The greater usefulness of Mentalism rituals in accomplishing unique and novel effects combined with the highly individualistic nature of the Mentalism spell researchers has prevented a profusion of Open and Closed spell lists from being developed for the realm.

The focus has concentrated on the creation of spells which explore a specific aspect of the potential of the mortal mind, and the results of such researches have almost always been zealously guarded secrets of particular professions and mystical orders.

7.3.2 • TECHNIQUES
OF TEACHING

Contemporary Mentalism users may learn their spell lists from a number of sources, including tomes, mentors, a guild, or even self-teaching. A substantial fraction of Mentalism training is the development of the necessary self-confidence and powers of concentration to cast spells. Much of the “teaching” is therefore the cultivation of the appropriate motivation and is a task for the student rather than the teacher. As a result, most Mentalism spell users will actually learn the complete set of theoretical patterns for available spell lists as part of their apprenticeship. This does not mean that a beginning Mentalist can cast the mightiest of spells! The theoretical patterns are not the actual patterns used in casting—each mind is unique and only through the accumulation of experience and insight can the rote patterns be adapted for invocation by a given spell user. However, an adequately trained Mentalism spell user should complete his apprenticeship with a theoretical knowledge of all his base lists and in the case of pure and hybrid spell users, a theoretical knowledge of most, if not all, of the relevant Open and Closed spell lists.

MENTALISM TOMES

A Mentalism tome is a book or a manuscript which contains the knowledge necessary to learn some or all of a spell list of the realm of Mentalism. The tome will contain information on the key principles of a particular spell list and the specific theoretical patterns of some or all of the spells. The tomes will almost always assume a priori that the prospective practitioner has already mastered the necessary mindset for unassisted spell casting, much to the consternation of spell users from other realms who are invariably thwarted in their efforts to utilize such tomes to learn Mentalism magic.

Tomes are normally used by learned spell users to record their knowledge for posterity and as a teaching aid to assist in the education of apprentices. Tomes will generally be the property of a given spell user or of a given guild, and will not be found in mundane libraries or in the emporia of booksellers. Tomes relating to base and other specialized spell lists will rarely be loaned even to trusted apprentices.

The size (in pages) of a given tome can be found by the following formula:

$$2d10 + 5$$

- + 1 page per each spell from 1st-5th level described
- + 2 pages per each spell from 6th-10th level described
- + 3 pages per each spell from 11th-15th level described
- + 4 pages per each spell from 16th-20th level described
- + 5 pages per each spell above 20th level described.

Option: *If the learning rules from the Essence Companion are being used, the tome quality should result in a special modifier of -15 to +10 to the Learning Static Maneuver.*



MENTORS

Most Mentalism spell users are trained by a mentor. The mentor will almost always be a member of the same profession and will normally be of significantly higher level than the student. Some mentors will only train one student at a time, others will train several students simultaneously. Some will train the student by intense philosophical debates, others will swear by a particular concentration aid, and still others will just hand the apprentice a set of tomes and expect the aspirant to “get on with it.”

The Protégé training package represents the lifestyle choice of Mentalism spell users who have studied deeply with a given mentor, and whose outlook on life has been profoundly shaped by their training. For the Protégé, the apprenticeship period represents a period of obedience to the dictates of the mentor in return for board, lodging, and tuition. Afterwards, the Protégé will be forever indebted to the mentor, and this obligation could entail sharing wealth with the mentor, promoting the mentor’s reputation or aiding the mentor in times of need. The details should be worked out by the Gamemaster and the player.

Option: *If the learning rules from the Essence Companion are being used, any student who learns a spell list under a mentor should gain a special bonus of +10 to the Learning Static Maneuver.*

GUILDS

Sometimes like-minded Mentalism spell users will band together to further common goals. The whole is often greater than the sum of the parts, and the resulting organization will have access to greater resources and security than any individual. The organization may form a guild for the tuition of apprentices in the secrets of a particular profession. Membership is usually for life, and members will be oath-bound to provide assistance to fellow members and to follow the strictures of the guild.

Of the Mentalism professions, the most likely candidates to form such organizations are the semi-spell users and the healing professions. These professions are the least concerned with metaphysical debates (and so are less likely to disagree on points of principle) and have the most to gain from organization and formal training. In many situations, the guild will be incorporated within another more mundane guild. For instance, Armsmasters may be trained in a distinct faculty of an empire’s war college; Lay healers and Healers may be found in positions of power and responsibility within hospitals or physician’s guilds; Bards are likely to be trained in separate institutions as opposed to the rough and ready education gained by traveling minstrels and common actors; Magents may be part of, or distinct from, the underworlds of large cities, but their operatives will quickly insinuate themselves beyond the home territory.

SELF-TEACHING

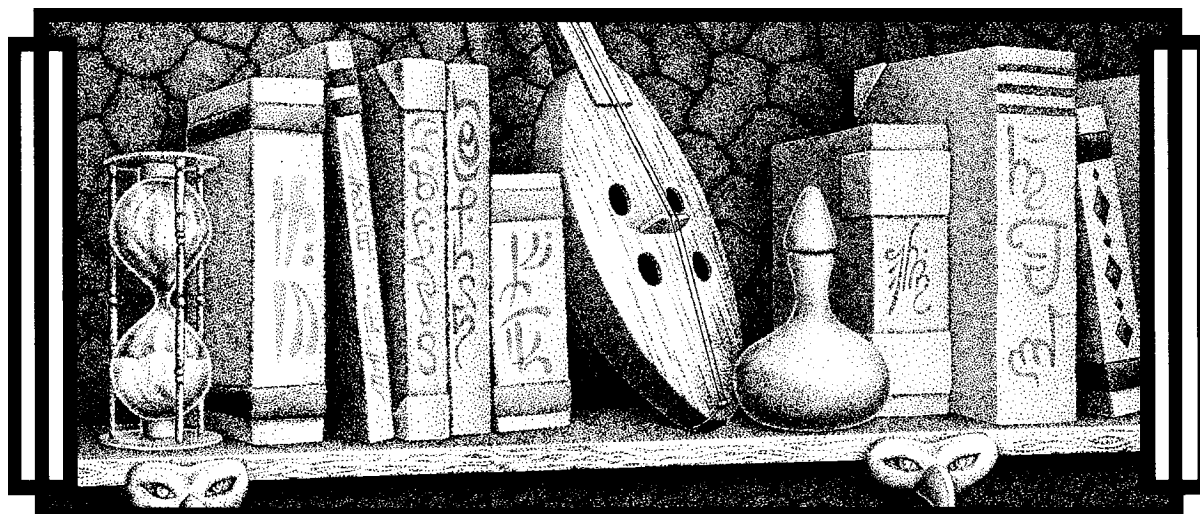
It is possible to learn Mentalism magic without the aid of a teacher or book. It is not a trivial undertaking, but if a would-be spell user is aware of the general nature of the spell list to be developed and has already acquired the ability to achieve the basic mindsets, the task is feasible. Once the first spell on a given spell list has been learned, the remaining spells may be developed with greater ease as the task is one of extrapolation. The principal obstacle is learning the first spell on a hitherto unknown spell list.

Option: *If the character has only a description of the spell and its effects or has only ever witnessed the spell, the character receives a special modifier of -50 to the Learning Static Maneuver (from the Essence Companion). If the character has previously successfully used ritual magic to achieve the effects of the desired spell, then the character only suffers a -25 modifier to the Learning Static Maneuver.*

The development of later spells on the specific list are subject to a -15 modifier if the character has successfully achieved the desired effect using ritual magic, and at a -25 modifier otherwise.

Section 7.3

Learning
Mentalism
Magic



MENTALISM
COMPANION



THE PHILOSOPHIES OF ILLUSION

Illusions as handled in *Rolemaster* are one of the most unique and difficult aspects of the magical framework of the system. Newcomers to *Rolemaster* are often bewildered by illusions being modelled as temporary creations of reality rather than as mental phenomena as is the case with other role playing games. Another model of illusions does exist and the purpose of this section is to describe the two philosophies describing illusions and associated spells.

8.1

THE MIRROR OF REALITY

The first philosophy is to model illusions as the creation of temporary reality, and this is the standard interpretation of illusions in *Rolemaster*. To distinguish these illusions from the illusions modelled by the other philosophies, the term standard illusion will be used. Unless otherwise stated, the discussion concerning standard illusions applies to Phantasm spells. (The reader can find further discussions of the standard interpretation in *Spell Law* (Section 7.1.27) and *Gamemaster Law* (Section 10.2).)

Standard illusions do not affect the mind of a viewer directly, but rather affect the reality which is then perceived by the viewer. Standard illusions are spell-created manifestations of light and energy that mimic the five sensory characteristics (sight, sound, taste, touch, smell) of the object or entity that the spell user wishes to portray. Although these manifestations are not actually a version of the object or entity in question, they are physical creations and as such, cannot be disbelieved. The illusion passively tricks the viewer into believing that the visual, auditory, and other sensory manifestations are real.

A reflection of an object in a mirror is a real world example of this principle. The reflection is not the real object, but the light constituting the reflection is real light and as such affects the viewer's eyes in the normal way. Given a sufficiently perfect mirror, it is impossible to tell if the object in the mirror is a reflection or the real object without recourse to another sense other than sight. The suspected object can be proven to be a reflection by attempting to touch it. However the reflected object does not disappear once it is known to be merely a reflection. Instead it remains until the mirror (or the original object) is removed.

Likewise, *Rolemaster* standard illusions cannot be merely disbelieved. If a spell user creates an illusion of an object, a suspicious viewer must verify with some other sense (or by magical means) that the object is illusory rather than real. The illusory object will also not disappear, merely because a viewer has perceived its true nature (the illusion must be cancelled, dispelled or the spell duration must expire).

It is therefore a natural consequence of the above definition that the Illusionist is a pure spell user profession of the realm of Essence. Essence users draw energy, neither from themselves (like Mentalism users) nor from a deity (like Channeling users) but from the world around them. In *Rolemaster*, this makes Essence users good at manipulating matter and energy, generally in larger and flashier ways than Mentalism or Channeling users. Thus

Illusions and related spells are of the type Elemental (E). The spells manipulate the physical elements in a given area to generate the necessary sensory phenomena in the observer, creating the "perfect mirror" of an object or entity, visualized by the spell user at the time of spell casting. The illusion need not mimic a real object or entity—the spell user is only limited by his ability to visualise the images of his imagination. The Mana Molder (introduced in *Essence Companion*) uses the same principles to create objects, servants and so forth, sacrificing diversity in creative range for durability.

Powerful Illusionists can render the observer's task more difficult by adding additional sensory information to the illusion. This causes the illusion to look, sound, feel, smell, and even taste like the real object or entity which it mimics. In some cases, the only way such things can be revealed as illusions is by waiting for the duration of the spell to end, casting some sort of *Detect Essence* or *Dispel Essence* spell, or by using a skill such as Power Perception to detect that a great deal of magic is in the area.

An example will reinforce the understanding of standard illusions, and prepare the way for the other models.

A standard Illusionist casts an *Illusion* spell to create a "bridge." The size of the bridge is limited by the area of effect of the spell. The illusory bridge is visible to any being who happens to look in the right direction. It reflects light just like a real bridge. If the Illusionist has added a feel mirage to the illusion, when someone touches the bridge, it will feel like wood or stone. If someone is brave enough to step on to the bridge, then he will feel the wood or stone under his feet. If he is careful, very light and lucky, the feel aspect may last long enough for him to cross the bridge. His companions would see him cross the bridge. If a companion tried the same feat, but through unluck, carelessness or greater encumbrance, overwhelmed the feel mirage, the companion would immediately cease to feel the wood or stone under his feet, would fall through the bridge, and plummet to his death.

It should be remembered that the range at which a given sensory aspect of an illusion can be perceived is limited only by the capabilities of the observer in the given environment. The area of effect limits only the size of the illusion.

Summing up, standard illusions are spells which temporarily create visual and other sensory manifestations. The spell user affects the observer in a completely passive fashion. The spell is cast, the illusory object is created, and possible observers may or may not perceive it.

8.2

THE MIND'S EYE

The other philosophy considers illusions to be purely mental phenomena which directly affect the brain of the chosen target(s). The motivation behind the development of this philosophy was a conviction that standard illusions did not properly address the traditional illusory phenomena to be found in mythology and literature.

To avoid the confusion that would otherwise have arisen, a new terminology has been created to describe the very different effects of these mental illusions: cloaks, projections, overlays, and seemings.





Section 8.2

The Mind's Eye

A “cloak” is a mental illusion which will cause the affected target(s) to fail to perceive a chosen object, entity, etc. It is an illusion of absence which removes the information concerning the concealed object or entity from one or more processing centers (concerned with the chosen senses) in the brain(s) of the target(s). One subtlety, which applies both to the visual Cloak spells and the Cloaking (Open Mentalism) spell list, concerns what the targets see in place of a concealed being. The concealed being is not invisible which means an affected target cannot see through the concealed being. The answer must be that the target’s brain interpolates a background. If the target has viewed the area prior to the concealed being moving into the area, a previous image from short-term memory is reused. If the target has never seen the area before, the target’s mind will invent a reasonable image which will not stand up to intense scrutiny (i.e., concentrated use of Awareness skills) but will be swiftly readjusted as soon as the concealed being moves out of the way.

An example will clarify this subtlety further.

A party of adventurers enter a dragon’s cave. The sleeping dragon has been temporarily *Cloaked* to vision by an ally, and is resting on its hoard. The adventurers can only really see the periphery of the treasure hoard, and so their minds interpolate the rest of the hoard. One of the greedier adventurers is sure that the hoard will contain golden weapons from the Royal Armory of the Lost Realm and looks closely for any sign of such items. His mind invents a large golden sword. The dragon shifts and he sees that actually there is a bejewelled mithril torc at that position. The greedy adventurer is allowed another RR. His companions (who did not force their minds to invent the detail of a sword) merely have the true view added to their existing perceptions in a self-consistent fashion; they merely didn’t notice the mithril torc at first glance.

A “projection” is a mental illusion which causes the affected target(s) to believe himself to be afflicted with an imaginary injury. One class of projections deprive the target of all sensory input from a given sense; these spells temporarily shut down the relevant processing centers of the brain. A second class of projections, namely the Wound spells, cause the target to believe that he has sustained some specific injury; these spells affect the pain center of the brain and add the necessary visual and other information directly to the sensory processing centers. Such projections cannot actually harm the target, but they can induce temporary unconsciousness. On regaining consciousness, the target’s mind will be freed from the grip of the hallucination.

Although “cloaks” and “projections” directly affect the mind of a target, both sets of spells may be used against any target with at least a rudimentary mind. The specificity of the effects counterbalances their general applicability.

An “overlay” is a mental illusion which alters how an actual object, entity or place is perceived in the mind of the target(s). The object, entity or place retains its basic nature, so a rusty knife can appear as a silver dagger but not as a book. An overlay spells acts to transform the information within a sensory processing center regarding the actual object etc such that the object is perceived by the target as the spell user desires.

A “seeming” is a mental illusion which causes the affected target(s) to perceive an object, entity or place which is not real. The object, entity or place is a pure hallucination; a “seeming” spell acts upon the sensory

processing centers of the brain to add to, subtract from, or otherwise transform the information such that the affected target perceives what is desired by the spell user.

As both *Overlay* and *Seeming* spells can create an infinite variety of hallucinations employing a combination of senses, they normally only affect humanoid targets. These spells can affect targets other than humanoids if they are preceded with the appropriate catalyst spell from the *Seeming Enhancement* spell.

Overlay and *Seeming* spells continuously interact with the affected targets. This is usually accomplished by the spell user concentrating upon the specific spell to adjust the hallucination so that it remains plausible regardless of the actions of the affected target. The spell user can choose instead to set a limited number of reactions to possible actions of the affected target to the hallucination in advance. For example, Aran the Enchanter has successfully cast a *Seeming* upon a desert nomad. The nomad is now convinced that a vulture is circling his camp overhead. At the time of casting, Aran decided to set up a number of variations, one of which will cause the imaginary vulture to gain altitude should the nomad notch an arrow to his deadly recurve bow, and another will cause the imaginary vulture to dodge out of the way if an arrow is loosed in its direction. Unfortunately the desert nomad actually chooses to cast a long-range elemental bolt at the vulture. The *Seeming* spell has no preprogrammed response to this unexpected action, and the vulture flies through the bolt unharmed. If Aran is lucky, perhaps the nomad will consider this event to be evidence that the vulture is of supernatural origin and immune to such attacks. In this case, the event is likely to trigger disbelief and terminate the hallucination.

All of the various mental illusions actively engage the minds of the chosen targets. As a consequence, these spells can be resisted by the targets (i.e., an RR is permitted). If the target fails to resist, the illusionary effect is real within the confines of the target’s mind.



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Targets who successfully resist and bystanders who were not targeted will not be affected by these spells. Moreover, even targets who initially succumb are allowed opportunities to snap out of the hallucination if unaffected senses provide information which is inconsistent with the hallucination or the hallucination becomes implausible (as in the case of Aran and the nomad).

Gamemasters should note that this is neither an invitation to characters to develop an extreme solipsist philosophy (uttering "I don't believe it" at every opportunity), nor carte blanche to spell users to generate wildly implausible mental illusions. In general, people in fantasy settings will be more willing to ascribe the wondrous to magical, supernatural or miraculous causes, but even their credulity can be stretched beyond its limits. Those limits will depend on the nature of the Gamemaster's setting.

The most effective means of explaining some other pertinent features of the spell user's arsenal of mental illusions is to reconsider the bridge example:

Aran, the Enchanter of the previous example, is in a place of concealment, quietly observing a group of four soldiers approaching the river. He decides to induce the hallucination of a bridge spanning the river in the minds of the soldiers. (There is no limit on the size of the bridge that he can create in an observer's mind.) He notes that one of the soldiers is accompanied by a pet bird and hopes that this is not a wizard's familiar or a bonded animal. He casts first a *Dual Seeming* spell and follows this with a *Seeming X* spell. He chooses the options of adding sound and feel aspects, three additional targets, doubling the duration and increasing the range to 800'. The soldiers fail to resist the spell and on looking towards the river they observe what appears to be a small bridge. (The pet bird is unaffected by the *Seeming* and observes nothing) They hurry towards the supposed bridge and are surprised to see that it is of new construction.

One of the soldiers decides rashly to cross the bridge. Fortunately Aran has suitably prepared for this eventuality and his *Dual Seeming* spell clicks in, allowing him to provide distinct perceptual streams to the rash soldier and his more cautious companions; this enhancement is required because the two groups of soldiers will interact with the *Seeming* in qualitatively different fashions. The rash soldier can see the other side of the bridge directly ahead, can feel the wooden planks under his feet, and hears the other soldiers discussing how they will report this discovery on their return to the outpost. In reality, the soldier is already falling but for him the *Seeming* spell is masking the sensation of falling, similarly masking the sounds of the rushing air, and replacing the view of the river with the desired sight. His companions see their comrade walking confidently across the bridge. The pet bird however sees the rash soldier step into mid-air and immediately fall. It squawks in alarm.

The unfortunate soldier plunges into the river, swallowing some water involuntarily as his head goes below the surface. The taste of the water is inconsistent with crossing the bridge and triggers his disbelief. He resurfaces, spluttering somewhat, and swims towards the near bank, while his comrades try to calm their pet. If they look in the direction of the bridge, they would see their companion standing on the other end of the bridge and might wonder why he has failed to step off the bridge. The subject of the *Seeming* spell was the bridge, not the soldier. Thus Aran cannot project the visual subcomponent (of the soldier beyond the bridge.)

The rather wet and bedraggled soldier clambers up the river bank and squelches towards his companions. One of the soldiers turns at the sound and sees his comrade both standing dry on the bridge and dripping wet on the bank. His disbelief is triggered and the bridge disappears from his view. He swears.

Aran, seeing his victim has survived apparently unscathed, grimly cancels his spell and prepares to escape the wrath of the soldiers.

One final point concerns the classification of the Enchanter as a hybrid spell user of the Realms of Essence and Mentalism rather than a pure Mentalism spell user. Although all of the Enchanter's spells are firmly based in mental concepts, the ability of the Enchanter to simultaneously affect multiple targets and over long distances requires access to more magical power than is justifiable for a pure Mentalism spell user.

Summing up, the mental illusions of the Enchanter actively affect the minds of selected observers, and as purely mental phenomena, may be resisted.

8.3 CONCLUSIONS

Two distinct models of illusions have been presented. The distinctions amongst the models can be elegantly shown by considering the perception to be a three-phase process:

1. A reality exists;
2. The reality is detected by appropriate sense organs which send signals representing it to an entity's brain;
3. The brain interprets the signals and gives them meaning within the world view of the being.

Standard illusions effect the first phase in that reality is altered. Mental illusions effect the third phase by interfering with sensory signal interpretation.

The choice of which model or models of illusionary spells to include rests as ever with the Gamemaster.



THE FRAGILE MIND

Sections
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The Fragile
Mind

Types of
Insanity

Insanity is a disease of the mind, which can affect all aspects of a person's life from their thinking and their moods to their interactions and relationships with others.

In earlier times, insanity was deemed to be a sign of divine vengeance against an individual, a sign of demonic possession, or the result of malevolent sorcery. In more modern times, the origins of insanity have been ascribed to a combination of factors including genetic predisposition, biochemical imbalances in the brain, and an accumulation of stressful events and emotional conflicts in the individual's life.

In Rolemaster, insanity can be the result of genetic or environmental factors (normally modeled by the appropriate flaw in a character's background), or the result of a character's failure to resist a mind-affecting spell (especially the spells from the Evil Mentalist base list Mind Diseases).

Demonic possession can of course really occur within the game. When a character is possessed by an unintelligent demon, the consequent chaotic and destructive behavior may lead to injury or death, but the symptoms will be so blatant that exorcism will be the obvious remedy. An intelligent demon who succeeds in possessing a character will be much more careful to keep aberrant behavior to a minimum so that it can achieve its diabolical agenda without detection.

The aim of this section is to provide some guidelines and game mechanics for handling insanity induced by serious trauma. A classification of mental disorders based on severity, as well as role playing and mechanics suggestions for a selection of mental illnesses is also provided. The final part of this section will explain the concept of the Sanity statistic, and provide game mechanics to reflect the loss and recovery of sanity.

9.1

TYPES OF INSANITY

A simple system of classifying mental illnesses is to consider the severity of the illness in terms of its effect upon the individual's personality and relationships with others. Illnesses can then be classified as psychoses or neuroses.

A psychosis is a major mental illness which will often involve severe symptoms such as hallucinations, delusions, and defects in thinking and judgment. The sufferer of a psychosis will sometimes be unable to function in normal society. Even more unfortunate, the sufferer may not even realize that he is afflicted with a mental illness.

A neurosis is a less serious illness. The sufferer may have bouts of anxiety or depression, or be unable to function fully in normal society. The personality is relatively undamaged, and the sufferer either realizes or can be persuaded of the reality of the illness. Neuroses are easier to cure than psychoses.

However, remember that what is considered insane or aberrant behavior in one culture may be considered normal or acceptable behavior in another or a harmless quirk or eccentricity elsewhere.

9.1.1 • NEUROSES

The reader should refer to *Gamemaster Law* (Section 11) for lists of sample neuroses.

ANXIETY DISORDERS AND PHOBIAS

An anxiety disorder can be the result of some childhood trauma or other experience. The character will have an irrational fear of a situation or an object (usually associated with the bad experience), and on being confronted with the situation or fear, will suffer from palpitations, sweating, trembling or dizziness (-10 to all actions) until he can escape from the source of his anxiety. The character will attempt to avoid such sources and may literally flee.

A phobia is an intense fear or dread which is associated with a specific situation or object. The character will become anxious (as above) even thinking or talking about the source of the phobia. If confronted with the source of the phobia, the character must make an RR versus a 10th level attack. If this RR fails, the character will be paralyzed with terror for 1 round per 10 failure. In any event, the character will be severely anxious (e.g., -25 to all actions) while in the presence of the source of the phobia.

DEPRESSION AND MANIAS

The sufferers of depression are affected by an oppressive mood of sadness and hopelessness. The character's decisions and thinking will be overly pessimistic, and the character will show little interest in and no enjoyment of pastimes that had formerly amused him. In serious cases, this melancholic attitude may extend to life-threatening situations (e.g., the character may fail to parry melee attacks, fail to resist mental spells, act carelessly in dangerous environments, etc.). The character will tire easily (double Exhaustion Point expenditure) and will sleep poorly (i.e., halve Power Point and healing recovery during sleep).

Mania, on the other hand, is an irrational euphoria. The character will have an overly optimistic attitude to life, brimming with unjustified self-confidence, which will lead the character to take risks. The character will be rash, swift in word and deed (e.g., always acting in the Snap phase, using insufficient preparation for spells, etc.).

In both cases, the bouts of depression or mania may last for days before the sufferer returns to a more normal emotional level.

OBSESSIONS AND COMPULSIONS

An obsessive disorder is characterized by the seeming invasion of the sufferer's mind by recurrent images, thoughts or words. Some normal event may trigger a recurrent fantasy in the character's mind, or the character will be plagued with interminable mental discussions on the mundane event. At any time when the character is not actively and mentally engaged in some task, there is a 15% chance that the character will be ruminating on the obsession.

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Types of Insanity

With a compulsive disorder, the sufferer is plagued by the urge to repeatedly perform an action, even though it is unnecessary or senseless. Once a character is gripped by a compulsion, he will suffer rising anxiety until the urge is sated by performing the action (-1 to all actions for each minute of delay). The character will continue to perform the action, regardless of its consequences, until he manages to assert his self-control (i.e., roll greater than 100 on an open-ended d100 roll adding triple the Self Discipline bonus).

Obsessions will often lead to compulsive behavior, afflicting the sufferer with an obsessive-compulsive disorder.

Example: *Neville of Bickerton developed an obsessive-compulsive disorder regarding his weapons after his mind was damaged in an attempt to make him believe in magic. Whenever he is reminded of swords, he becomes obsessed with trying to remember if the edge of his sword is sharp and without notches. He then has the compulsion to sharpen the sword even though the weapon is perfectly fine. He has ruined several weapons through excessive sharpening.*

PARAPHILIAS

Paraphilias are sexual deviations. The character may either succumb to the deviation only when temptation presents itself or may actively seek out opportunities to indulge in the deviation. The character will find it difficult to resist temptation (i.e., roll d100, open-ended, and add triple the Self Discipline bonus). Dependent upon the nature of the paraphilia, the character's habits may be a source of amusement for his peers, a cause for social ostracism, or a cause for secular and/or religious hostility.

PERSONALITY DISORDERS

There are many different varieties of personality disorder. Some examples include: explosive personality, asthnic personality, and impulse control.

In explosive personality disorder, the individual will react violently, even (and especially) to minor frustrations, attempting to assault others in sudden fits of rage.

In asthnic personality disorder, the individual will be unable to make decisions or assume responsibility (-50 to all Leadership and associated social skills), relying on others to decide for him.

In disorders of impulse control, the individual lacks the ability to resist temptations, even though the desires may be harmful to the individual or others. Examples include compulsive gambling, pyromania, and/or kleptomania.

In all of these disorders, the character may attempt to withstand the urge (i.e., roll d100, open-ended, and add triple the Self Discipline bonus).

9.1.2 • PSYCHOSES

The reader should refer to *Gamemaster Law* (Section 11), for lists of sample psychoses.

HYSTERIA

Hysteria can come in two major forms. The first involves the temporary paralysis of a limb, temporary loss of a sense, or an increased sensitivity to pain, in response to a (potentially imminent) stressful situation. An alternative form of hysteria involves the individual suffering temporary amnesia in response to a trauma, blotting the bad experience (and surrounding events) from memory. In some circumstances, the amnesia may be total, and the character will wander off, adopting a new identity. If found and treated, the character will rarely, if ever, recall what occurred to him in his other identity.

MANIC-DEPRESSIVE DISORDER

In manic-depressive psychosis, the individual cycles between bouts of depression and mania, interspersed with periods of normalcy. Each bout may last for weeks, and the highs and lows are much more pronounced than in either depression or manic disorders.

MULTIPLE PERSONALITY DISORDER

In multiple personality disorder, the individual has two or more separate and distinct personalities, of which only one will be in conscious control of the body at any given moment. In game mechanics terms, the player must develop distinct sets of role traits, interests, and aptitudes for each personality, and may need to generate skills sets for each personality.

PARANOIA

In paranoia, the sufferer will believe that others are conspiring, persecuting or seeking to harm him, without justification. The character will be continuously suspicious, perceiving evidence in the most innocent actions of hostile intent, and this will often cause negative reactions in others.

SCHIZOPHRENIA

For the sufferer, schizophrenia can mean delusions, hallucinations, incoherence and losing touch with reality.

In game terms, a choice needs to be made with regard to which type of schizophrenia the luckless character has developed.

In hebephrenic schizophrenia, the character will be incoherent in speech and thinking (reduce all communications skills by five ranks) and will respond inappropriately in emotional situations (i.e., joy when sadness and grief should be the prevalent mood).

In catatonic schizophrenia, the character will remain motionless at random (or in response to stress), possibly for hours.

In paranoid schizophrenia, the character will suffer delusions of grandeur and persecution.



9.2

INSANITY IN THE GAME

It is all very well to say that mental illness can afflict a character as the result of trauma or a series of stressful events in the character's life, but it is unclear as to when it is appropriate for the character to develop a disorder. Indeed most characters are unlikely to have an appropriate mental flaw in their explicit background. Those that do possess such flaws will already be suffering from the disorder.

One suggestion is to allow players to take a mental flaw at character creation, but not require the disorder to be already manifested at the start of play. Then whenever the Gamemaster deems it appropriate, the mental illness could develop as a result of events in the story.

The above suggestion is not however sufficient to handle the general case of a traumatized character, and so a consistent set of rules is needed.

It is essential to quantify the sanity of a particular individual. To do this, an artificial stat, Sanity, needs to be calculated. As Self Discipline represents the individual's control over the body and general willpower, and Presence represents mental courage, self esteem, and control over the mind, it is appropriate that these stats determine a character's Sanity stat. A character's Sanity stat is generated by adding the character's potential Self Discipline and Presence stats together, and dividing the resulting total by two (round up). This generates an artificial stat in the range 1 to 100. The appropriate bonus for the Sanity stat should be determined from the Basic Stat Bonus Table (RMSR, T-2.1).

The calculated Sanity stat is a maximum. Sanity can be reduced through traumatic events and regained through magical or normal cures, but can never exceed the original value.

There are a number of circumstances which pose a potential threat to a character's sanity. These include prolonged stress (at least three months), trauma in terms of debilitating injuries, torture, or abuse, and trauma in terms of witnessing death or crippling injury to friends or relatives. Terrors, regardless of whether the source is a frightening event or a fearsome beast, can trigger anxiety disorders and phobias. It is also possible that characters may encounter creatures or beings which are so different to the normal dimensions that any characters who perceive them will have the horrifying images forever etched within their memories. In addition, there are a number of magical events which can also pose a threat to mental health. Two of these relate to divination magic, namely the visions produced by evocation magic (see Section 11.6) and *Intuitions* spells (see Section 13.3). In evocation magic, the risk is that the caster will evoke images that terrify or horrify him, or will accidentally cause him to relive traumatic experiences. With *Intuitions* spells, the risk is that the prediction will show the caster or a close friend suffering serious injury or death, and the caster is unable to prevent the event from occurring. A final mentally perilous situation occurs when a character has been compelled by magic to act or believe in a way that is alien to them, but the magic is sufficiently subtle that the character does not realize he has been the victim of magic. When the character is released from the spell, the resulting internal conflict may be very hazardous to mental stability.

In the event of any of the above situations occurring during play, the player should roll d100 (open-ended) and add three times the Sanity stat bonus. Look up the result on the Mental Stability Chart (below).

MENTAL STABILITY CHART

-26 down Spectacular Failure

Your mind cannot cope with the stresses. Lose 2d10 points of Sanity. There is a 10% chance that you have developed a psychosis. If you don't develop a psychosis, there is a 25% chance that you have developed a neurosis. Retire while you still can.

-25 - 04 Absolute Failure

Your mind is severely strained by the trauma. Lose d10 points of Sanity. There is a 5% chance that you have developed a psychosis. If you don't develop a psychosis, there is a 10% chance that you have developed a neurosis. Count yourself lucky.

05 - 75 Failure

They are not paying you enough for this. Lose d5 points of Sanity. There is a 10% chance that you have developed a neurosis.

66 Unusual Event

The experience appears to have no effect upon you. However your psyche has developed the equivalent of a hairline fracture. All similar traumas will suffer a permanent -10 penalty (until a result of Success or greater is achieved on this chart).

76 - 90 Partial Success

Your mind is strained by the trauma. Lose d5-2 points of Sanity. There is a 5% chance that you have developed a neurosis. If you don't develop a neurosis, there is a 10% chance that you have developed a tic. Tell me about your childhood.

100 Unusual Success

Your mind faces the trauma, and in coping, your subconscious strengthens itself. You recover d10 Sanity, and may make all future rolls on this table with a special +20 modifier (until either an Absolute Failure result or Spectacular Failure result is achieved).

91 - 110 Near Success

You cope with the trauma this time. Your subconscious mind is weakened though. Lose d5-2 points of Sanity.

111 - 175 Success

Your mind withstands the trauma. Do not become overconfident. The next time you might be reduced to a drooling idiot.

176 up Absolute Success

Your mind withstands the trauma, and your psyche is strengthened by facing the trauma squarely. Recover d5 points of Sanity, and may make future rolls on this table with a special modifier of +10 (until a result worse than Partial Success is achieved).

Modifiers

+ three times Sanity stat bonus	
mental conflict	+0
trauma (to a close friend) envisioned by	
evocation or divination magic	+0
trauma (to self) envisioned by evocation	
or divination magic	-10
witness to severe injury of a close friend	-5
witness to death of a close friend	-10
personal experience of a severe injury	-10
for failing a Fear/Terror/Horror RR by 25 or less	+0
for failing a Fear/Terror/Horror RR by 26 to 50	-10
for failing a Fear/Terror/Horror RR by 51 to 75	-20
for failing a Fear/Terror/Horror RR by 76 to 100	-30
for failing a Fear/Terror/Horror RR by 101 or more	-40
for every three months of continuous stress	-5

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Example: Lord Neville of Bickerton has a SD stat of 84 and a Pr stat of 86, yielding a Sanity stat of 85 and a Sanity stat bonus of +4. Neville does not believe in the existence of magic. Unfortunately for him, his companions not only believe in magic but are skilled practitioners, and they are tired of listening to his attempts to rationalize magical events. One of his companions, Aran, knows a spell which can cause the target to believe one fact temporarily. The spell is duly cast, and Neville succumbs. For several hours, Neville believes with absolute certainty that magic is real. The spell wears off during the night, and Neville returns to his disbelief in magic. He however remembers his temporary belief. In view of the stress, the Game-master calls for a roll on the Mental Stability table. The player rolls 67, adds 12 for three times Sanity stat bonus, for a final result of 77. A Partial Success means the character loses d5-2 Sanity points (the player rolls 4, subtracts 2, giving a loss of 2 Sanity points) and there is a chance of a neurosis. The player rolls 3 on d100 and Neville is duly afflicted with a neurosis of the Gamemaster's choice.

If a result indicates the character loses d5-2 Sanity points, and the player rolls 1 or 2, no Sanity points are lost. If a result indicates that the character develops a tic, this means that the character will suffer from involuntary jerking of muscles on the face, neck or head. The Gamemaster should choose an appropriate neurosis or psychosis.

The use of the table cannot reduce a character's Sanity stat below zero. Upon reaching zero, the character automatically develops a neurosis or an existing neurosis worsens into a psychosis. Further bad results on the table will automatically add further mental disorders.

It should be noted that spells inducing mental illnesses (such as those from the Mind Diseases spell list) do not require Mental Stability rolls (as they directly induce madness).

Insanity can be cured by therapy or by magic healing. Similarly, Sanity can also be recovered by spell or skill.

A *Mind Diseases Cures* will restore 5d10 Sanity points within the normal recovery period of the spell. A *Mind Disease Cures True* spell or the *Brain Restorative* spell will restore all lost Sanity points.

A new skill, Sanity Healing, can restore lost Sanity points and treat mental disorders (this skill should be classified as Restricted in all genres except for modern). Use the following modifiers for all Sanity Healing maneuvers.



MODIFIERS FOR SANITY HEALING

Modifiers:

Mild neurosis	+0
Neurosis	-10
Psychosis	-20
Each year target has suffered the affliction	-10

Certain results on Sanity Healing maneuvers will restore Sanity points

SANITY GAINED CHART

Partial Success	1 point of Sanity
Near Success	2 points of Sanity
Success	5 points of Sanity
Unusual Success	10 points of Sanity
Absolute Success	All lost points of Sanity

Note: This skill should be classified as Restricted for all professions in a fantasy genre owing to the lack of real understanding of the workings of the mind.

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LANGUAGE AND LORE

Communication is a vital aspect of both the game mechanics and the story of many role playing games, and **Rolemaster** is no exception. The core rules presented in the *Rolemaster Standard Rules* Appendix A-1.12 cover the basics needed to allow communication amongst beings from divergent races and cultures.

This section will reconsider languages in terms of their development, their relationships and their structure, and present rules options for incorporating this material. It should be noted that there are so many open research questions in linguistics and that it would be impossible to produce a consistent yet simple framework which handles all of the exceptional cases. The rules presented here are necessarily a compromise between realism and playability.

What is a language? A language can be defined as a system of vocal symbols used by a social group to communicate. This section will not deal with codes, ciphers, signals or computer languages nor will it deal with instinctive communications such as animals' scent markers or coloring. It will deal with the normal spoken and written languages used by sentient creatures.

10.1

HISTORICAL LANGUAGE DEVELOPMENT

According to anthropological research, language is believed to have developed after the early hominids split from the apes. It was at about this time that a growth in the brain capacity of hominids and changes in the throat and larynx coincided with a greater degree of community, in the archaeological finds.

Some researchers have trained apes, notably chimpanzees, to communicate using sign language. The chimpanzees have been shown to learn vocabulary but it is uncertain whether they have grasped the notions of grammar. The other primates lack the vocal apparatus for human speech. It has been suggested that it is highly unlikely that humans should be the only species to develop spoken language, further that it is highly suspicious that none of the other primates have developed the apparatus for speech. The suspicion is that our remote ancestors eliminated any primate species able to compete with the hominids in the arena of speech.

The early hominids probably started from the same level of protolanguage where objects had labels. Gradually they associated sound labels (words) with the objects and abstractions. This is believed to have allowed a greater degree of cooperation among these early peoples. Such cooperation allows tribes to survive in marginal terrain such as arctic tundra.

There is no evidence of a written language at this period in human prehistory and so all of this is speculation. The earliest attempts at written language are believed to be the ancient cave paintings, found at many locations around the world. These are believed to have mystic or religious significance beyond just the pictorial representation of the symbol drawn.

True written language was not developed until much later, and it is probable that much of the truly early writing has not survived. Writings from Sumeria (such as The Epic of Gilgamesh) are probably amongst the oldest extant.

Religions and myth attribute the origin of languages to divine intervention. For example, the Bible describes all men as speaking a single tongue until the inhabitants of Babel attempted to build a tower to heaven. God punished them for their arrogance by causing them to speak forever in a myriad of different tongues so that the builders plans would be permanently frustrated.

10.2

THE SPREAD OF LANGUAGE

Once a language has developed, it will not stop developing. No two speakers of a given language speak exactly alike, and so it is unsurprising that communities develop variations on the given language, dialects, which are particular to their region but still understood by speakers of the same language from different regions. Over time, these dialects may separate into distinct related languages.

Historically such changes have been the result of the migrations of the tribes into new territories, sometimes intermarrying with people from the new territories, the result of conquest where the conquerors have imposed their language, or the result of geographical isolation, where communities are isolated from other groups and the sets of communities drift apart. In Hellenistic times, the so-called koine ("common language"), which was actually the Athenian dialect of Greek, replaced the dialects of the other city-states entirely (due to the preeminence of Athens).

Languages are classified (and periodically reclassified!) into groupings based on their similarities and relationships to common ancestors. This grouping is called a language family, and is often sub-divided into branches or subfamilies to show closer relationships. Language families are themselves collected into a "phylum" where each family is descended from some very ancient ancestor tongue.

For instance, the "Germanic" languages form a language family comprising five distinct sub-families in terms of mutual intelligibility, namely English, Frisian, Netherlandic-German, Insular Scandinavian, and Continental Scandinavian. The Netherlandic-German branch includes Dutch, German, Yiddish and Afrikaans. Insular Scandinavian includes Icelandic and Faeroese. Continental Scandinavian includes Norwegian, Swedish and Danish. The "Germanic" language family is only one of the nine surviving families of the Indo-European phylum (the other six European branches include the Romance languages, the Slavic languages, the Celtic languages, the Baltic languages, Greek, and Albanian).

Some languages do not permit classification such as the Basque language, and the dead languages of Etruria and Sumeria. These languages which cannot be related to any other language are called language isolates. The

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related languages have failed to survive in any form, leaving the isolate as the sole survivor of the language family. In many regions of the world, tribal languages are gradually dying out as the would-be native speakers transfer their allegiance to the international languages and fail to pass on the tribal language to their children.

10.3

THE EFFECTS OF MAGIC AND TECHNOLOGY

If a world contains magic, this will effect language development. The level of the effect will be in direct proportion to the level of available magic.

For settings with little to no magic (i.e., few spell users of whom most only have access to spells of up to 5th level), the effect will be negligible and the historical pattern can be used. The only change will be the existence of additional vocabulary to describe the rare but demonstrable magical effects.

For settings with medium levels of magical power, (i.e., one or two spell users in most sizable villages with access to spells of up to 10th level, and other rarer individuals with greater abilities), the existence of people with the ability to memorize texts perfectly, to understand archaic tomes, to travel with greater safety or communicate over long distances would act to slow the effect of linguistic drift transforming dialects into distinct languages.

For settings with high magical power levels, (i.e., all those not covered already), the effect will be to seriously slow down the linguistic drift as long-range magical communication networks become feasible, transportation spells allow rapid travel over great distances and across geographical barriers, and magical assistance with language learning becomes readily available. This will lead to a pool of people who will pass on the 'official' version of the language to the less widely-traveled.

The existence of long-lived or immortal races such as the Dwarves, the Elves or the various fey races will also act to limit language change as they will maintain older dialects.

Technology has had a similar effect of stabilizing languages. The invention of the printing press led to a standardization of spelling in the major world languages. Mass media communication such as newspapers, radio and television deliver standard written and speech dialects to communities that would in earlier eras have suffered linguistic drift owing to geographical dispersion. Indeed many languages, notably North American Indian, African, and Oceanic tongues, are in danger of extinction due to the preeminence of the ex-colonial tongues. There is some evidence already to suggest that even amongst languages such as English, the barrage of mass media is weakening the dialects, rendering the language more uniform. This process is likely to continue for the foreseeable future with the number of distinct languages shrinking, and the surviving languages continuing to grow by borrowing words from other tongues and creating new words to represent new advances in science and technology.

10.4

ASPECTS OF LANGUAGE

A fully developed language has many aspects, but amongst the most important are phonetics, grammar, and lexicon.

Phonetics covers the range of speech sounds used by a given language. Every language uses a different subset of the vocal and auditory range available to humans. The so-called tonal languages use differences in pitch to indicate different meanings for the same speech sound (or phoneme). For simplicity, phonetic differences will be ignored in these language rules.

Grammar is the knowledge of how to use a language to produce valid sentences, in terms of syntax (the relationship between words in a sentence) and morphology (the internal grammatical structure of words; i.e., agreement of verbs and nouns, tenses, numbers, etc.).

The lexicon is the complete set of all words in a given language. Vocabulary is the subset of the lexicon known by a given speaker. In this discussion, vocabulary will be assumed to mean only those words known and sufficiently well-understood to use correctly. It has been estimated that the average native speaker only uses five thousand words regularly.

Related languages will share much of their phonetics and grammar, and there will be many "cognate" words with similar, often identical, meanings and marginal spelling changes. As the languages diverge, the differences will become more pronounced (pardon the pun), and mutual intelligibility will eventually be lost entirely.



10.5 COMMUNICATIONS SKILL GROUP

To reflect the realism of language families and the distinction between the grammar and vocabulary known by a language speaker, it is necessary to restructure the Communications skill category as the Communications skill group (in much the same fashion as the Weapons skill group and the Spells skill group).

LANGUAGE FAMILIES

Within the Communications skill group, there will be a distinct category for each group of languages in the setting. The Gamemaster must decide at which level in the hierarchy of languages to impose the category distinctions. It is recommended that either a conservative approach be adopted, confining categories to language sub-families (e.g., if classifying the “Germanic” family, Netherlandic-German would be a separate category to Continental Scandinavian), or a more liberal approach in allowing categories to embrace an entire language family within the phylum (e.g., the Netherlandic-German branch and The Continental Scandinavian branch of languages would be included in the Germanic category which would be distinct from the Slavic or the Romance categories). The conservative approach should be adopted for use in historical or modern-day genres, the liberal approach is safe for fantasy settings where the language tree is usually much less complex. Under no circumstances should an entire phylum be classified as a single category.

Within each category, each language will have a separate skill for the spoken form and the written form of the language.

A language will be descended from a root language (that is generally not in “active” use, if used at all). Usually, root languages are classified as Restricted (as they are not in common usage by any culture). However, knowledge of a root language helps tremendously when learning “descendant” languages.

If a root language is known (i.e., developed), all descendant languages improve their skill classification by one step (i.e., Restricted becomes Normal, Normal becomes Everyman, Everyman becomes Occupational, etc.). However, this improvement only applies to languages that are currently developed to a lower rank than the root language (though subsequent development may raise the language above the root language; in this case the classification returns to its normal status).

The category ranks in a given language category will represent the grammar known by a given character. This requires the somewhat inaccurate assumption that all languages within a category share the same grammar. The skill rank in a given language also represents the character’s (spoken or written) vocabulary with that language. As a rough guide, each rank corresponds to 1000 words which the character can use (except for the first two ranks). The levels of language proficiency represented by the various numbers of ranks is shown in the following chart.

Clearly by combining the two proficiencies it is possible to determine the level of proficiency of any character in a given language. The skill bonus should be used as described in the *Rolemaster Standard Rules* (Appendix A-1.12) to resolve communications actions involving characters with different ranks in a language. A success in the maneuver will allow both characters to use the higher category and skill rank for the duration.

Rank	Grammar	Vocabulary
0	Knows nothing of how to use the language	No vocabulary
1	Is aware that rules exist but cannot use them	Can recognise words as from the language
2	Can use one or two simple rules to form short phrases	Has about 1,000 words on simple topics
3	Can use a few rules to form simple sentences	Has 3,000 words on everyday topics
4	Can distinguish between events now (present tense) and at other times (other tenses) with difficulty	Has 4,000 words on everyday topics
5	Can distinguish between events now (present tense) and at other times (other tenses) effectively	Has 5,000 words on everyday topics
6	Can form complex sentences of a factual nature. Abstract concepts cannot be properly expressed	Has 6,000 words on a mixture of everyday topics and professionally relevant technical subjects
7	Abstract concepts can be expressed.	Has 7,000 words including increasingly more technical words
8	Archaic and dialect constructions can be understood, but not used	Has 8,000 words including a full vocabulary for his profession
9	Archaic and dialect constructions can be used	has 9,000 words including some archaic and dialect words
10	Sufficient knowledge to express any idea or concept provided the necessary vocabulary is possessed	has 10,000 words including many obscure and archaic words
10+	No additional benefit	Increasing mastery of vocabulary.

Section 10.5

Communications Skill Group

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Communications Skill Group

If two characters wish to converse and do not share a common language, but do share a category, they should each make a maneuver using their bonus in the language (i.e., Category bonus -15). Success means that they can communicate as if they had three ranks of the desired language. Further maneuver rolls will be required at regular intervals to maintain this limited communication.

If two characters wish to communicate and do not share a language or a category, some means other than normal communication should be used.

CHANGES TO LIP READING

The ability to read and correctly interpret the shapes of the lips clearly depends upon the language being spoken. The Gamemaster can adopt a conservative approach requiring a separate Lip Reading skill for each distinct language within a skill category or a more liberal approach requiring only one Lip Reading skill per skill category.

SPECIAL LANGUAGES

Over the years, many trades and professions have developed secret or specialized means of communication either because of the technical nature of their work (e.g., the “jargon” of computer programming) or for increased security (e.g., thieves’ cant or the criminal slang of the 1920s and 1930s (see *Pulp Adventures*)). In the real world, such “languages” are little more than sets of vocabulary or artificial dialects added to an existing language. As such, the Gamemaster should normally insist that learning such a dialect requires the character to increase the number of skill ranks in the parent language by one or two ranks to represent the accumulation of the specialized vocabulary.

Sometimes complete languages will be created artificially (e.g., Esperanto). The esoteric languages of mystical or criminal organizations are also a firm favorite in the fantasy genre. In such cases, the Gamemaster must decide whether the artificial language is sufficiently different to warrant the creation of its own distinct language “family” category or whether it can be included as a separate language skill within an existing category.

MAGICAL LANGUAGES

The magical languages (as described in *Essence Companion*, Section 7.2.2) should be considered a distinct category. For the purposes of determining any special benefits from their use in spell casting, only the number of skill ranks should be considered.

SIGNALING

The Signaling skill should be moved to the Technical/Trade • Vocational skill category as it is not a bona-fide linguistic skill.

CHANGES TO EXISTING PROFESSIONS AND TRAINING PACKAGES

The modifications to existing professions are relatively minor. In particular, the Development Point cost for Communications skills is unchanged. If a profession has a professional bonus to the old Communications group, this should be treated as applying to the whole Communications Group (in an identical fashion to Weapons Group bonuses). Languages which have Everyman, Occupational or Restricted classifications, are treated in exactly the same way as previously. In training packages, where the Communications skill category receives a bonus, this bonus should be applied to a single appropriate language family category. Where languages are assigned skill ranks, they should only be applied to languages in the language family whose category has been increased.

MODIFICATIONS TO EXISTING SPELLS

There are a number of spells within Spell Law and other books in the RMSS which deal with communication and understanding of languages. The only modification required is to treat spells which temporarily award “Rank X” in a given language as awarding X category and X skill ranks.

EFFECTS ON THE NOMENIST SCHOOL OF ESSENCE

The changes outlined above have no effect on the Nomenist School (see *Essence Companion*, Section 6.5). In particular, category ranks are not included in the calculation of a Nomenist’s skill ranks in the Primal Tongue as category ranks do not encapsulate words or sounds of power.

Note: In the first printing of *Essence Companion*, the formula was incorrectly presented. It should read:

Number of Skill Ranks in Primal Tongue =
(# ranks spoken of tier 1 languages (x1) +
ranks spoken of tier 2 languages (x2) +
ranks spoken of tier 3 languages (x3) + etc.) / 10

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10.6

LEARNING LANGUAGES

In the lifetime of a character there are three periods when languages may be learned, namely Adolescence, Apprenticeship and during play.

In the Adolescence period, a character should only develop ranks in his native language and the native language family category. This guideline should be waived if the character's family or home environment is truly bilingual. Hobby ranks may be developed in other languages provided there is a sufficient background reason (i.e., his village, while human, was on the eaves of an elven forest, near a dwarven mine, or on the border with another kingdom, etc.).

During the apprenticeship period (the development period prior to the character actually entering play), the character will develop some combination of training packages and skills. Again the Gamemaster should collaborate with the player to determine which languages would have been available to him during this phase of the character's life (e.g., if the player chooses the Diplomat training package for his character, the character could reasonably develop the languages of the places to which he was assigned, and probably would be required to do this).

During play, it may transpire that the characters travel beyond the region with which they are familiar, finding themselves in a region where they share no common language with the natives. The characters will probably need to learn the local language. It is recommended that the time needed to raise a language from rank X to rank X+1 take X+1 days. These days are *full* days spent learning the language (apart from eating and sleeping). Meditation should not be allowed to increase this rate as only so much information can be assimilated in a given period, although it will allow the character to undertake other activities. If the language is in a new language family to the character, the skill category will need to be developed as well. Skill category rank development will follow the same time progression as skill ranks.

Example: *Maire is shipwrecked on the coast of Kiresh, where the only language the natives know is Nasarine. This is in the same category as Marrain, a language she already knows. So by spending one full day learning Nasarine, she will reach rank 1, after 2 further days she will reach rank 2, etc. If Nasarine was in a different language family category, Maire would have needed 2 days to reach rank 1 in both category and language. She could then choose to develop just the language or to develop both.*

The above discussion assumes that no magical means of assistance is used, such as the *Learn Language* spells. These spells assist the character in reducing the time taken to learn a language and the Development Point expenditure necessary.

Example: *Returning to the example of Maire and her efforts to learn Nasarine, Maire needs three days and 2 DPs to learn the first two ranks of Nasarine. If she has access to the Learn Language II spell, she can double her rate of learning and halve the DP expenditure. In order to acquire those two ranks, she must cast Learn Language II, and maintain concentration as she learns (using whatever training resources are available). So to learn those two ranks would normally require three days, but while the spell is in operation, the learning rate is doubled, and so only a day and a half must be devoted to learning. Note that this will require Maire to spend twelve hours concentrating upon the spell. As the Spell Concentration rules exist to simulate mental fatigue and distractions, it is very likely that Maire will require multiple recastings of the spell to meet the learning time requirement.*

When using these rules in play, it is necessary for the Gamemaster to consider whether the character can have access to the improved language skill before a level is advanced and the development points spent. To aid enjoyment of the game and better represent the learning along the way, it is suggested that the enhanced language skill be made immediately available, but the points must be allocated at the next level of development. Because there is a limit of 3 ranks per level, this should be borne in mind as a practical limit to the speed of language learning (i.e., a character can learn three ranks of a given language in play at second level, but must expend the points on advancing to third level to buy the ranks, and a fourth rank may not be purchased until the character reaches fourth level).

10.7

STARTING LANGUAGES

The starting languages allocated in the *Rolemaster Standard Rules* and *Races and Cultures* are based on the assumption that all of the races intermingle and it is useful for characters to be able to communicate in other languages.

In many settings, including modern and historical settings, this assumption is invalid. In addressing the alternative linguistic ability, two characteristics of a culture or race should be considered, namely the level of language development and the level of contact with other languages.

It is practical to divide cultures into four levels of language development:

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Oral tradition: The spoken language is totally dominant. It is probable that if writing exists at all, it will be in the form of simple pictograms and limited to a few key individuals (e.g., high priest, shaman etc.).

Semi-Literate: In these cultures the spoken language is still dominant, but there exists an agreed alphabet and written form for the language. The number of people able to read and write is larger but is still a small fraction of the population.

Literate: These cultures still mainly use the spoken language for everyday business, but writing is used and accepted as a means of recording important information by all; with even those who cannot write being aware of its value. The groups of people able to read and write is likely to include clergy, nobles (except perhaps the gentry), and high-ranking craftsmen.

Highly Literate: In these cultures, the existence of printing or other means of producing written material has shifted the balance towards the written form. In such cultures, being unable to read or write is rare and may be considered a disadvantage or social stigma.

It is possible to identify five levels of linguistic contact.

Isolated: For some reason (i.e., politics, terrain, or magic), this culture is almost completely isolated from the rest of the world. Members of this culture may not be even aware that other cultures exist.

Distant: This culture is situated so far away from any other culture (note this could be within a huge empire, not just a long distance away) that visitors who speak other languages are a rare event. They will be aware of other languages but will expect people to use theirs.

Near: This culture is near to at least one other different culture. Visitors from the other culture(s) are reasonably common but no one from the other culture actually lives in the locality. For trade and diplomacy some individuals will know another language.

Close: This culture is within a few days travel of another culture. Travel to and from the regions of the foreign culture is common and inter-marriage is accepted. Unless there are other strong reasons, a fair number of people will know some of their neighbor's language.

Cosmopolitan: The culture is a mixture of many cultures with many languages spoken. It would be expected that individuals would know multiple languages to be able to communicate in them.

The table below lists the Adolescence languages for these cultures in all combinations. To use this table, the Gamemaster should determine the type of culture and cross reference on the table. The ranks listed are only those given automatically. Hobby ranks used to learn languages can be in other languages not shown below. If using the Language Families option, GMs should grant PCs some free category ranks in their native language family. The number of ranks should be the greater of the number of ranks spoken or written in the character's native language.

The situation will arise where using this table will significantly reduce the number of language ranks for some cultures. It may then be appropriate to add some extra Adolescence ranks in culturally specific skills to represent the additional time available to the child who is not learning the other languages. It is recommended that these skills should be in the Crafts, Influence, or Lore categories and that at most 1/2 of the difference be awarded. A particularly generous Gamemaster might simply add the difference in ranks to the Hobby ranks available for the race.

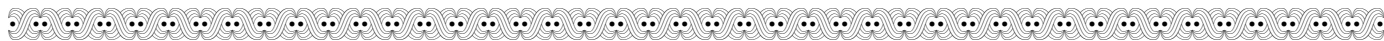
Example: In the Rolemaster Standard Rules, the Mariner culture has Own language 8/6, other 1 8/6 and other 2 8/6. The Gamemaster determines that the culture is actually Literate/Near and therefore has own 8/6 and other 1 6/4. This is a drop of $(42 - 23) = 19$ ranks. The Gamemaster decides that the time not spent learning other languages was spent listening to stories about their glorious heritage and awards three additional ranks in each of culture lore, region lore and history. The Gamemaster considers that nine ranks extra is all that is needed so that the culture is neither advantaged or disadvantaged relative to its original.

In the table there are always three pairs of numbers (paired for spoken/written) as three languages is the most that any race or culture can learn in this fashion. It should also be noted that only Cosmopolitan cultures can learn languages outside their own family category at this stage. For any culture the GM should determine which languages are Other 1 and Other 2 (as appropriate for the gameworld).

LANGUAGE DEVELOPMENT CHART

Contact	Oral	Semi Literate	Literate	Highly Literate
Isolated				
Own	8/0	8/4	8/6	8/8
Other 1	0/0	0/0	0/0	0/0
Other 2	0/0	0/0	0/0	0/0
Distant				
Own	8/0	8/4	8/6	8/8
Other 1	4/0	4/0	4/2	4/4
Other 2	0/0	0/0	0/0	0/0
Near				
Own	8/0	8/4	8/6	8/8
Other 1	6/0	6/2	6/4	6/6
Other 2	0/0	0/0	0/0	4/0
Close				
Own	8/0	8/4	8/6	8/8
Other 1	8/0	8/4	8/6	8/6
Other 2	0/0	0/0	0/0	4/2
Cosmopolitan				
Own	8/0	8/4	8/6	8/8
Other 1	8/0	8/4	8/6	8/8
Other 2	4/0	4/2	6/4	6/6





10.8 "LORE" SPELLS

There are many spells in the *Rolemaster Standard System* that can aid, or replace, a character's existing knowledge or skills. This brief section describes the various processes that these spells employ.

A cautionary note is in order, as not all such spells have "Lore" in their name and conversely there are many spells with "Lore" in their name which do not fall into this category. As an example, *Death's Lore* (from the Bard's Item Lore spell list), which gives the caster a vision of how someone died, is properly an evocation spell. Only in very rare circumstances would anyone develop a particular skill covering the nature of and events surrounding a particular death.

10.1 • LORE SPELL METHODS

A lore spell may utilize one of the following three methods to achieve its effect: contacts, inspiration and information.

CONTACTS

All Channeling lore spells (understandably) use this method. Their descriptions say that as long as the spell casting works, and, of course, is not blocked by other forces, the appropriate information is gained.

These spells work quite simply by contacting the worshipper's deity, or more likely, for lower level spells, a representative thereof (angel, spirit etc.). Given this source, the GM can modify the information received somewhat according to the caster's piety, etc., and can embellish and color it with the symbology of the faith. Not all deities will be willing to communicate in clear answers.

If a worshipper's lines of communication to their deity are cut for whatever reason, these types of lore spells should not work.

INSPIRATION

Spells working through this method use the caster's existing knowledge. They aid the caster in correlating and reasoning based upon that knowledge thus giving a greater chance to succeed in the maneuver, but no out-right guarantee of success.

An example specific to a certain topic is the Magent base spell *Poison Lore*. This allows a *Poison Lore* maneuver with a +25 bonus. More generic, are the spells like *Correlation* from the Closed Mentalism list *Mind Mastery* which, for one maneuver, raise the caster's Reasoning stat bonus, and hence any skills the depend upon it.

INFORMATION

These spells have information and experience encoded with them that become available to the caster when the spell is cast. These spells also usually give a bonus to a skill roll.

The Armsmaster base list *Battle Lore* contains several spells of this nature (e.g., *Battlelore* which gives the caster +25 to a History (Battles) maneuver, or *Tactics* which gives +25 to a Tactics maneuver). It is easy to imagine this list containing a database of battles and generations of Armsmasters' experiences and best practice with each lore spell drawing upon the information relevant to the current situation.

In unusual circumstances, although these spells may still be cast, their results may be irrelevant, misleading or even dangerous. For example, if an Armsmaster is transported to a different dimension *Battlelore* would be unaffected, but of course would only help when discussing battles in the history of his home culture; use of *Tactics* in a small unit could lead to the Armsmaster's group being completely wiped out because it knew nothing about the opposition's automatic firearms; *Leadership*, however, would be unaffected by differences in technology, but could be seriously compromised by differences in cultural values.

10.2 • OTHER SIMILAR SPELLS

A number of spells (usually with Lore in their name) may appear to directly enhance a particular skill but are actually an indirect enhancement due to some form of scrying. The most popular of these is probably *Locklore* which is doubly confusing because a *Lore • Technical* skill of the same name also exists. This spell will be used as an example of how to interpret these in general.

The *Lock Lore* skill allows one to recognize or guess the type of lock from its visible characteristics. It involves the theory of how manipulating the various levers and so forth will cause the lock to open, and an idea of the layout of those mechanisms inside the lock. An extremely good roll may even result in the recognition of the workmanship if the character had encountered it previously. A successful *Lock Lore* skill roll gives +40 to an attempt to pick that lock. However merely describing the mechanism to someone else will only give them +10 to pick it (see *Picking Locks* skill *RMSR* Appendix A-1.29.)

The *Locklore* spell, however, will only give the caster a lower value of +20 to pick the lock, but still +10 if described to someone else. This is because the *Locklore* spell is scrying the interior of the given lock to try to determine the nature of the mechanism. It will give the caster an idea of the layout of the mechanism but it will be up to the caster to imagine how it is supposed to operate (i.e., the spell does not impart any theory to the caster). If this were a true lore spell, (as defined in this section), it would be able to access such theoretical knowledge.



Section 10.8

"Lore" Spells

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EVOKING THE PAST

Evocation denotes the use of divinatory skills and spells to reveal the past, in terms of significant events in the history of beings, places and objects. When employed successfully and intelligently, evocation can provide characters with substantial information regarding the past which serves to illuminate the “backstory” of current events. Such knowledge of prior events can help to explain the motivations of characters in the present and potentially assist in predicting future actions.

Evocation can potentially be used as a shortcut to unraveling any mystery. A trained practitioner could evoke the past at the location of a murder or other crime and reveal the identity of the criminal or gain sufficient other information to locate the offender in the present. Thus, a carefully paced mystery story, with subtle clues demanding Holmesian levels of deduction, could be reduced to a single stage of pursuit and final confrontation. Indeed given sufficient Seers, Astrologers, and other spell users, crime could potentially become infeasible, due to the ease of determining the perpetrators.

The key is “potentially.” The aim of this chapter is to provide a balanced view on the effectiveness of evocation, and techniques which characters can employ to limit the disclosure of information by evocation. Some control measures will also be given to enable the Gamemaster to discourage overuse and abuse of evocation.

11.1

EVOCATION BY SKILL

Divinatory techniques can be employed solely to seek answers hidden in the past. As the past is immutable, evocation of the past using divination is an easier task than using divination to predict the future. The substitution of a single fixed past for an ever-changing infinity of potential futures enables the diviner to range further into the past in search of knowledge.

Nevertheless evocation using the Divination skill is the least informative means of scanning the past. The ability to use the same preparations, the same rituals, the same body of lore for the past as well as the future has the consequence of couching the evocation in the same symbolic and ambiguous language. The answer must be interpreted in the same fashion as any other reading. Thus, the descriptions of the mantic arts (in Section 3) and the associated game mechanics and potential readings (provided in Section 13 and elsewhere) are all applicable.

There are several issues that should concern the Gamemaster when handling this form of evocation within the story. Although this form of evocation has a reduced risk of causing unwanted alterations to the visible scope of the story, do not assume this is an easy skill for a Gamemaster to handle.

In addition to the issues discussed in Section 13, the Gamemaster should consider firstly what knowledge is actually being sought (as opposed to the question that the diviner player character has actually posed). The evocation will normally involve a “Who,” “What,” “Where,”

“When,” “Why,” or “How” question about an event, place or being. In many cases, the Gamemaster will know the full details surrounding the topic of interest (especially if the matter is, has been, or will be integral to the story). In some cases, the query will be tangential to the story or concern some topic in which the Gamemaster has not invested creative resources. When this occurs, the Gamemaster must be ready to improvise an answer that is consistent with the story, and whenever the answer is not critical to the story, improvising such detail is the best course. Occasionally the answer to an evocation may have ramifications for the story and the ramifications may differ depending upon that answer. The Gamemaster should consider the possible answers, and only make a story commitment if he is certain of his choice. The Gamemaster should not allow the players to force hasty decisions. Instead the symbolism of the evocation method should be used to provide an ambiguous reading with multiple possible interpretations. By using cryptic and ambiguous readings, the Gamemaster can delay the final decision and story commitment until a more appropriate time such as after the session.

As the past is immutable, the story commitment involved is irreversible once made, and so the Gamemaster should make a note of the newly created detail, however insignificant it may appear at the current moment. Such details may allow the Gamemaster to flesh out other aspects of the gameworld. For example, the discovery by evocation of the origins of a magical weapon could inspire the creation of a now defunct guild with its goals, history and legacies. The characters may encounter other items created by the guild and recognize the similarities in construction or inherit the guild’s nemesis merely through possession of the weapon.

It may seem strange to determine the answer to the evocation before ascertaining whether the Divination maneuver has been successful. The rationale is simple: the players having decided that the matter is important will continue to persevere in trying to elicit the information until either the characters are apparently successful or the matter is shown or decided to be unimportant. If the divining proves a fruitless avenue of investigation, other methods will be tried sooner or later. Thus the Gamemaster will need to be able to provide an answer eventually.

The second major issue is to limit the amount of information which the evocation reveals. It is not enough to veil the revelation in cryptic and ambiguous symbolism. The complete answer should only be revealed on an Absolute or Unusual Success result of a Divination maneuver. All lesser degrees of success should omit one or two key details, incorrectly emphasize some aspect, or include some irrelevancy. As success shades towards failure, readings should become steadily more inaccurate until eventually the reading is utterly wrong or utterly random. The diviner may or may not recognize that the reading cannot be relied upon for accuracy. Evocation of the past is therefore probably only reliable for the relatively recent past.

In terms of modifiers specific to evoking the past, the following list is applicable to all divination techniques (except for Astrology; see Section 14).

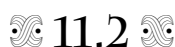
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MODIFIERS FOR EVOCATIVE DIVINATION

Time into the Past	Modifier	Difficulty
12 hours	+30	Routine
1 day	+20	Easy
1 week	+10	Light
2 weeks	+0	Medium
1 month	-10	Hard
3 months	-20	Very Hard
6 months	-30	Extremely Hard
1 year	-50	Sheer Folly
10 years	-70	Absurd
30 years	-80	Above Absurd
50 years	-90	Above Absurd
100 years	-100	Above Absurd
Other Modifiers:		
For each additional century in the past	-10	
Major influencing factor upon the past	+10	
Minor influencing factor upon the past	-10	

For example, Colwyn the Seer has stumbled upon a forgotten and ruined temple. His companions have determined that another group has disturbed the ruins. Colwyn decides to divine their identity. As the intrusion occurred eleven days previously, the Divination skill is classified as a Medium maneuver. If Colwyn wished to divine the cause of the abandonment of the temple, an event which occurred some 470 years previously, the Divination maneuver would be classified as an Above Absurd maneuver with a penalty of -140 (fractions of a century being rounded up).



EVOCATION BY SPELL

In contrast to evocation by Divination skill, evocation using *Vision Behind*, *Past Vision*, *Retrocognition*, and similar spells provides the caster with visions of events in the past. The evoked visions are factual and concrete, devoid of the symbolism and ambiguity of divination. There are two theories explaining the workings of such spells: temporal projection and memory reconstruction.

11.2.1 • TEMPORAL PROJECTION

In the temporal projection theory, the evocation spells enable the caster to send his psychic awareness backwards in time to an event in the past. Higher level spells enable the caster to travel further back and to utilize more of his senses while in the past.

The major difficulty with this theory is the potential paradoxes which such projection can now provoke. The spells do not allow the caster to act in the past, merely to observe. However, this is in itself sufficiently dangerous. It is a fundamental precept of magic that a countermagic must exist for each and every magic. It is not unreasonable therefore to assume that spells could be developed to detect the caster's psychic awareness and perhaps attack the caster's astral form. Even if such spells have not been researched by mortal mages, it would be sufficient for Demons, Spirits or certain types

of Undead to be able to detect the astral projections. Indeed it would be very hard in such cases to justify the absence of such abilities. Then any intrusion into the past, if detected by such beings, could alter the past and create a paradox situation.

For instance, Colwyn has divined that the ruined temple was destroyed by a magic ritual gone awry. He uses a *Vision Behind* spell to travel into the past to observe the details of the catastrophe. His psychic awareness arrives as the rebel priests prepare to begin their ritual. A demonic familiar observes his arrival and warns the priests who are understandably reluctant to allow an unknown influence to observe and possibly disturb their delicate ritual. While they debate the issue, a group of other priests rush into the sanctum and prevent the ritual from beginning. The temple is saved from destruction... paradox.

Further paradoxes and difficulties arise for the Gamemaster when the future is taken into consideration. Characters in the present may perform deeds of significance which may interest diviners in the future. In addition to having unwanted observers snooping on events as they happen, any detection of such future activity compels the Gamemaster to determine once and for all how many observers are present. Given that the future of a gameworld could be measured in millennia, millions of years, aeons even, the specter of time becoming filled with diviners at key junctures in history becomes an unattractive certainty.

Thus, we do not believe that temporal projection is a safe (easy to use, balanced, or recommended) mechanism to explain the workings of evocation spells.

11.2.2 • MEMORY RECONSTRUCTION

The memory reconstruction theory is consistent with all existing and newly introduced evocation magic. It is also free from the potential of paradox and permits evocation magic to be potent without being omniscient. Thus, it is used as the "theoretical" justification for the remainder of this section.

The memory reconstruction theory assumes the existence of a magical field which pervades the gameworld and this field imbues every being, every object, and every place with their own individual and unique aura. Every event that occurs in the life of a being, during the existence of an object, and in the presence of a place is recorded in the aura for eternity. The aura is the memory of the past.

Evocation is then a process of triggering this aura to reconstruct in the mind of the diviner what occurred at a given time in the past. Older memories are harder to evoke from the aura than more recent memories because the latter are recorded in "layers" above the former. The evocation spells must pass through many layers to reach the memories of the distant past. Significant events in the history of a being, object or place are etched more firmly in the aura and are more accessible to evocation regardless of the age of the memory.

The evoked memories are observed "through a glass darkly," preventing the caster from using all his sensory capabilities to observe the reconstruction. Often the caster can be tricked into perceiving the outward appearance as opposed to the inner reality of an event. In this way, casters may learn what others would wish them to believe rather than the truth

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11.3 USING EVOCATION SPELLS

Archaeologists, historians, and detectives amongst others would find evocation magic to be incredibly useful in their chosen careers. The ability to evoke the memory of previous eras would solve the mysteries of history. The ability to evoke the memories recorded at crime scenes could render detecting crime a completely accurate science.

As ever, the task for the Gamemaster is to permit the use of this potent capability without allowing this magic to destroy the story. Evocation magic demands story commitment from the Gamemaster whenever it is employed by a character. The magic accurately reconstructs events that occurred in the history of a being, place or object. The Gamemaster cannot use symbolism or ambiguity to conceal information or delay story commitment; instead the events must be described as they happened.

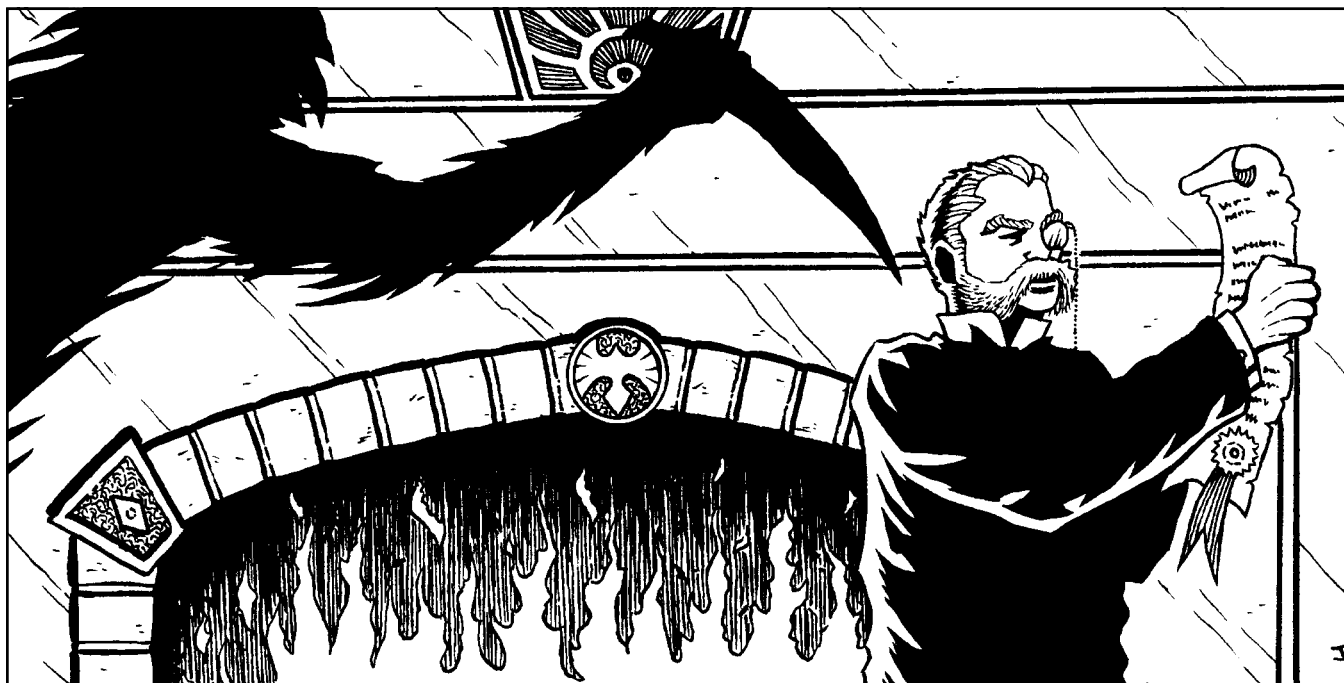
Naturally the Gamemaster should pause for a little while to gather his thoughts and decide upon the most appropriate sequence of events which is consistent with the story and compatible with his aims for future story progression. Only then should the vision be presented.

The situation might look rather bleak for the unprepared Gamemaster. In reality it's not, and the first level of story protection comes from inherent (and very deliberate) limitations in the spells.

Evocation magic can be divided into two main types: spells allowing the caster to key into specific time periods (notably the *Past Vision* and *Vision Behind* spells) and spells which grant the caster a vision of a random significant event in the history of the target (notably *Retrocognition*, *Item Vision*, *Location Vision*, and *Person Vision* spells). There are also a handful of support spells to enhance the effectiveness of any of these spells.

According to the theory of memory reconstruction, significant events are etched more deeply in the memory aura and are more accessible to evocation magic. However, the theory discusses significance in terms of importance to the being, object or location. Thus, when faced with providing a vision of a random significant event, the Gamemaster should consider the nature of the target and what events would be considered "significant" to that target.

Example: *Colwyn the Seer cast an Item Vision spell on the sword of Sir Thomas (an Armsmaster). Significant events in the history of the sword would include its forging, its bonding as the Personal Weapon of Sir Thomas, the combat in which its blade was notched by the outlaw, etc. If, however Colwyn cast a Person Vision spell on Sir Thomas, significant events would include his achievement of knighthood, his acceptance of the Crusader's oaths, his victory over the pirates, his chastisement of an arrogant Paladin, and so forth. A Location Vision spell in a forest grove might include the combat of Sir Thomas and the outlaw,*



but is just as likely to reveal the sprouting of the first saplings in the grove, an affliction of the trees, the subsequent healing of the diseased trees by Elven animists, and an ancient druidic ceremony.

It should be noted that the *Item Vision* spells on the Bard base spell list of Item Lore provide the most significant event in the “item’s” history.

Thus, the randomness coupled with the keying of the significance to the target represents salvation for the Gamemaster. It would however be unfair and unwise to never provide a vision which is relevant to the objectives of the caster. Unfair, because randomness should result in useful visions occasionally. Unwise, because player characters will sometimes seize upon irrelevancies, heading off on wild goose chases and leaving the real story behind. When using such spells, it can be appropriate to simulate the randomness by a d100 roll (open-ended) on behalf of the character. High results might result in a relevant or useful vision, and low results might give a truly arbitrary vision.

The *Vision Behind* and *Past Vision* spells are at first glance under much tighter character control. Nevertheless the spells do have intrinsic limitations.

Firstly, the spells are limited in terms of the senses which the vision can manifest. Spells on the Delving spell list, the *Item Vision* spells of the Bard, and *Retrocognition* spells should be limited to the visual sense only. Under no circumstances, should the caster be allowed to use Spell Mastery to enable other senses to be used or to enhance the senses through the use of other spells. (The justification by the memory reconstruction theory is that the vision is being directly input to the caster’s brain and so bypasses the actual sensory organs.)

The *Vision Behind* and other spells on the Past Visions and Holy Vision spell lists are more powerful in that visual “and” auditory senses can be employed. However, the only enhancements that should be allowed are those specified in the spell descriptions. Game balance and the integrity of the gameworld will be compromised if the Gamemaster allows characters to employ Spell Mastery to use esoteric senses or to combine sense enhancement spells (e.g., *Nightsight*, *See Invisible*, etc.) with *Vision Behind* and similar spells. Such dangerous enhancements will negate all mundane methods of concealing actions from the scrutiny of curious Seers, Astrologers and others.

In all cases, the character should make Observation maneuvers to notice details in the vision.

Also, in addition to restricting the evocations to specified senses and normal sensory abilities, the Gamemaster should consider how the location of the point of evocation on a target will affect the available manifestation.

A simple example will illustrate this issue. Consider Maire the Astrologer who is interested in the history of a dower chest. If she casts *Vision Behind* spells with the chest lid closed, the visions might show where the chest has resided during its history and who has approached it over the years. It will not show items being placed within or being removed from the chest. If she casts *Vision Behind* spells with the chest opened, she will evoke visions of the items being placed within and removed from the chest. There will also be long periods of

darkness when the lid is closed and nothing can be discerned in the evocations of such periods.

This limitation is most useful when dealing with items.

The third limitation is that *Vision Behind* and *Past Vision* spells have an inherent temporal imprecision in pinpointing events. Unlucky characters can miss interesting events quite easily especially with the higher level spells. This problem can be circumvented by repeated uses of evocation spells or restarting sequences by “locking” into the events using *Vision Hold* or *Past Hold* spells. The power point expenditure can easily become extravagant.

The fourth and final limitation is the need to concentrate upon the spells to continue the evocation. Although the higher level spells have very high maximum durations for the visions, the Spell Concentration rules should prevent these maxima from ever being reached. Repeated evocation should be permitted.

In terms of game mechanics, evocation can therefore be prevented from becoming too powerful through limitations in the allowable senses, the precision of visions and reduced actual vision durations.

11.4 DECEIVING EVOCATION SPELLS

The limitations discussed in the previous section assist in restricting the effectiveness of evocation. At first glance, they do not actually suggest methods by which characters can conceal activities from future inquisitors. However a careful study will reveal that evocation spells can be deceived. Moreover the same techniques to avert unwanted scrutiny at the time will often be equally adept in confusing magical evocation.

The key to deceiving evocation magic is to remember that the auras record apparent reality and the manifestation of the recorded memories is only possible in selected and unenhanced senses. The diviner will not be able to penetrate through the apparent reality to the actual reality using magical means. The diviner will be pitting his awareness skills and reasoning abilities against the preparations and caution of the target.

To demonstrate some of the useful techniques, let us consider Halthor (a Magent), who has been contracted to acquire some confidential documents from the home of a powerful guildmaster. It is known that the guildmaster has one Seer on his payroll.

Halthor decides to attempt his burglary at night, dresses in suitably dark clothing, and disguises himself. By using the cover of darkness, he will be nearly invisible to any evocation because the seer is limited to normal vision. Of course, a non-human Seer with natural *Nightvision* will be unaffected. The disguise will conceal his identity from non-human diviners and in areas that are illuminated. If the disguise is poor, then the Seer may recognize him. A disguising spell or a shapeshifting spell would provide a perfect identity. If the Gamemaster allows the use of Power Perception, a Seer might be able to determine that a spell was active, but the Seer would be unable to “see through” the spell.

A good disguise and stealthy movement will stretch the Observation skills of the diviner but if the cloaked figure of Halthor is revealed in an evocation, such

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precautions will be for naught if the diviner can trace Halthor's movements. If a thief is being pursued through the streets, it is critically important to lose the pursuit either by disappearing into the crowds or taking unexpected routes. Similarly outlaws will try to cover their tracks in order to escape rangers and other outdoorsmen. It is equally vital to break the trail to prevent a diviner from simply following the shadowed figure either backwards or forwards through time. Halthor must prevent any diviner from being able to trace him back to his hideaway either at the time of preparation for the burglary or after his successful getaway. The visions at those points in time would reveal Halthor's identity.

Useful methods of breaking an evocation trail include unusual movements such as flight, swimming underwater, or any of the various movement spells. These methods can be undone if the diviner is prepared to make exhaustive scans to regain the trail or if the diviner can deduce the intended destination of the quarry. Breaking the trail should be combined with a change in appearance as this may confuse the pursuers if they randomly locate the quarry's reemergence. They may fail to identify the quarry.

Invisibility and *Unseen* spells are also effective in concealing a character from evocation magic. The ability to perceive invisible targets is explicitly disallowed (unless perceiving invisibility is a natural ability of some race in the Gamemaster's world). Unfortunately for Halthor, *Cloaking* spells are only effective against real observers, because they only remove sensory input from the minds of selected potential observers, rather than temporarily altering reality in a given radius. Thus, *Cloaked* persons will still be recorded in the auras of objects, locations and beings.

The utility of illusion magic depends upon which philosophy is used within the game. Standard illusions temporarily alter reality, and for the duration of the illusion, it is the altered reality which is recorded in the auras. Wary diviners may detect the illusion through evoking times before and after the illusion's duration.

For example, the Lady Rowena, an occasional adventuress, is always careful to cast an illusion of a (small) pavilion and to preserve her modesty by changing her clothes within the confines of the illusionary pavilion. If a curious sprite should cast a *Vision Behind* spell at a point outside the confines of the illusionary pavilion, the sprite will see Rowena enter the pavilion in bloodied hunting garb, and emerge in fresh traveling clothes. If the *Vision Behind* is cast within the area of the illusion and assuming there is (or was) sufficient illumination, the sprite's curiosity will be satisfied but Rowena may find she has acquired another unwelcome suitor.

Mental illusions only affect the minds of selected targets. They leave no record even in the auras of the affected targets. However the unlikely behavior occasionally manifested by the targets of mental illusions can hint at the use of such spells.

If a diviner can acquire an item which was formerly in the possession of the quarry, it is usually a simple matter of going sufficiently far back into the auras to reveal the desired information. Even if Halthor is careful not to leave any of his equipment behind, a determined diviner could use the description of Halthor's clothing to scry

for them in the present. Most diviners will not be sufficiently desperate or powerful to locate items on such flimsy knowledge. If Halthor is being truly paranoid, he should destroy any item that might potentially have been captured in an aura at the crime scene.

11.5

COUNTERMAGIC

If a particular set of spells proves to be effective at either the strategic or the tactical level, then magical countermeasures will eventually be developed to mitigate or eliminate the advantages conferred through the use of the original spells. Seers and Magents have developed countermagic to thwart the use of evocation magic.

The counterspells are *Shadow Past*, *Unknown Past*, and *False Past* (on the Seer base list Vision Guard) and *Shadow Assassin*, *Unknown Assassin*, and *False Assassin* (on the Magent base list Disguise Mastery). These spells temporarily interfere with the recording of reality into nearby auras. Each casting of one of these spells will provide interference for a duration, but the distorted recording is (almost) permanently etched into the aura.

The *Shadow Past* and *Shadow Assassin* spells shroud the protected subject in shadow, effectively reducing the recording to an outline without detail. The *Unknown Past* and *Unknown Assassin* spells prevent any details about the protected subject from being recorded (i.e., the subject cannot be perceived in evocation visions). The *False Past* and *False Assassin* spells alter the recording process such that another being is recorded as performing the actions. In all cases, these spells only protect against evocation.

The Magent spells are limited to protecting the caster whereas the Seer can choose who or what is to be protected from evocation magic.

The interference produced by these spells is *almost* permanently etched in the auras. It is possible to remove the distortions restoring the auras so that evocation reveals the actual recording. The countermagics can be theorized as adding and interleaving false memories within the true memory of the aura but without being so powerful as to prevent the real events also being recorded.

It might seem that such spells ought to be really permanent, given the potential threat that unrestricted evocation can pose to the story. In fact, permanence would pose an even greater threat to the story as both Magents and Seers could prevent anyone from ever discovering the true sequence of events, and both *False Assassin* and *False Past* would be used to pervert the course of justice. It would be all too easy for player characters to get away with murder....

Elsewhere, spells will be described which interfere with scrying and divination. These spells (mainly from the Vision Guard spell list) can also be themselves countered. The process involved for evocation, scrying, and divination is called "piercing."



11.5.1 • DIVINATION AND PIERCING COUNTERMAGICS

Before diving into the mechanics of piercing, some terminology is needed.

In what follows, the being, object or place which is being protected is called the “Subject.” The character attempting to scry the present, divine the future or evoke the past of a given Subject will be called the “Diviner.” The defensive spell which is shielding the Subject will be called the “Guard,” and the caster of the Guard will be called the “Protector.”

Prior to making an attempt to pierce a Guard, the Diviner must suspect that some Guard spell is defending the Subject. Diviners must have reason to suspect that something is wrong with their scrying, divination or evocation before they may attempt to detect a Guard.

Assuming a Guard is suspected to be active, the Diviner must make an RR against the level of the Protector (or the level of the Guard spell if the Gamemaster prefers). This RR is made at -20 if the Diviner is a Seer or Astrologer, and at -50 for all other Diviners. If the RR is successful, the Diviner will know whether a Guard protects the Subject (as well as the nature of the Guard). If the RR fails, the Diviner is unaware of the Guard and his information-gathering will be hindered as appropriate by the respective Guard spell. Note he might believe some other cause is responsible for hampering his spells or skills. A Diviner may attempt to detect any given Guard only once (per level of experience), and each active Guard must be detected separately.

Assuming a Guard has been detected, the Diviner may choose to pierce that Guard by focusing his concentration further into his information-gathering spell (or skill). This is resolved by having the Guard spell make an RR (at the Protector’s level or the Guard’s level if the Gamemaster prefers) against the Diviner’s level. The Guard’s RR is modified by +0 if the Diviner is a Seer, by +10 if the Diviner is an Astrologer and by +20 for all other Diviners. If the RR is successful, the Guard will continue to protect the Subject (and hinder the Diviner appropriately), although the Diviner will know to treat any information gained “with a pinch of salt.” If the RR fails, the Diviner has pierced the Guard, leaving the Subject unprotected by that Guard. Each active Guard must be pierced separately, and the Diviner may only attempt to pierce any such Guard once (per level of experience).

EXAMPLE

This example is given in terms of evocation magic—it should be stressed that the same mechanics are to be used to “pierce” scrying and divination defenses.

Colwyn (an 8th level Seer) decides that to protect his privacy from the inordinately curious, he will cast *Shadow Past* upon himself one evening.

Sometime later, Renar (a 13th level Astrologer) is hired to find out what happened at a certain place on the previous night. He casts *Vision Behind III* and begins to scan the past, and in the course of the vision, a shadowy figure is revealed at the scene. Being a trained Astrologer, he suspects some form of *Vision Guard* spell, and concentrates his mind to resist the self-cloaking nature of any Guard spell.

The Guard (*Shadow Past*) “attacks” at Colwyn’s level (8th). Renar needs 38 or higher from the RR Table to

identify the spell. The base RR roll is a 65, but 20 must be subtracted because of the nature of the Guard spell, yielding a net result of 45. Luckily, he only needed to roll above a 38. He realizes that a *Shadow Past* spell has been used to protect the unknown person. If Mahael (an 11th level Mentalist) attempts a similar undertaking with an identical roll of 65, Mahael’s lack of knowledge of the intricacies of such spells (reflected in the -50 modifier) would result in Mahael failing to identify the Guard. Mahael would be convinced that the unknown person was using illusion or similar magic to cloak his identity.

Renar decides to attempt to pierce the *Shadow Past* spell and so concentrates his mind even further upon the *Vision Behind* spell, using his force of will to reveal the true past. The *Shadow Past* spell must defend itself (as 8th level) against Renar’s 13th level “attack.” From the RR Table, the *Shadow Past* spell needs 62 or more to survive. The Gamemaster rolls 51 for the *Shadow Past* spell, adds 10 to the roll (because Renar as an Astrologer is not fully familiar with the arcana of another profession’s spell lists), yielding a net result of 61. Renar pierces the *Shadow Past* spell, rending it utterly, and views the now unprotected past. Hopefully Colwyn was not tempted to any indiscretion in the bedroom of the Duke’s beautiful daughter.

11.6 THE RISKS OF EVOCATION

Careless use of evocation magic can potentially pose two dangers to the caster. The first is aura resonance. The second is the reconstruction of perilous visions. Both of these dangers may be added to the game at the discretion of the Gamemaster.

11.6.1 • PERILOUS VISIONS

No vision revealed through evocation can physically injure the observer. For example, a blinding light will not blind the caster. The reconstruction of the past bypasses the caster’s sense organs and is directly visualized in his mind. Of course, if the blinding illumination is more than momentary, the light will prevent anything else being seen.

Casters should not become blasé about evocation because sometimes the visions will be very unpleasant and may cause mental anguish or injury to unprepared or weak-willed individuals. The nature of the effect will depend on what flaws, if any, exist in the caster’s sense of self and willpower. A squeamish individual who stumbles upon images of the dying and the wounded in a battlefield hospital may feel faint at the conclusion of the spell (if he does not prematurely end the spell). A caster with a phobia may be terrified if confronted by the object of the phobia in the vision. Visions evoking images of the unearthly planes or equally horrifying perceptions may produce lingering and disturbing memories which repeatedly impinge upon the individual in both dreams and wakefulness. The only cure may be to erase the memories.

Such perilous visions should be a rare occurrence unless characters are deliberately seeking out such horrors. See Section 9.3 for guidelines on how to handle such situations.

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The Risks of
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Concluding
Remarks

11.6.2 • AURA RESONANCE

In evoking the past, the caster is activating the memory aura and reconstructing the impressions made by beings upon the aura in the past. Each being's own aura will have left its imprint upon the aura of the source of the evocation. If any of the beings are still alive when the evocation spell is cast, the triggering of their imprint might induce a response in their actual aura. This is known as "aura resonance." Sometimes this resonance will be perceived by the being as a shiver down the spine, a prickling at the nape of the neck, a cold sweat, or whatever is appropriate for the being's race. If the being later meets the caster, a subconscious intuition may induce a feeling of *deja vu* (that the being and caster have met previously) or may predispose the being to treat the caster with mild amiability, caution or hostility.

There are two main factors which affect the chances of aura resonance being perceived. The first is the current distance between the subject of an evocation and the caster. The greater the separation, the less likely resonance will occur. The second is the difference in time between the present and the past reconstructed by evocation. As time passes, individuals mature and age, and their auras change to reflect this. Evocations of the distant past are much less likely to induce resonance than evocations of the recent past.

For every being who appears in an evocation vision and who is still alive at the time of casting, the Gamemaster should roll d100 (open-ended high) and modify the result as follows:

- + Triple the Intuition stat bonus of the being in the vision
- + target's level
- caster's level
- +/- varies dependent on the distance (see below)
- +/- varies dependent on how far back in time the event happenend (see below)

Distance	Mod	Time
10' or less	+30	up to 1 minute
up to 100'	+20	up to 10 minutes
up to 1000'	+10	up to 1 hour
up to 1 mile	+0	up to 1 day
up to 10 miles	-10	up to 1 week
up to 100 miles	-20	up to 1 month
up to 1,000 miles	-30	up to 1 year
up to 5,000 miles	-40	up to 10 years
up to 10,000 miles	-50	up to 100 years
above 10000 miles	-60	up to 1000 years
different plane	-70	above 1000 years

If the final total is 101 or more, the target perceives aura resonance.

Example: A 12th level Lizardman Seer is trying to determine who abandoned a rowing boat and whether they represent a threat to his unit. He casts a *Vision Behind* spell and evokes a vision of eight weary humans dragging the damaged boat and their supplies off the beach. He notes that one of the humans is carrying a shield bearing the symbol of a hated Paladin order.

The Gamemaster rolls on behalf of each of the eight humans to see if aura resonance occurs. In the case of the Paladin, Taeryc von Neustadt, he

rolls 90, and adds 8 for the Paladin's level, adds 30 for the Paladin's Intuition stat bonus, and subtracts 12 for the Seer's level, +20 because the party is currently 12 miles away, and a further +10 because the evocation is reconstructing events two days old. The final total is 86. Taeryc does not notice the aura resonance.

Assuming the aura resonance is detected, this subconscious warning will only modify the target's behavior towards the caster if they meet. The longer between the warning signal and the actual encounter, the less likely that the target's subconscious will affect the target's behavior. To determine if the subconscious warning is remembered, the Gamemaster should roll d100 (open-ended high) and add the following modifiers:

- +/- Double the target's Intuition stat bonus
- +/- The target's Memory stat bonus
- +/- varies depending upon the time between the evocation warning and when the target "meets" the caster (see below)
- +30 under 1 minute
- +20 up to 10 minutes
- +10 up to 30 minutes
- +0 up to 1 hour
- 10 up to 3 hours
- 20 up to 6 hours
- 30 up to 1 day
- 40 up to 1 week
- 50 up to 1 month
- 70 up to 1 year

If the final total is 101 or more, the target's subconscious will associate the resonance warning with the caster. The manifestation of this subconscious warning in terms of behavioral predispositions is at the Gamemaster's discretion.

11.7

CONCLUDING REMARKS

This section has attempted to describe techniques to limit the power of evocation within the story in a balanced fashion. While Gamemasters will doubtless be relieved, players may be somewhat discouraged at this reduction in effectiveness. Players should take heart from the tremendous amount of information which can still be gained through evocation, and naturally should remember to use the restrictions to protect their own characters.

Gamemasters and players should note that the scarcity of Seers, Astrologers and other practitioners of evocation, and the risks of employing them, will mean most interesting events (such as crime) will not be subjected to this scrutiny. Only really important matters will be subjected to full-scale investigations (usually conducted by non-player characters). Similarly, most individuals will not know how to protect themselves from evocation; such knowledge will be the province of diviners, spies, and the top echelon of criminals. In the latter circumstances, the battle of wits between the diviner-sleuth and his quarry can become an intricate story in and of itself.

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SCRYING THE PRESENT

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Scrying the
Present

Scrying by
Skill

Scrying, according to the definition, covers the skills and spells which enable the practitioner to reveal unknown quantities and qualities in the present, perceiving the actions of beings or events in both near and distant locations. In itself, scrying is a potent information-gathering method. In conjunction with related abilities such as sense sharing, this class of techniques represents a formidable arsenal for espionage, investigation, exploration, and many other purposes.

These techniques rarely force the Gamemaster into premature story commitments (such as frequently occurs with evocation or divination). On the other hand, they can compel the Gamemaster to alter the visible scope of the story in terms of increasing the size of the gameworld region about which the characters can personally obtain reliable information. The characters are no longer limited by their normal sensory ranges, relying on either rumors, messengers, and other travelers to bring news from distant parts, or having to actually journey to such exotic locales themselves to determine what is currently happening. Instead the characters can spend rainy days in the warmth of inns, taverns, or homes while they send their perceptions outward. Aerial views of areas of interest can be gained from the perceptions of birds in flight. The safety and whereabouts of friends and allies can be assessed by scrying; the plans and movements of enemies can be similarly observed and evaluated.

Once again, the potential exists for the players through their characters, to eliminate the element of the unknown in the story. The aim of this section is to explain what information may reasonably be acquired by scrying and sense sharing, and to describe limitations and countermeasures to maintain the challenge of the unknown within the story.

Scrying is often employed when the characters wish to discover information about a place, an item, or a being without devoting time or other resources to visiting, acquiring or encountering the subject and without exposing themselves to physical risks. Assuming the players are on the right track, the scrying should be on a topic which is relevant to the story. If it is not, the Gamemaster may or may not have material prepared for the eventuality and improvisation of the relevant details is called for. These details may or may not have future ramifications for the story (and this will depend on how likely the details are to change in the future). Often the details (such as the number of guards protecting a merchant caravan) will change quite dramatically by the time the player characters become physically involved. Thus, the future story commitment implied by the result of a scrying may be minimal.

Scrying on topics which are directly relevant to the story is naturally more troublesome for the Gamemaster. In such situations, the players are using scrying as an aid to decision making, and successful scrying will (at the minimum) reveal interesting information (usually weakening the full impact of one of the Gamemaster's surprises) or change the future story progression. The latter may occur when a scrying attempt reveals a location or other key information relating to a character or group goal. The players may instantly decide to pursue this information and the characters head directly towards the

12.1

SCRYING BY SKILL

The Divination skill can be employed to determine the answers to questions solely concerned with the present. Scrying the present through divination is easier than divining the future but is neither easier nor harder than evoking the past. The difficulties which beset the diviner as he probes deeper into the past or the future are replaced in scrying with increased difficulty in proportion to the range of the subject to be scried. As is the case with evocation, the Divination skill is the least informative method for scrying, being subject to all the normal procedures, game mechanics, and potential readings described in Section 3 and Section 13.

Scrying and related techniques can create problems which the Gamemaster must address when handling their use within the story and the game.

The Gamemaster must firstly consider the question posed by the would-be scryer both in terms of the actual wording of the question and the knowledge sought by the player through the character. "Pure" scrying should only concern itself with factual questions solely related to the present. Sometimes questions will be posed that are phrased such that they also relate to the past or the future. In such cases, the appropriate modifiers with regard to time (for evocation and/or divination) should also be used.



goal. This can short-circuit a major portion of the story. Worse yet, the Gamemaster may be unprepared to handle the goal at this time.

An example: Sir Thomas and a company of knights have arrived too late to prevent the raiding of another merchant caravan by the infamous desert outlaw Nasir al-Azrad. Sir Thomas swears an oath that if he but knew where the knave was, he would pursue Nasir to the brink of hell and beyond. Somewhat foolishly, Colwyn attempts to use his tarot cards to scry for the current location of the outlaw. A successful scrying reveals that Nasir is "at home." Emboldened by this success (and abetted by the player's run of lucky dice rolls), Colwyn proceeds to scry out the nature of Nasir's base and its approximate location. After listening to the results, Sir Thomas leads his force directly towards the cave complex. It's going to be a busy weekend for the Gamemaster—he was not expecting to need Nasir's base for at least another four sessions.

In the example above, the Gamemaster outsmarted himself by revealing a fixed location for the outlaw. One strategy (which would certainly have delayed the damaging revelation) would have been to decide that Nasir was actually traveling in the desert, and reveal this. This would have been much harder to pinpoint and less likely to trigger an instant pursuit. By the time, the crusaders reach that location, Nasir should be safely elsewhere.

This strategy will not thwart players who ensure that their characters ask the correct questions. The only solution is to divert the player characters with other more pressing needs or dangers, and in so doing, buy the time to undertake the necessary "out-of-session" preparation.

The information revealed through scrying should be shrouded in ambiguous symbology. The amount of information to be revealed by the Gamemaster should depend on the degree of success (or lack thereof) in the Divination maneuver (as described in Section 11 for evocation attempts). Countermagic (such as the spells available on the Seer base spell list Vision Guard) will also interfere with the results of the skill.

In terms of modifiers specific to scrying the present, the following list is applicable to all divination techniques (except Astrology, see Section 14).

MODIFIERS FOR SCRYING DIVINATION

Distance between Scrier and Subject	Mod.	Difficulty
10'	+30	Routine
100'	+20	Easy
1,000'	+10	Light
1 mile	+0	Medium
10 miles	-10	Hard
50 miles	-20	Very Hard
100 miles	-30	Extremely Hard
500 miles	-50	Sheer Folly
1,000 miles	-70	Absurd
5,000 miles	-80	Above Absurd
10,000 miles	-90	Above Absurd
unlimited, same plane	-100	Above Absurd

12.2

SENSE MOVING

There are three broad classes of "scrying"-type spells (namely detection spells), sense projection spells, and remote sensing spells, which all involve the scanning of a locale or an area in the present.

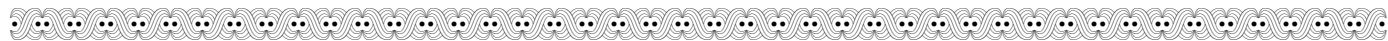
Detect spells are the most familiar to Gamemaster and player alike, and have the shortest range of any of the spells which move the caster's "senses." Normally the caster will lack a natural sensory ability to perceive magic, evil, etc. The *Detect* spells are unusual in that they also provide the sense with which the caster scans the areas of interest. The limited range and various magical countermeasures prevent most of these spells from providing too much information to the characters. By classifying such spells as "scrying," the *Detect Enemies* spells of the Paladin can potentially be thwarted by the set of anti-scrying measures incorporated in the Vision Guard spell list. A *Scrying Misdirection* spell could cause a Paladin to believe an enemy was at a different location, a *Cloud Scrying* spell could cause a *Detect Enemies* spell to omit the location, number or type of the detected enemies, and a *False Scrying* spell could completely misrepresent the real state of affairs. The Gamemaster should examine the exact spell description of the detection spell in question and suitably alter the detected information depending upon the anti-scrying measure being employed.

Sensory projection spells are much closer to traditional expectations of "scrying" magic. This category of spells involves *Conveyance* spells where the caster's awareness leaves his body and travels to a location of interest to observe events at that location, and *Long Sense* and *Observe* spells where the caster temporarily relocates one or more senses to a different location. These spells are incredibly useful because they enable characters to send their senses to perform magical reconnaissance of unknown, guarded, or enclosed locations rather than risking a scouting mission. Their most important advantage is that they can be employed in situations where the characters are almost completely ignorant of a given region.

For example, a party of adventurers find itself marooned on a tropical island. After a night's rest, Colwyn uses a scrying device with a *Conveyance* spell to scan the island for coastal villages and other signs of habitation. Colwyn locates the general whereabouts of one village and the party sets off in the hope of finding a ship to take them to the crusades. So much for terra incognita and the hidden mysteries of unexplored lands....

Fortunately, sensory projection does have limitations. With the exception of the Long Sense spells from the Arcane Vision spell list, all *Conveyance*, *Observe*, and other *Long Sense* spells limit the caster's perceptions to the normal ranges of sight, hearing and so forth, and the caster may not combine the sensory projection with sense enhancement spells (such as *Nightvision*, *Sly Ears*, *Illusionsight*, etc.). This restriction enables disguises, invisibility, standard and sensory illusions, darkness, fog, loud sounds and such to hamper the effectiveness of sensory projection just as they would the perceptions of an observer who was physically present at the location (and indeed much as these precautions will hamper evocation). *Cloaking* spells and mental illusions will not affect the scrier as it is usually impossible to locate the





scryer as a target for the spell. The Gamemaster should not allow Spell Mastery to be used to add additional senses or permit sensory enhancement in conjunction with scrying magic.

With spells which require the caster to move the sense to the desired location (namely *Long Sense* spells), the caster should not be allowed to observe the world while moving the sense. This restriction is relaxed slightly for *Conveyance* spells and does not affect *Observe* or similar spells which instantaneously relocate the sense to a fixed location.

This restriction is subtle and powerful. In preventing the caster from making observations while moving his sense(s) or awareness at high velocity, the caster is prevented from observing interesting features en route and reacting accordingly. The caster is thus compelled to select a direction and move in that direction blindly for a time. Of course, without external markers with which to measure the distance travelled, the caster must rely on his own internal clock, represented in mechanics by the Time Sense skill (to measure the times and distances involved). The longer the caster travels without “dropping into real space,” the greater the likelihood of overshooting (or undershooting) the destination.

It is recommended that the following modifiers be applied to the Time Sense skill when used to measure times during these spells.

MODIFIERS FOR TIME SENSE	
Time to Target Location	Modifier
One round or less	+30
Up to three rounds	+20
Up to one minute	+10
Up to five minutes	+0
Up to ten minutes	-10
Up to twenty minutes	-20
Up to thirty minutes	-30
Up to one hour	-50
Up to two hours	-70
No external referents	-40

With the exceptions of the results of Unusual or Absolute Success, the caster will always overshoot or undershoot. The percentage error can be determined as shown below.

PERCENTAGE ERROR	
Time Sense Maneuver Result	Error
Spectacular Failure	+/- 75%
Absolute Failure	+/- 50%
Failure or Unusual Event	+/- 25%
Near Success	+/- 10%
Partial Success	+/- 5%
Success	+/- 1%

The direction of the error is at the discretion of the Gamemaster.

Returning to the example of the marooned adventurers, Colwyn’s player decides that using five-minute bursts of high-speed *Conveyance* interspersed with landmark finding and reorientation has a reasonable chance

of locating settlements. Colwyn’s player makes a Time Sense maneuver roll (at a -40 modifier) for each burst. Unsurprisingly, Colwyn never moves his senses in five mile jumps, and spends much of his observation time relocating the coast. The locating of the single village was just lucky. An attempt to relocate the village a day later (using *Conveyance*) fails completely. Colwyn’s player decides that an investment in development points to buy more skill ranks in Time Sense would be wise.

One aspect not covered in the descriptions of the sensory projection spells is what happens on termination of the spell. In all cases, the return of the awareness or sense to the normal confines of the body should require some reorientation. The erstwhile caster should be treated as “stunned” for the round following the end of a sensory projection spell. If the spell is terminated abruptly (by a failed Spell Concentration maneuver or dispelling magic), the effects will be more severe. For *Long Sense*, *Observe* and similar spells, the caster should be treated as stunned for d10 rounds.

If a *Conveyance* spell is prematurely terminated before the caster can return his awareness to his body, there is an immediate risk of psychic dissolution. The caster must make a Fear RR with the level of the attack equal to the distance (in miles) between the caster’s awareness and the caster’s body (with a minimum attack level of one). If the caster fails the RR (the terror of death), the caster’s awareness will dissipate and the body will suffer brain death. If the caster survives being frightened to death, his awareness must retreat to the body at a fixed rate, and the time to return should be treated as an overstay duration (for the purposes of the Resistance Roll discussed in the spell description).

If the Gamemaster allows the Power Perception skill, characters may make a Hard (-20) maneuver using this skill to notice the magical fluctuations associated with an observer using any sensory projection spell.

The *Scrying* spells require the caster to be able to uniquely identify or name the intended subject. If the caster is unable to identify the subject, the scrying will attempt to “lock onto” the nearest similar target within range. If there is no appropriate similar target within the range, the spell will simply fail. If the scryer only has a description of the subject and if the description is inaccurate (e.g., of a Magent in heavy disguise), the scrying will miss the intended target. Scrying spells may only have one subject per casting, requiring a recast if the spell goes astray.

Although closed doors, shuttered windows and similar mundane precautions will not stop a *Scrying* spell from locking onto a target being or location, darkness, standard illusions, invisibility (and so forth) will reduce the information which the scryer can obtain as all such spells are strictly limited to (some of) the caster’s normal unenhanced senses. The use of Power Perception or *Detect/Feel Scrying* spells can alert a subject to the scrying attempt.

All three categories of scrying magic can be stopped or hampered by a number of counterspells. Structures can be protected permanently using antiscrying wardings (as found on the Structure Wardings and the Perimeter Warding spell lists in *Castles & Ruins*). If a scrying spell fails to resist one of these wards, the spell is immediately terminated. The antiscrying measures on the Vision Guard spell list have a much shorter and temporary duration, but can be used to protect any potential subject. The reader is referred to that list for specific details and reminded that these spells can themselves be pierced (as described in Section 11.5).

Section 12.2

Sense
Moving

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12.3

SENSE BORROWING

Sense borrowing or (more often) sense sharing is not a type of scrying magic. Because of this, sense borrowing is not subject to “anti-scrying” effects. For those with access to such magic and creatures with useful sensory abilities, it can be a very valuable source of information concerning the present, and so it is appropriate to discuss it in this chapter.

The human race can be proud of its senses, yet many members of the animal kingdom have superior capabilities in one or more senses. Some animals have natural senses which humans can only possess through the surrogate of advanced technology.

In *Rolemaster*, magic can allow characters access to the sensory capabilities of animals, whether it be by the *Vision Borrowing* spells of the Seer, communication and sense sharing with *Bonded* animals or familiars, or shapechanging to a desired animal form. The motivation behind the use of such magic will often be to gather information which would otherwise be unavailable to the character. Few Gamemasters will be expert biologists and so will frequently be compelled to rely on general knowledge of a given animal’s sensory abilities, or will succumb to the most common mistake: describing the animal’s perceptions as if it was a human being.

This section aims to assist the Gamemaster by providing a sample of the range of animal senses including some which humans lack, followed by a discussion of how to use this material within the context of animal behavior and the constraints of the various classes of spells. It would be impossible to provide complete details of all the myriad species to be found in any given world. Instead, each class of animals is discussed in general (and interesting members are highlighted).

12.3.1 • SIGHT

The sense of sight can be characterized by a number of factors, including eye type, the range of the spectrum of light which is detected by the eye, and eye placement. Eye types can range from simple photosensitive regions (able only to detect the presence or absence of light) to organic “pinhole cameras” (able to provide poor images of a scene) to organic eyes with lenses (providing adjustable focus and sharp images). All vertebrates and many invertebrates have lenses in their eyes.

Dependent on their environmental niche, many creatures see different wavelengths of light from humans, ranging into both the infrared and ultraviolet portions of the spectrum. Animals also differ in their ability (or inability) to distinguish color.

Eye placement differs according to whether a particular creature is predator or prey. Predators have forward facing eyes, with the binocular vision giving depth perception and advantages in chasing down fleeing prey. Predators do not need to concern themselves with other animals sneaking up on them. Prey have eyes on each side of the head in order to provide 360° vision without the need to move the head (and potentially attracting the notice of a predator).

INSECTS

Insects see the world with the aid of compound eyes, with each facet gathering a small portion of the field of vision. Insectoid vision has a much poorer resolution as

a consequence and has poor focusing action but this is unlikely to inconvenience the insect as significant objects to an insect will appear near and large. Compound eyes have the advantages of equal clarity over the whole field of vision and better motion detection. The definition of the final image depends on the number of facets which are combined in a matrix of overlapping points of light, from a mere nine (in the case of some underground worker ants), to five thousand in a bee’s eye, to thirty thousand in a dragonfly’s eye. The last would have the quality of a grainy photograph. Flies and other daytime insects live in a high speed world and so possess a higher “flicker fusion” rate than humans. This rate determines the frequency at which the field of view is updated and is essential for rapid detection of visual stimuli and consequent instinctive reactions (making fly swatting a difficult task).

Most species of spiders have eight eyes, but the eyes are not equally valuable. Two of the eyes serve the spider by creating a picture. The remaining side eyes are much simpler and function as detectors of peripheral movement which guide the main eyes towards prey or potential mate.

Bees have a different set of pigments in their eyes, namely green, blue and ultraviolet. The world according to the bee is a world of very different hues to humans, a world without any shade of red. Some light is polarized as it travels through the atmosphere, and this light can be detected by bees allowing them to navigate using the sun on cloudy days by comparing the received pattern with the stored reference map to locate the hidden sun.

FISH

In the depths of the ocean, the only light is blue and so the eyes of deep-sea animals are tuned to utilize such light (unlike land-based animals). In rivers and lakes, the water is often colored green by algae or brown by decaying vegetation. Freshwater fish have their eyes tuned to red as a result. Some species change their color bias during their lifecycle of migration from rivers to the open sea.

Amongst the best eyes in the oceans are those belonging to the squids, the octopi and the sharks. The squids and octopi can equal human vision and have no blind spot (but are limited to monochrome images). Sharks’ eyes, in addition to being attuned to the sea, are some ten times more sensitive to light than human eyes. A valuable asset indeed to one of the most feared predators of the dimly lit waters.

AMPHIBIANS & REPTILES

One of the few advantages of being cold-blooded is an improvement of vision as the ambient temperature decreases. At low light levels such as late evening and night, heat will affect the pigment cells in the eyes to an equal extent as light. The body heat of mammals interferes with their vision.

The eyes of primitive vertebrates (such as frogs—a favored wizardly familiar) do significant processing of what is seen forwarding only the results to the brain. For example, the frog’s eyes respond to moving edges as well as performing pattern matching on objects of particular sizes (such as flies). Its brain is responsible for identifying dangerous or unpalatable insects and preventing such insects from being deemed prey. Motionless insects are effectively invisible to the frog. The sensitivity of a frog’s eyes to blue is a natural adaptation to its normal watery environment (frighten a frog and it will instinctively leap for the nearest patch of blue in the expectation that this will be the safe haven of water).





BIRDS

Birds are justly renowned for their acute vision. This is due to their possession of no less than five different pigments in their eyes (compared to the human three) and “oil drop” filters with which to narrow the band of wavelengths to a manageable number. This allows birds to discern from great altitudes the subtle characteristic hues of favored plants and trees, the distinctive and betraying coloration of landbound animals, or even fish swimming rashly close to the water’s surface.

Many birds of prey have an additional advantage. On noticing a feature of interest in their field of vision, they can enhance that portion, raising its magnification several times much like a telephoto lens on a modern camera (at the expense of the remainder of their view). If the interesting object proves to be potential prey, then the bird can swoop down from the skies, its approach probably unnoticed by the unheeding animal. Of course, the greater cruising height that such vision affords will enable the hunter to survey much more territory.

MAMMALS

Amongst the mammals, the various species of primates are possibly the most favored with regard to vision. Evolution has bequeathed primate eyes with three pigments (blue, green, and yellow/green/red) compared to the mere two pigments available to dogs, cats, squirrels, and most other mammals (causing such less favored mammals severe difficulties in distinguishing between red and green shades). Likewise most other mammals have poor focus.

Nocturnal mammals (such as cats) have even poorer color vision (because of a low density of color-detecting cells), but as they approach an object, their perception of its color improves. Their eyes are better adapted for the night (absorbing half as much light as human eyes) and the irises contract during the day to prevent saturation from the higher light levels.

12.3.2 • HEARING

Human ears, like those belonging to other animal species, enable sounds to be distinguished and their sources to be located. However the human ear is deaf to much of the range of frequencies employed by the animal kingdom and is further disadvantaged underwater.

A useful rule of thumb with regard to the range of frequencies that can be heard by a given animal is to consider its size. In general, larger animals hear lower frequencies, whereas small animals hear higher frequencies. This heuristic is not rigid, as animals must concentrate on the frequencies necessary for survival in their ecological niche.

INSECTS

Instead of ears, insects possess tympanal organs in seemingly unlikely places on their bodies. These stretched membranes can be found for instance on the front walking legs of crickets and the bellies of cicadas. Insects are sensitized to their own survival frequencies.

Spiders have hairs which are tuned to perceive air movements with the size of the hairs determining the frequency detected. Some house spiders have been known to come out of hiding when music is played in a room (though this does not indicate a love of music). The notes which captivate these spiders have been incorrectly recognized as the sound of wings.

FISH

The rivers, seas and oceans of the world are filled with sound. Water is a better medium than air for the propagation of sound. Fish are well adapted to the low frequencies common to the waters.

In place of ears, fish possess lateral line detectors which serve to detect water movements. These are arranged along the body such that each organ receives a marginally different impression of a disturbance in the water. Such arrangements allow the source of the movement to be located. Water currents or the fish’s own movements can mask other sounds.

Lateral line detectors allow shoaling fish to maintain their position relative to the other members of the shoal. Sharks, as might be expected, possess very sensitive lateral line organs, able to detect the water movements generated by the muscles of swimming fish.

AMPHIBIANS & REPTILES

If the vision of the more primitive vertebrates is rather limited, their hearing is equally restricted. Frogs can hear the sounds of other frogs, various predators, and very little else. Those additional detectable sounds are doubtless also survival frequencies or legacies of ancestral threats. The spadefoot toad, a desert dwelling species, lies dormant in burrows under the soil while the weather is dry. It emerges to make the most of wet weather whenever it hears the low frequency sound of falling rain.

BIRDS

Birds are suspected to use infrasound as an aid to navigation. Infrasound is the term given to very low frequencies below the range of human hearing. Such sounds can be used to provide birds with both weather prediction and auditory maps of territories of interest. The mountains, the seas, and the deserts all produce recognizably different patterns of sound which can be detected at a distance. The sands of the desert signal their presence with a resonant hum; the high winds passing over the mountains reveal the great peaks to those who can hear. Infrasound is a contributing factor to the success of the great avian seasonal migrations

Another common companion to wizard and adventurer is the owl. The large eyes of the owl provide excellent vision for nocturnal hunting, but the ears provide hearing which equals or exceeds human capabilities. The barn owl not only can determine whether a sound originates from its left or right but also the height of the source. The latter feat is made possible because one earhole is higher than the other causing sounds from differing heights to arrive at slightly different times. Much of its brain capacity is used for sound mapping (a worthwhile investment for the owl).

MAMMALS

All mammals have similar ears to humans, and in many cases (such as dogs) have superior hearing. Dogs can hear frequencies twice as high as the upper limit of human hearing.

Desert animals have extremely acute hearing, with low frequency sounds being greatly amplified by their ears. Such amplification is necessary as the lack of sufficient vegetation to provide shade and cover compels these hardy mammals to forage in the cooler night when the stealthy and perceptive owls and snakes hunt. Elsewhere, other mammals such as goats, deer, rabbits

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and the like have developed tall flexible ears which they can readily move to concentrate their hearing on sounds which might signal danger.

Mice and other rodents communicate using ultrasound, high frequencies above the upper limit of human hearing. Such sounds have a very low penetrating range with an inch of soil serving to shield a burrow's occupants from the ears of the curious and the hostile. Similarly, much elephant communication is conducted in the infrasound band with the low frequencies carrying important messages between the separated animals of the herd.

The insectivorous bats have perfected their hearing in combination with sound generation as a means of echo-location (like sonar). Bats scan ahead, emitting ultrasound pulses at a rate of about ten per second, easily sufficient to detect a midge at over fifty feet. On locating a target, their pulse emission increases up to fifty per second and further increases to two hundred in the last seconds of a kill. The lower frequencies provide distance information regarding the surroundings, the higher frequencies bounce off very small objects such as prey insects, and the use of multiple frequencies supplies the bat with fine detail. Some insects (such as tiger moths) retaliate by issuing their own ultrasound challenge to warn off the bat or disrupt its sonar. Some bats even use echo-location to fish. The ultrasound pulses do not penetrate the water but they do reveal the betraying ripples generated by swimming fish.

The calls and haunting songs of the whales are legendary and are rendered possible by excellent hearing attuned to the low frequencies which travel well in the underwater world. The songs of the humpback whale can be heard over many miles, the calls of the fin whale and the blue whale can be heard over hundreds of miles. Water varies in temperature, pressure and salinity, and the whales exploit these gradients to channel their sounds for long distance communication.

The waters in which river dolphins make their home are very muddy. Sight is a relatively useless sense in such an environment, and their eyes have almost disappeared as a consequence of adaptation. Instead they employ ultrasound as their principal sense, firing bursts of sound at multiple simultaneous frequencies to detect and locate choice fish. The ultrasound bursts pass through the softer tissues of fish but are stopped by the swim bladder and bones. Dolphins and sperm whales have been known to use ultrasound as a weapon, stunning or killing target fish by disrupting their tissues with blasts of sound. Sharks have been killed by the ultrasound attacks of gangs of determined dolphins.

12.3.3 • SMELL AND TASTE

The senses of smell and taste are often difficult to distinguish with many species. The ability to detect both airborne and dissolved chemicals is important to most animals living on or near the ground.

INSECTS

Insects normally have taste sensors on their feet, and smell by attuning their antennae to scents in the air. Mosquitoes are particularly sensitive to carbon dioxide emissions produced by animals exhaling.

Smell is the only means by which the social insects can successfully organize their nests. Termites add a scent to each piece of mud used in the construction of a new mound, and this scent serves to guide other termites to the growing nest. Once constructed, the mound will be permeated by the scents of the queen, causing the workers to feed and groom her, and preventing them (while the scents persist) from developing their own ovaries.

Scent is used as a danger signal by bees. In the process of stinging, bees release a scent which, if the bee is close to the hive, will cause bees to pour out of the hive to surround the hapless animal. If the bee is far from the hive, the alarm scent will cause other bees to flee for the shelter of the hive.

There is safety in numbers, and the social insects adhere to this motto by leaving trails for other members of their nest to follow. Army ants are an extreme example as they deposit a chemical trail wherever they go. Most other ants only make a trail when they have located a substantial source of food, and deposit their scent as they return from the food site to the home nest. The trail is followed and reinforced by other ants which prevents the scent dissipating.

FISH, REPTILES & BIRDS

Fish have separate organs for the senses of smell and taste, but the taste buds are not confined to the mouths of fish. The body of the catfish, for instance, is practically covered with taste buds (perhaps providing a justification for the area of effect of *Taste Mirage* spells). Sharks can locate injured prey from the scent of the blood at thousands of feet.

The snake uses its forked tongue to gather scent particles from the air and then tastes the particles on a membrane in the roof of its mouth. The Jacobson's Organ (as it is called) is used by reptiles to detect potential food.

Birds have taste buds only on their tongues and smell by sniffing their tongues. In general, the senses of taste and smell are very poorly developed in birds (relative to mammals). There are of course notable exceptions (such as the kiwi which uses its nose to detect buried food or the turkey vulture which can detect and locate a freshly killed carcass across miles of forest).

MAMMALS

In the mammalian world, scent is used in hunting, foraging, finding mates, detecting enemies and marking one's territory. Skunks, polecats, and martens even defend themselves with their scent by loosing a spray at their foes.

With the exception of the fastidious humans, mammals flaunt their smells and possess glands to produce their scents or add the chemicals to their waste products. Territorial marking allows the holder of a territory to detect intruders and warns intruders to either travel onward or properly challenge the incumbent, helping to reduce the number of fruitless skirmishes for both.

For grazing animals such as deer and antelope, smell provides an early warning of predators and these herbivores will regularly interrupt their feeding to sniff the air.

The senses of smell and taste in humans are relatively underdeveloped. Fortunately selective breeding has improved the generally excellent noses of dogs, culminating in the bloodhound whose nose is almost a million



times more sensitive to scents than its master's. When given an item containing the scent of a human who is to be tracked, the bloodhound's nose may be overwhelmed by the odor. It may take as long as half an hour before the scent has dissipated enough so that the dog can track using the resultant odor gradient. Other clues such as the scent of vegetation crushed by the fleeing quarry aid the hound. Identical twins can sometimes confuse the otherwise unerring nose of the bloodhound as bodily odor is mostly inherited and only marginally affected by lifestyle and diet.

12.3.4 • OTHER SENSES

TOUCH

For most animals, the sense of touch is relatively simple. The scorpion employs its sense of touch to determine the suitability of a site for its eggs by checking the consistency of the sand using a pair of "combs" located beneath its body.

Note that many insects (and some reptiles) combine their sense of touch with another sense (usually either hearing or taste). Thus, previously mentioned notes on these senses might apply.

HEAT SENSE

A number of species have evolved sensory organs capable of perceiving heat. Many insects such as fleas are sensitive to heat. The vampire bat detects the body heat of its victims with a patch of heat sensitive skin on its face which is isolated from the bat's own body heat.

Some snakes have heat sensitive facial areas. In pit vipers, these are contained in a large pit on each side of the face. In boas, the cells are located in rows of pits along their jaws. Although these snakes are very sensitive to heat (being able to detect objects fractions of a degree warmer than the surroundings), the resultant infrared images are of poor resolution compared to the snake's ordinary vision.

AIR DETECTORS

Air currents that may seem to be gentle zephyrs to larger creatures can pose serious problems or facilitate movement dependent on their strength and direction. Spiders and scorpions have hairs on their legs and pincers respectively to detect air currents so that they can compensate correctly.

Bees judge their flying speed by how far their antennae are bent outwards by rushing air and alter their wing movements accordingly. Locusts also have hairs on their head for finer speed control. Birds have tiny hair-like feathers called filoplumes which lie alongside each contour feather. Through the filoplumes, the birds perceive the position of their contour feathers and sense air currents.

MAGNETIC SENSE

The ability to sense magnetic fields can be a valuable aid to navigation. Young birds employ their magnetic sense to orient an internal compass on the sun and the

stars. As they mature, they rely on their senses of sight, of hearing and their internal maps to navigate, except when poor visibility requires them to resort to their magnetic sense.

Whales employ a magnetic sense to navigate around the oceans. The mysterious strandings occur when their magnetic sense becomes confused with unfamiliar localized anomalies. The less-widely traveled dolphins and porpoises seem to be more familiar with the magnetic oddities of their environment (and rarely find themselves in difficulty).

ELECTRIC SENSE

As animals move, breathe, and think, electrical impulses are generated in the body. A number of aquatic species (notably sharks and rays) have evolved sensory organs to detect such electricity, enabling them to detect the breathing of stationary prey. This sense may allow them to perceive other fish as somewhat distorted images of hearts, gills and other active muscles. The range is only a few feet and so this sense is most advantageous in murky water or against closely hidden prey.

Electric fish generate an electric field surrounding the fish and its neighborhood. Obstacles such as other fish distort the field. The electric fish can also reveal its sex, age and emotional state to other electric fish through the electric field.



12.3.5 • LIMITATIONS ON SENSE BORROWING

The three principal mechanisms for borrowing the senses of an animal are: the Vision Borrowing spell list of the Seer, the *Sense Through Bonded* spell on the Animal Bonding spell list, and various sense sharing techniques for use with normal and true familiars. The mechanisms differ in flexibility and control over the perception in inverse proportion. A Seer can borrow the senses of any creature within range yet has no mental control over the target and so only observes what the creature is interested in observing. A character who has bonded to an animal can only share the senses of his animal(s), but the character can make suggestions to the *Bonded* animal via mental communication. An Essence spell user with a normal familiar can always share the familiar's senses and can completely control the familiar's actions. Those Essence spell users with true familiars can have the familiar interpret what it sees. The differences between *Bonded* animals and familiars will be clarified below.

In handling sense borrowing (particularly with spells from the Vision Borrowing spell list), the Gamemaster should remember that animal behavior and intelligence are just as important as the sensory capabilities. Animals possess senses to ensure their own survival, not to provide long-range, unpaid scouts for cautious spell users. What is of interest to the animal may hold no interest for the caster and vice versa. Moreover, the animal will have its own agenda, whether it be seeking a mate, hunting prey or avoiding predators. A Seer may be observing a midnight meeting of conspirators in a moonlit forest glade through the senses of a fox, only to miss the most interesting exchanges as the fox spies an unfortunate mouse and pursues its prey beyond the glade. Bonded animals, although more cognizant of their human partner's interests, have only animal intelligence and thus animal instincts will often modify the Bonded animal's behavior.

The spell user can only observe what the animal chooses to observe. In addition, any sense-borrowing spell users are limited by the perceptive faculties of the creature. The remote observer is sharing the sensory data received by the creature's sensory organs, rather than moving his own point of perception to the creature's location. The squid can only see monochrome images so the borrower will share a monochrome image; frogs can only hear a few frequencies so the borrower will only hear sounds at those frequencies.

Illusions can alter what a creature perceives or thinks it perceives. Standard illusions alter the surroundings of the creature and so a borrower will perceive the altered reality. However, mental illusions affect the brain of the creature bypassing the sensory organs, and so the borrower will perceive the true reality rather than the hallucinations being experienced by the creature. If the borrower and the creature are conversing (mentally or otherwise), the discrepancy in perceptions caused by mental illusions will normally be revealed quickly and the victim of the mental illusion should be allowed an RR to break free from the illusion.

The borrower's understanding of the shared sensory information is normally limited to the perceptive faculties that he himself possesses. Thus, if a human Seer

borrowes the electric sense of a shark, the information will be utter gibberish and the mismatch in senses will induce an extreme headache. However if the Seer has access to the *Comprehend Borrowed Sense* spell, this spell will "translate" the information from the shark's electric sense into a comprehensible format for the Seer's mind. Characters with access to the Animal Bonding spell list lack a spell to translate mismatched senses and so may only usefully share matched senses from a *Bonded* animal.

Characters who are perceiving the world through the senses of a true familiar will normally form a shared consciousness such that the familiar interprets its perceptions for the benefit of the mage. In other circumstances (or with normal familiars), the mage must attempt a Situational Awareness (Familiar) maneuver to understand the information from the familiar's senses. It is suggested that the following modifiers be applied to the maneuver to represent the mismatch in senses.

MODIFIERS FOR SENSORY MISMATCH —SITUATIONAL AWARENESS (FAMILIAR)

(Modifiers are cumulative)

No mismatch	+0
Same sense but familiar has poorer ability (e.g., fewer color pigments in eye, weaker sound amplification in ear, etc.)	-10
Same sense but familiar has better ability (e.g., more color pigments in eye, greater sound amplification in ear, etc.)	-20
Same sense but familiar has different range (e.g., different range of audible frequencies, visible wavelengths, etc.)	-20
Same sense but different location (e.g., forward facing eyes versus side facing eyes, etc.)	-20
Same sense but different type of organ (e.g., hearing sense as insect's tympanal membrane or fish's lateral line detector as opposed to mammalian ear)	-30
Unmatched sense	-50

Regardless of the spell used to share the senses of another, the caster is effectively in a trance while concentrating on such spells, and is unaware of his immediate surroundings.

These spells are very effective in transmitting sensations to the borrower, sometimes too effective. At the conclusion of a sense borrowing spell, the caster will often suffer residual effects in terms of lingering sensations. The Seer who borrowed the senses of the mouse-hunting fox may have the aftertaste of mouse in his mouth. Cautious casters will only borrow the minimum number of senses, and will often abandon a spell prematurely if the animal pauses to feed (as it is too easy to develop either a craving or an aversion for a particular food). The perceptions from other senses can be equally distressing and perilous.



12.4

ANIMAL BONDING VERSUS FAMILIARS

The *Mentalism Companion* introduces the Animal Bonding spell list which represents the special abilities of the Beastmaster Lifestyle training package. In *Essence Companion*, the concepts of the familiars and true familiars are explored. Gamemasters comparing the Beastmaster material with the familiar material will notice a number of differences, and might incorrectly infer that the Beastmaster (with his *Bonded* animals) is more powerful than the mage with his true familiar. The purpose of this section is to examine the differences and reassure the Gamemaster that both are balanced with respect to each other.

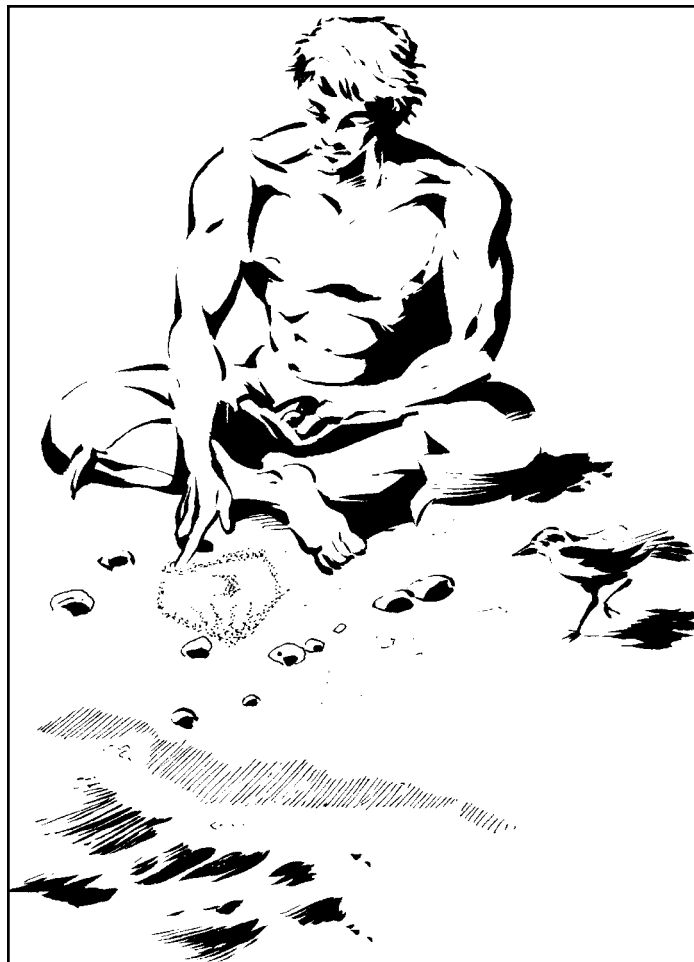
A mage can only ever have a single familiar, and even true familiars are limited to 10% of the caster's mass. This limitation deliberately and explicitly prevents the mage from acquiring an animal which would be effective in combat. The bonding process between mage and familiar takes place over a week. The mage will be in shock for two weeks (and at a hefty penalty to all activity) if the familiar dies.

In contrast, a Beastmaster can have up to one *Bonded* animal for every rank he has developed in the spell list (with a maximum equal to the Beastmaster's current level) and there is no size limitation on the *Bonded* animals. Thus, a high-level character with the Beastmaster training package could have a veritable menagerie of animals, all of which could be effective in combat? Well, yes, but size isn't everything. The care and feeding of multiple *Bonded* animals will demand more of the character's time and resources. Each *Bonded* animal is a dependent and the death of any one will push the character into shock. This shock will be worsened if multiple *Bonded* animals die within a short period. If the number of animals in the menagerie is not in itself a hindrance to entry to civilized settlements, large animals, especially predators, may be sufficient cause for city guards to bar the group's entry. In some cultures, the ownership of certain animal species, such as birds of prey, is restricted by social class. The Beastmaster newly arrived from the wilderness may be declared a criminal!

Although the *Bonding* process is faster for Beastmasters and their animals, the animals receive an RR against the process if they fear, dislike, or distrust the caster. The caster may only attempt the bonding spell once per level with any given animal.

The Beastmaster offers the animal a pact of friendship and mutual assistance. The mage offers the would-be familiar friendship, increased intelligence and understanding of the world, and access to special magical abilities. He "agrees" to assist the beast in the matters of food and care as well.

Thus, while the true familiar may eventually hold deep philosophical debates with its mage-partner, *Bonded* animals remain animals with animal intelligence and only mildly modified animal behavior. Beastmasters should expect to



spend lots of their time in conversations concerning food, water, shelter, potential mates with their *Bonded* animals, or the animals will "sulk" in retaliation for being ignored. The *Bonded* animals will normally be willing to help the Beastmaster but, unless carefully instructed otherwise, may end up doing more harm than good by acting on their own initiative. Patience, forbearance, and vigilance are essential attributes for a Beastmaster. It should also be noted that there is no means of compelling a *Bonded* animal to act according to the Beastmaster's wishes; the Beastmaster must convince the *Bonded* animal to accede to his wishes. In contrast, a mage need only concentrate to control a familiar.

As for a final balancing factor, any spell user of the realm of *Essence* (including hybrids) could acquire a familiar or a true familiar simply by expending the development points to learn either the Gate Mastery, Familiar Mastery or Dark Summons spell lists. On the other hand, the Animal Bonding spell list is only accessible to characters who have adopted the lifestyle of the Beastmaster. This lifestyle choice naturally precludes any other Lifestyle training package and represents a considerable dedication to the animal world. Remember that when the character leaves the training package (to pursue another Lifestyle), the spell lists becomes classified as Restricted.

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DIVINING THE FUTURE

Divination, in the sense of foretelling the future, presents formidable obstacles to the Gamemaster who wishes to balance the opportunities for the divining character to obtain story share against the necessity to limit the information concerning the future direction of the story which is made available to the players. This section will discuss general guidelines and specific game mechanics for handling divination (whether by skill, spell, or other means), provide tables of readings and interpretations for three of the mantic arts, and conclude with a number of control measures to rein in players who are relying on divination as a crutch.

13.1

USING DIVINATION IN THE STORY

For the Gamemaster, maintaining the distinction between the visible scope and the actual scope of the story, and retaining the flexibility to adjust the future direction of the story, are critical aspects of story control and good Gamemastering. Divination, in all its forms, can imperil those aspects.

For the players, the use of divination represents a mechanism by which their characters can increase the visible scope of the story, ascertain the nature of threats and simulate the results of responses to those threats in safety, and compel the Gamemaster to provide story commitment to the results of a divination (if the characters follow through on their putative actions).

The needs of the Gamemaster and the wishes of the players are potentially in conflict. As ever, the key word is “potentially.”

In what follows, it is assumed that divination can reveal *a* future but not necessarily *the* future (as discussed in Section 3.1). This assumption alleviates the need for story manipulation to ensure that a given future comes to pass, and minimizes the onus on the Gamemaster to determine in precise detail what will happen if a character performs some action. Instead the Gamemaster must consider only the probable future in broad terms for a given divination (the details can be improvised as required). It is this future which the Gamemaster will have to support with some measure of story commitment. If the player characters follow through on their intended actions, if random chance does not cause unusual events (by lucky or unlucky dice rolls), and if non-player characters or other agencies do not intervene, the future predicted by the divination should come to pass. This level of expected story commitment does entail a certain amount of care on the Gamemaster’s part when offering readings.

However if the player characters fail to follow through on their intended actions, the future may or may not come to pass. If the players or the Gamemaster are blessed with lucky dice rolls or cursed with a run of unlucky rolls, random chance may forestall the predicted future and usher in a much less probable future. If the

Gamemaster considers that non-player characters or other powers in the setting will take exception to the player character’s intentions or that the plans of such beings will accidentally or deliberately impinge upon the player characters, the intervention of such entities may again be sufficient to alter the future. These other forces may be completely unknown to the player characters and vice versa.

The Gamemaster should warn the players that a probable future predicted by divination is not guaranteed to be the actual future. Moreover, the Gamemaster should not explain why predictions fail to come to pass to players. Such questions are too often veiled attempts to elicit information relating to the actual scope of the story from the Gamemaster.

In handling almost all of the divination techniques and spells (except *Anticipations*-type spells and *Intuitions* spells), there are a number of guidelines which the Gamemaster should follow:

Normally the Gamemaster will be presented with a question which is relevant to the story or the characters. In such circumstances, the Gamemaster will understand the motivations behind the divination request. The Gamemaster should firstly consider what knowledge is being sought by the player character (which is not always what has actually been asked) and determine what the correct answer to the real question should be (e.g., what is the probable future given some action of the characters?).

Once the correct answer has been determined, the Gamemaster should consider the question that has actually been posed, skewing his response to match any ambiguity, sloppiness, or bias in the question. In constructing the reading, the symbolic language of the particular divination method should be employed to veil and obscure the meaning. Unless the Gamemaster wants to ensure that the reading is correctly interpreted (i.e., to direct the players back to the main plotlines of the story or to warn them off some insanely dangerous course of action), the reading should always be ambiguous.

Sometimes a player will attempt a divination for which the Gamemaster cannot reasonably produce a satisfactory answer. This can occur whenever the player character is looking too far ahead into the future or at an aspect of the story that the Gamemaster has yet to flesh out. In addition, sometimes the Gamemaster will not even understand the motivations behind the divination attempt. In such circumstances (assuming the maneuver or spell is successful), the tables of divinatory readings and interpretations could be consulted until the Gamemaster is suitably inspired. The result of the reading and the associated question should be noted by the Gamemaster for possible later incorporation within the story.

In all cases, the Gamemaster should inform the player of the divining character privately and verbally. This introduces the possibility of deliberate or accidental misinterpretation of the reading.





13.2

PREDICTIONS BY SKILL

Most attempts to predict the future in the game by amateur diviners will involve the use of the Divination skill. A description of how historical and contemporary practitioners employ a selection of the mantic arts was presented in Section 3.4. This section will convert some of those techniques into game mechanics in terms of the General Divination Maneuver Chart and sets of plausible interpretations for various results.

In general, the various techniques have associated procedures which practitioners should follow, whether it be the sacrifice of an animal for haruspication, the Tarot reader's preparatory contemplation, or the almost cabalistic rituals of the crystallo-mancer. Such methods are also time-consuming and are normally inappropriate for snap decisions in the midst of a battle. The Gamemaster should ensure that all the appropriate bonuses and penalties are applied to the Divination maneuver (see below).

The average player cannot be expected to know the symbolism and the lore associated with the chosen divinatory technique, yet the character would know what meaning was associated with a given Tarot card, cast of the astragals, or tea leaf picture. To reflect this, it is recommended that a new skill "Divination Lore" be added to the Lore • Magical category.

This addition would seem to undermine the entire symbolic approach to divination that has been advocated throughout *Mentalism Companion*. The skill should only be used to recall the meaning of a constituent of the divinatory reading, not to interpret the whole reading. This limitation should force players to use their brains not their dice.

Example: *Colwyn attempts a divination on the question "Will we have a safe journey?" He draws the Eight of Swords card from his Tarot deck. Colwyn's player has a limited knowledge of the Tarot and has ensured that Colwyn has developed Divination Lore (Tarot). A successful Divination Lore maneuver, and the Gamemaster informs Colwyn's player that the Eight of Swords foretells bad luck and entrapment. The interpretation of this meaning in relation to the specific question is up to the player. (For the interested, the meaning could indicate being captured by pirates, trapped in an anchorage by storms or marooned on a jungle-clad island.)*

A separate Divination Lore maneuver should be required for each symbol whose meaning is to be recalled.

13.2.1 • THE DIVINATION TABLE

Section 13.2

Predictions
by Skill

GENERAL DIVINATION MANEUVER CHART

-26 down Spectacular Failure

Disaster strikes. In your attempt at divination, you damage your apparatus through carelessness (e.g., tear a card, drop the crystal, lose a die, etc.) and the reading is ruined. All future attempts at Divination will suffer a special modification of -50 until the apparatus is repaired or replaced.

-25- 04 Absolute Failure

You work the apparatus and produce a reading which you are certain is absolutely correct. Your confidence is misplaced as the reading is completely wrong or utterly random (GM discretion). Knowing the techniques is not enough...

05-75 Failure

You work the apparatus and produce a reading. You know the reading is a random result devoid of any meaning. Perhaps the querent will be satisfied with a trusty rendition of "You will meet a dark handsome stranger?"

66 Unusual Event

You work the apparatus and obtain a reading which you intuitively know is absolutely correct. Unfortunately the answer does not relate to your conscious question—your subconscious mind asked a different question!

76-90 Partial Success

You have some flair with divination and your reading is quite perceptive. It is only 50% accurate (the other 50% of the reading comprises incorrect or random elements at GM discretion) and you don't know which half is correct.

100 Unusual Success

You span the gulfs of time and space and obtain a reading which is 100% accurate. You are so attuned to the whispers of fate that you even understand the meaning of the reading. But will anyone believe you, Cassandra?

91-110 Near Success

With time, you might become an accomplished diviner. Your reading is 75% accurate (the other 25% of the reading comprises incorrect or random elements at GM discretion) and you don't know which portions are correct.

111-175 Success

You have almost mastered the technique. Your reading is 90% accurate (the remaining 10% of the reading comprises incorrect or random elements at GM discretion) and you don't know which portions are incorrect.

176 Up Absolute Success

Your reading is 100% accurate. All you have to do is interpret it correctly. Hopefully the querent is paying you well. Now how about those Lottery numbers, Nostradamus?

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MODIFIERS TO DIVINATIONS

Modifiers: Divining the Past (Evoking)

Time into Past	Difficulty	Modifier
12 hours	Routine	+30
1 day	Easy	+20
1 week	Light	+10
2 weeks	Medium	+0
1 month	Hard	-10
3 months	Very Hard	-20
6 months	Extremely Hard	-30
1 year	Sheer Folly	-50
10 years	Absurd	-70
30 years	Above Absurd	-80
50 years	Above Absurd	-90
100 years	Above Absurd	-100
for each additional century in the past		-10
Factor impacts whole culture		+10
Factor impacts only a group of people		+0
Factor impacts only a single person		-10

Modifiers: Divining the Present (Scrying)

Scrier and Subject	Difficulty	Modifier
10 feet	Routine	+30
100 feet	Easy	+20
1,000 feet	Light	+10
1 mile	Medium	+0
10 miles	Hard	-10
50 miles	Very Hard	-20
100 miles	Extremely Hard	-30
500 miles	Sheer Folly	-50
1,000 miles	Absurd	-70
5,000 miles	Above Absurd	-80
10,000 miles	Above Absurd	-90
more than 10,000 miles	Above Absurd	-100

Modifiers: Divining the Future (Divining)

Time into Future	Difficulty	Modifier
10 minutes	Routine	+30
30 minutes	Easy	+20
1 hour	Light	+10
6 hours	Medium	+0
12 hours	Hard	-10
1 day	Very Hard	-20
1 week	Extremely Hard	-30
1 month	Sheer Folly	-50
6 months	Absurd	-70
1 year	Above Absurd	-80
5 years	Above Absurd	-90
10 years	Above Absurd	-100
for each additional decade into the future		-10
Factor impacts whole culture		-30
Factor impacts only a group of people		50
Factor impacts only a single person		-70

Preparation Modifiers

Reader has cleared mind of extraneous thoughts	+0
Reader has failed to clear mind of extraneous thoughts*	-20

Reader has prepared for divination by a period of meditation modify dependent on success of Meditation maneuver as follows:

Spectacular Failure	-50
Absolute Failure	-30
Failure	-20
Partial Success	-10
Near Success	+0
Success	+10
Absolute Success	+20

(For special results the GM should assign a suitable modifier)

* : includes making a Divination maneuver on this same or related topic in the last 24 hours.

Question Modifiers

Well-posed question	+10
Ill-posed question	-10
Difficult to answer*	-30

* : Question cannot be easily answered using the symbolism of the technique

Prior Subject Knowledge Modifiers

No prior knowledge of Subject	-40
Limited prior knowledge *	-20
Some prior knowledge	+0
Familiar with the Subject	+10
Very familiar with the Subject	+20

* : A verbal description of a being, location or item

† : Met the being, seen the place or item once

‡ : Visited place, acquainted with being, examined item

§ : Studied Subject

Complexity of Method Modifiers

Attempting to elicit only 1 piece of information	+10
Attempting to elicit 2 pieces of information	+5
Attempting to elicit 3 pieces of information	+0
(e.g., a three card tarot spread)	
Attempting to elicit four or more pieces of information	-5 for each item after the third
(e.g., a 21 card spread would have a -90 modifier!)	

Miscellaneous Modifiers

“attuned” to divinatory apparatus once	+0
“attuned” to divinatory apparatus regularly	+10
never “attuned” to divinatory apparatus	-20
apparatus contaminated by another aura	-40
(e.g., crystal exposed to sunlight, Tarot deck used by another reader, etc.)	
quality of apparatus	+20 to -20
(e.g., hand painted Tarot deck, jewel dice, to vellum scraps with card symbols noted upon them etc.)	
apparatus has been used for trivial questions	-20
apparatus has been used for gambling	-40

Special Dowsing Modifiers

dowsing for water	+20
dowsing for other substances	+0
dowsing without a sample of the substance (except water)	-20
dowsing for an item or person	-30





13.2.2 • ASTRAGALOMANCY

Astragalomancy (as described in Section 3.4.) involves the throwing of either two or three six-sided dice with only the dice landing within the circle being counted. Follow the procedures below to simulate an Astragalomancy reading. These procedures should only be followed after the diviner has successfully made a Divination maneuver. Failure of the Divination maneuver results in no reading (or a meaning that is completely unclear).

Note that you simply choose to have the player roll two or three six-sided dice. However, the advantage of not doing so is that the systems presented below present a buffer of information that the GM can use for dramatic presentation. If the player actually “tosses” some dice, the GM must manipulate the faces to give the reading that he wants (for the story). Use the methods below gives a simulation that can be used in a much more dramatic way.

When using either method, if all the dice fall outside the circle, the diviner may make one further divination attempt. If this also fails, all Divination maneuvers for the next day will suffer a penalty of -50.

ASTRAGALOMANCY USING TWO DICE

First Roll (2d10)*

2-7: Both dice land within the circle—roll two six-sided dice or choose a reading from 2 to 12.

8-10: One die lands within the circle, the other lands outside—roll one six-sided die or choose a reading from 1 to 6

11+: Both dice land outside the circle—no reading.

* : Subtract the number of ranks the diviner has in Divination (Astragalomancy).

Result

Meaning of Reading

1	Commonsense
2	Fortune
3	Wisdom
4	Patience
5	No
6	Yes
7	Caution
8	Foolishness
9	Possibility
10	Doubt
11	Belief
12	Certainty

ASTRAGALOMANCY USING THREE DICE

First Roll (3d10)*

2-9: All three dice land inside the circle: roll three six-sided dice or choose a reading from 3 to 18.

10-11: Two dice land inside the circle and one falls outside the circle but upon the table: roll two six-sided dice or choose a reading from 2 to 12 but do not place all your trust in the reading.

12-13: Two dice land inside the circle but one falls outside the circle and onto the floor: roll two six-sided dice or choose a reading from 2 to 12—future misfortunes are indicated

14-15: One die lands inside the circle and the other two fall outside the circle but upon the table: roll one six-sided die or choose a reading from 1 to 6—future misfortunes are indicated

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Predictions
by Skill

16-17: One die lands inside the circle, one lands outside the circle, and one falls onto the floor: roll one six-sided die or choose a reading from 1 to 6—future misfortunes are indicated

18-19: One die lands inside the circle and the other two fall outside the circle and onto the floor: roll one six-sided die or choose a reading from 1 to 6—the querent will be beset by great misfortune

20+: All the dice land outside the circle: No reading

* : Subtract the number of ranks the diviner has in Divination (Astragalomancy).

Result	Meaning of Reading
1	No reading
2	No reading
3	An unexpected but pleasant surprise
4	Disappointment or misfortune
5	An unexpected fulfillment of a wish
6	Material loss and misfortune
7	Setbacks and scandal
8	Enemies and injustice
9	Love, marriage and reconciliations
10	Births, domestic happiness and promotions
11	Partings and illness
12	Fortunate tidings
13	Grief and sorrow
14	Friendships strengthened or created
15	Temptations
16	Safe journeys
17	Changes
18	Success and happiness in all things

13.2.3 • CRYSTALLOMANCY AND SCRYING

Three types of readings may be obtained through the use of crystalomancy: images of colored clouds in the crystal, symbolic images or sequences of events. Follow the procedures detailed below to simulate a crystalomancy reading. These procedures should only be followed after the diviner has successfully made a Divination maneuver. Failure of the Divination maneuver results in no reading (or a meaning that is completely unclear).

First, roll d100 and add the number of ranks the diviner has in Divination(Crystalomancy). The result will tell you whether the diviner sees clouds or symbols (and how many of each). Then roll d10 on the appropriate table to determine exactly what the image is. After determining what the image is, the Gamemaster should determine where in the crystal the image appears (roll on the appropriate table below to determine the location).

Note that the Gamemaster should feel free to substitute any image that he deems appropriate (and assign any meaning he deems appropriate). The lists below are given as examples.

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HOW MANY IMAGES

d100*	Result
01 – 25	1 Cloud Image
25 – 50	1 Symbolic Image
51 – 63	2 Cloud Images
64 – 75	2 Symbolic Images
76 – 85	3 Cloud Images
86 – 95	3 Symbolic Images
96 – 98	4 Cloud Images
99 – 100	4 Symbolic Images
* : Add the number of ranks the diviner has in Divination(Crystalomancy).	

MEANINGS OF CLOUD IMAGES

d10	Cloud Color	Meaning
1	White Clouds	Good fortune
2	Black Clouds	Misfortunes
3	Violet Clouds	Ease
4	Green Clouds	Safety
5	Blue Clouds	Joy
6	Red Clouds	Danger
7	Orange Clouds	Sorrow
8	Yellow Clouds	Difficulty
9	Rising Clouds	Positive answer
10	Falling Clouds	Negative answer

MEANINGS OF SYMBOLIC IMAGES

d10	Symbol	Meaning
1	Anchor	Hope
2	Bird	A message
3	Crown	Glory or responsibility
4	Fruit	Children
5	Globe	Travel
6	Mask	Deceit
7	Scarab	Longevity
8	Skull	Wisdom or death
9	Snake	Health or temptation
10	Swords	Quarrels
<i>(For more symbols see the tasseography table)</i>		

MEANING OF EVENTS IN THE CRYSTAL

d100	Location (and Meaning)
01 – 25	Front: Image relates to the present or future
26 – 50	Back: Image relates to the past
51 – 75	Right: Image is symbolic
76 – 100	Left: Image is not symbolic

13.2.4 • TASSEOGRAPHY

In constructing a random reading using tasseography, a roll should be made to determine how many symbols are present. Each symbol should be randomly rolled or selected from an appropriate symbol table and a further roll should be made to determine if the symbol has any special characteristics. These procedures should only be followed after the diviner has successfully made a Divination maneuver. Failure of the Divination maneuver results in no reading (or a meaning that is completely unclear).

NUMBER OF SYMBOLS		
d10	Number of Symbols in the Reading	
1	No symbols and hence no reading	
2-4	One symbol	
5-6	Two symbols	
7-8	Three symbols	
9.....	Four symbols	
10	Five symbols	
SPECIAL CHARACTERISTICS		
d10	Characteristic	Meaning
1	Large	Effect will be major
2	Small	Effect will be minor
3	Transparent	Reading is very likely to occur
4	Blurred	Reading is unlikely to occur
5	Near rim of cup	Concerns the present or immediate future
6	Near bottom of cup	Concerns the distant future
7	Near or pointing towards handle of cup	Concerns querent or is approaching the querent
8	Near or pointing away from handle of cup	Concerns querent or is leaving the querent
9	At bottom of cup	Grave misfortune
10	Roll twice on this table and reroll if results are inconsistent	

SYMBOL IN THE READING

d100	Symbol	Meaning
01-04	Ant	Success through perseverance
05-08	Baby	A series of minor anxieties
09-12	Bee	Social success
13-16	Bell	Unexpected news—good if near to rim, bad if near to bottom
17-20	Candle	Assistance from others or the pursuit of knowledge
21-24	Cat	Treachery or quarrels
25-28	Cherries	A romance
29-32	Claw	An unknown foe
33-36	Dagger	Perils and conspiracies
37-40	Dog	Friends but a friend in need if near or at the bottom
41-44	Fish	Success in all things
45-48	Flag	Danger
49-52	Gate	An opportunity
53-56	Heart	Love and marriage
57-60	House	Security
61-64	Knife	Broken relationships
65-68	Lines	If straight and clear, travel and progress; otherwise uncertainty and failure
69-72	Owl	Scandals and failure
73-76	Ring	Completion or marriage
77-80	Rose	Popularity
81-84	Shoe	Improving circumstances
85-88	Skeleton	Ill health
89-92	Spoon	Generosity
93-96	Triangle	Pointing up is a pleasant surprise, pointing down is unpleasant
97-100	Wheel	If complete, indicates success, if broken, indicates failure

Sections
13.2, 13.3

Predictions
by Skill

Predictions
by Spells

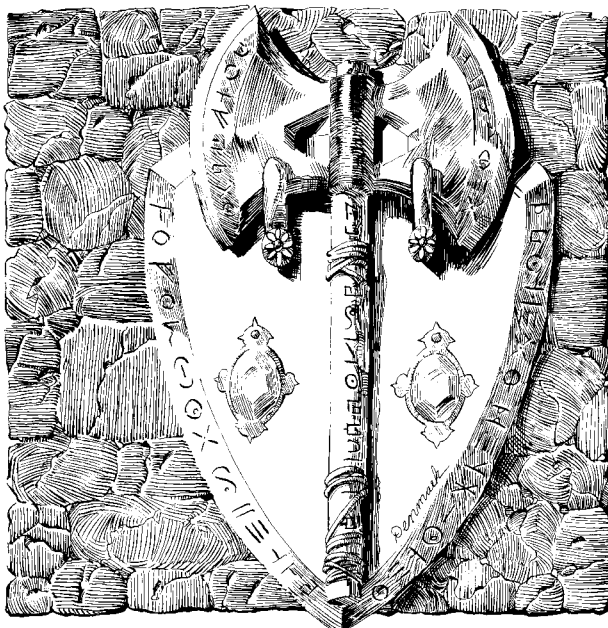
13.3

PREDICTIONS BY SPELLS

There are three broad classes of predictive spells in the *RMSS*, namely *Anticipate*-type spells, *Intuitions*-type spells, and *Divination*-type spells. Each of these types will be discussed separately.

Of all the predictive spells, the *Anticipate* type of spells pose the least difficulty to the Gamemaster. Such spells can be considered to be a heightening of the caster's danger sense assisting him in the avoidance of specific attacks by predicting the direction of imminent attacks. The caster subconsciously moves or flinches just before the attack connects.

The related *Anticipation*-type spells are similarly only usable in a tactical situation. The spell description states that "This results in the caster being able to declare his statement of intent for the round after hearing what the target has decided to do." This means that the player of the diviner character is informed by the Gamemaster at the start of the next round of the intended actions of the target for that round. The target may still change the actual actions that he undertakes but the penalties for canceling actions must be incurred. Note the target may



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still act before the caster if the target has a higher initiative result but the caster will still know what the target intends to do.

The *Intuitions*-type spells are designed for use in the “operational” environment (something slightly larger than tactical, but still not strategic). Their longer range of prediction coupled with the fact that the caster gains a vision of what will probably happen in the very near future if he takes a specified action can make such spells troublesome for the Gamemaster.

The first issue is for the Gamemaster to decide what is the most probable future given the specified action is performed by the caster. Because the length of time predicted by the *Intuitions* spells is measured in minutes, quantifying the most probable future can seem to be an impossible task (there are simply too many different ways the future can come out in that time). Moreover, as the caster will probably not perform the specified action anyway, such effort would be wasted. The solution is to decide (in broad terms) what would probably happen, using the assumption that all participants will be neither lucky nor unlucky (i.e., as if all maneuvers that require dice rolls get an average set of dice results). Event sequences requiring good or bad fortune (or involving unexpected decisions by the protagonists) will never be revealed in the visions of *Intuitions* spells.

The Gamemaster should also remember that the adjective “most” does not mean that the selected future is 51% or more likely to come to pass. For example, imagine that there is a bag of tiles. There are 100 tiles; 22 of them are blank and the other 78 are each unique. The most likely tile to pull out of the bag is a blank one (even though there is only a 22% chance of that). There is only a 1% chance of drawing any other (unique tile), so the most likely result is that you will draw a blank tile.

Having decided upon the broad shape of the potential future, the Gamemaster should improvise some details with which to embellish it. The Gamemaster should then describe the vision to the player of the diviner character privately. The vision should be described in realistic terms rather than symbolic terms and in terms of the caster’s expected vision and hearing capabilities for the future time-frame of interest. Thus, if the caster will probably have *Nightvision* cast, then the vision should reveal what the caster would probably see within the range of the *Nightvision* spell. Otherwise, if the caster will probably be unable to see during the time-frame of interest, the “vision” should lack a visual component. The Gamemaster may add other senses (such as smell or taste) to the “vision” at his discretion (to increase the realism). By making the vision so realistic (rather than attempting to conceal information by using symbolism), the Gamemaster can better simulate the descriptions of foresight in literature and myth. Although the players can gain more information from realistic visions, the divining character runs the risk of seeing himself or his allies suffer injury or death. Such visions can be profoundly disturbing for the character and may induce mental stress, nightmares, or trigger insanity (see Section 9.3).

The *Intuitions*-type spells predict the most probable future if the caster undertakes an action. However, what would happen if the caster casts a low-level *Intuitions* spell to see what would happen when he casts a high-level *Intuitions* spell (thereby negating the necessity of casting the high-level spell)? To keep from opening this can of worms, it is much better to adopt the following principle (this principle should be applied to all evocation, scrying, or divination, by skills or spells):

No divination attempt can reveal the result of any other divination attempt (or itself).

The *Divinations*-type spells are closest in nature to the *Divination* skill. With these spells, the caster must possess the appropriate apparatus (a set of Tarot cards, astragals, runestones, or whatever). The spell either directs the caster to produce a given reading (guiding the caster in selecting the cards) or causes the apparatus to produce the reading (guiding the throw of the astragals, the patterns of the tea leaves), and the reading is expressed in terms of the symbolic language of the particular technique. While this spell removes the need for the caster to possess a highly developed Divination skill, interpreting the reading may demand significant Divination Lore and player imagination. One notable difference between the spells and the skill is the statement that “The prediction will be accurate 25% of the time plus 1% per level of the caster” when produced by a *Divinations* spell. This entails some degree of story commitment upon the part of the Gamemaster but has been included to reflect the higher accuracy which should be available through magic. In Section 13.1, it was noted that player character actions, unusual events or external agencies could derail a predicted future. One method of underpinning the prediction with some story commitment without engaging in overt story manipulation is for the Gamemaster to limit the number of unusual events or reactions from non-player characters which might disrupt the prediction. For example, roll a d100, opened for each NPC or sentient outside force that might influence the outcome of the event. If the result is low, the NPC will not interfere with the previously predicted outcome (otherwise, a random element has been introduced that invalidates the prediction). The player characters may negate the prediction through their own actions anyway.

13.4 OTHER FORMS OF DIVINATION

The predictive methods represented by the Divination skill (and related spells) are only a fraction of the divinatory possibilities which the Gamemaster can include within the story. Fortunately the other phenomena are much less likely to be instigated by the player characters, and may be introduced at appropriate story junctures by the Gamemaster.



13.4.1 • PREMONITIONS

The mildest and most common form is doubtless the premonition. These unfocused sensations normally occur while a character is awake, and may foretell fortunate events or mortal danger. Premonitions of good-fortune may find expression in carefree happiness or seemingly unjustified optimism and self-confidence. Premonitions of peril or ill-fortune may range from a sense of foreboding to visceral terror. The event indicated by the premonition will normally be unclear to the characters. The Gamemaster should use story presentation to convey the premonition to the players. Characters with Danger Sense (or similar talents) will be frequent recipients of premonitions, other less-gifted characters will receive premonitions at the whim of the Gamemaster.

13.4.2 • PRECOGNITIONS

Pecognitions are more precise and more visual than premonitions. They normally occur in states of reverie or in dreams. However, the recipient will normally believe himself to be fully awake and alert during the experience. The events in a precognition appear indistinguishable from real events but are actually only precursors of future events.

An example of this phenomena is the Vardogr (commonly experienced in Norway). Events are prefigured with sounds; for example, footsteps will be heard some time before someone arrives, doors will be heard to open or close before anyone has passed through, etc. Such eerie phenomena could be incorporated within the story in modest amounts to add a touch of the inexplicable to the game.

13.4.3 • OMENS

In earlier ages, the soothsayers interpreted happenings in the natural world and seemingly prosaic actions with ominous significance. Some of these portents passed into the folklore of the ordinary people (becoming reduced in stature to superstitions).

Walking underneath a ladder is considered by the superstitious to bring bad luck. The origin of this superstition can be dated back to the Egyptian god Osiris and the Persian god Mithras, both of which ascended into heaven by means of ladders. The association of ladders with deities led to taboos concerning ladders on the part of the believers lest the gods become angered. The enthusiastic worship of Mithras by the Roman legionaries doubtless led to the spread of this taboo throughout the empire ensuring its survival to the present day.

An old German saying claims that a spider seen in the morning brings illness and sorrow whereas a spider seen in the evening is a harbinger of health and good fortune. In Ireland, a burning coal falling out of the fire onto the hearth foretells a visitor.

Omens vary from culture to culture with the meanings changing sometimes at every border. A black cat crossing one's path is unlucky in the United States but lucky in the United Kingdom. Some typical omens of good and bad fortune can be found in the list below.

GOOD OMENS

- Bats flying at twilight
- A four-leafed clover
- Burning your fingernail parings (stops them being used for hostile "sympathetic" magic!)
- Looking at the new moon over your right shoulder
- Carrying a rabbit's foot
- A strange dog following you home
- A peapod containing nine peas
- Hanging a horseshoe outside your house

ILL OMENS

- Emptying ashes after dark
- Giving away a wedding present
- Bringing white lilac or hawthorn into a house
- Looking at the new moon over your left shoulder
- Mending a garment while wearing it
- Meeting a gravedigger
- A picture falling or a mirror breaking
- Breaking your glass while proposing a toast

As well as such simple omens of good or bad luck, Gamemasters may wish to foretell future events in the lives of the characters through unusual natural phenomena or animal behavior. Such omens are best introduced by incorporating them seamlessly within the normal presentation.

Example: *A party of adventurers, temporarily serving as caravan guards, are waiting idly upon the merchants to complete their transactions so that the convoy can return to the road. A flock of wild geese takes flight, rising into the clouded skies. A falcon swoops down upon the geese, catching one unfortunate bird and scattering the others. The adventurers are interrupted from their ornithological musings by the merchants who are now ready to leave. The caravans and the outriders move onward to the next market town. The Gamemaster smiles ... the ambush will occur in three days of game time when the caravan turns for home.*

13.4.4 • PROPHECIES AND ORACLES

In the grandest sense, prophecy is the divine inspiration of a mortal by a deity (or other powerful spiritual being). The normal techniques of divination (as presented in this section) neither seek to initiate nor serve as conduits for such intervention. Similarly, the normal guidelines concerning the possibilities of derailing potential futures do not apply. Prophets, even if silenced, can sway the masses to hope, to fear, raise faith, or cause upheavals in cultures which forever alter the affected societies. Prophecy has the potential for world-shattering consequences and a single prophecy will often be sufficient to fuel a campaign for years. Be careful.

Some religions have incorporated deities of prophecy within their pantheons, and the shrines have become centers of religious divination. In classical Greece, the priests of Apollo invoked that deity for prophecies concerning the requests of worshippers. The oracle, normally a virgin priestess, would enter an altered state of consciousness by a mixture of ritual and drugs, speaking gibberish which was supposed to be the voice of Apollo. The priests would then interpret the voice of Apollo and issue a prediction.

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The ambiguity of the oracles is well-established in history. Herodotus records that Croesus, King of Lydia, being unable to come to a decision, sought oracular wisdom. At the time, there were six oracles in Greece, and so Croesus sent messengers to each with instructions to ask the oracle to predict his actions on the same day, exactly one hundred days after the messengers set off. The accuracy of the reply of the Oracle at Delphi encouraged him to ask about his planned attack upon Persia, ruled at that time by Cyrus the Great. He was informed that if he crossed the Halys River (the border between the two kingdoms), he would destroy a great empire. The emboldened king attacked and destroyed his own empire.

In the context of the game, oracles may be Channeling spell users (employing *Commune*-style spells to ascertain the will of the gods); in which case the donations are likely to be exorbitant. In some settings, the oracles may be priests using their knowledge of the world and caution to tailor readings to the querent's desires.

13.4.5 • COLD READINGS

"With how much ease believe we what we wish"

—Dryden

Cold reading is the art of asking provocative questions, of assessing the client's reactions, and then telling the client what he wants to hear. Cold reading has been practiced for centuries by charlatans who have made a livelihood from the anxieties of their clients for the future.

No skill at divining is required, although familiarity with the principles and procedures will lend an air of credibility to the consultation and mask the psychological analysis of the querent.

The cold reader starts work as soon as the client enters the room, looking at the whole person, considering such aspects as body shape (fat or thin), clothing and especially footwear and body posture. Does a female client stick out her breast or curl her shoulders to hide it? Does a male client stick out his stomach or his chest? The reader looks at the face last seeking signs of happiness, unhappiness, tension, or worry.

Three assumptions concerning human nature underpin cold reading: most people unwittingly advertise their social class, wealth, and background through dress, mannerisms, and gestures; most people hear what they want to hear as opposed to what is actually said; and people are more alike than they are unlike. A combination of careful observation and interpretation coupled with stock phrases allow the reader to detect the topics which elicit an eager nod or an unconscious twitch and should be pursued and ignore those which do not interest the client. The reader mutters generalities concerning romance, fortune or health, and the client tailors them.

Charlatanry can be a valuable element in the divinatory framework of the story, especially in low-magic settings, in both preparing the way for instances of real divination and accentuating the magical or quasidivine nature of true divination. In some cases, if a client accepts the "reading" of a charlatan, the influence of the reading upon the client's subconscious may cause the divination to come to pass. Thus, a fraudulent prophecy can become real if the targets believe....

13.5 DIVINATION COUNTERMAGIC

Unsurprisingly a number of countermagics (most can be found on the Vision Guard spell list) have been developed to protect potential subjects from unwanted divination by skill or spell.

The *Detect* and *Feel Divinations* spells in themselves only warn a caster of an attempted divination, but the *Divination Analysis* spell will reveal the identity and current location of the inquisitive diviner, enabling a spell user to send allies to persuade the diviner of the virtues of ignorance and disinterest.

The *False Anticipations* spell can mislead the caster of any *Anticipate* or *Anticipations* spell. It is often commented that the *Anticipate Missile* and *Anticipate Blow* spells (which provides a +50 bonus to the caster's Defensive Bonus) are superior to the *Turn Missile* and *Turn Blade* spells (which only provide a +20 bonus for the same Power Point expenditure). The seeming disparity disappears when the *Anticipate* spells are used to fend off the attack of a foe shielded by a *False Anticipations* spell. The special bonus is not only negated but the caster actually weakens his defensive posture (possibly fatally).

The remaining counterspells (namely *Conceal Fate*, *Cloud Portent*, *False Portent*, and *Outside the Weave*), allow a spell user to cloak a potential subject from divination, obscure the readings obtained by diviners or even falsify the readings. In the case of *False Portent*, the player of the character who casts the spell should not only inform the Gamemaster of the desired false reading but should also provide the Gamemaster with the necessary symbolism for expressing the reading in at least one divinatory technique. This will assist the Gamemaster in tailoring symbolism for that player in the future.

All of these countermagics can be pierced using the procedure described in Section 11.5.

13.6 A FINAL WORD

Although divination can be one of the most difficult aspects of the game, the guidelines presented in this chapter should assist the Gamemaster in surmounting the problems. The final piece of advice is not to worry about the theory overmuch, and carry on with Gamemastering and the story. You will be pleasantly surprised; even the most hastily improvised divination can come to pass with a few dice rolls and the usual muddling through of the player characters. Then, as the players relate the actual events to the reading, the unplanned connections will be self-evident to them, and they will be justly astonished at your masterful control of the story.



ASTROLOGY

Astrology is a very complicated topic. The material presented in this section is an attempt to address this topic within the terms of simulating Astrology within a role playing game.

14.1

AN INTRODUCTION TO ASTROLOGY

To some, the Astrologer profession (as presented in previous versions of Rolemaster) has always seemed to lack a proper professional identity in previous editions of Rolemaster. There was little in the original base lists of the profession to suggest any real association with the doctrines of astrology. The only connection with the stars was to prohibit the use of certain spells unless the caster was outside on a clear night when the stars were visible. While such spells have been retained and revised in the new incarnation of the Astrologer, it has been decided to link one entire spell list to the practice of astrology for the purposes of divining.

This decision has an immediate impact upon the introduction of the Astrologer profession into the setting. If the revised profession is to be used (as written), and to serve a useful function within the setting, then the Gamemaster is required to allow the celestial bodies to have some mystical influence upon the lives of sentient beings in the gameworld. In short, the predictions made by astrology must have some real or believed validity in the setting, otherwise the development of the profession would be vastly different.

While the validity of astrology in the real world might be questioned, it is not difficult to imagine alternate worlds where the celestial bodies do foretell or influence the shape of the future. Many people in prior eras and in the contemporary world have believed or do believe in the utility of astrology.

Assuming the Gamemaster is amenable to introducing astrology within the setting, the effective use of the revised Astrologer profession demands some knowledge of real astrology (far above and beyond what may be gleaned from the horoscope columns in daily newspapers). The purpose of this section is to describe the main types of astrology, give an overview of its history, and define and explain the key principles of Occidental astrology. Having prepared the foundation, you will also find guidelines on how to create a unique astrological framework for your own setting and provide a complete example in terms of traditional (western) astrology. Finally, this section will describe the required game mechanics for using astrology within the story and relate astrology to other topics in this volume.

14.2

A HISTORY OF ASTROLOGY

The astral omens of the ancient Mesopotamian divin-ers represent the precursor of astrology. The omen literature was codified by the start of the 1st Millennium BC and gradually spread outside the Middle East to Egypt, Greece, and India. Buddhist missionaries were responsible for bringing the doctrines to China, Japan and other parts of Asia.

The most fundamental period in the development of astrology was the Hellenistic era (from the 3rd Century BC to the 3rd Century AD). Babylonian diviners began to employ planetary positions and other celestial omens at the moment of birth or supposed conception to predict the future life of an individual (as opposed to the king or the nation). In Egypt, a mathematical mapping between the universe and the human individual was defined, dividing the apparent orbital circle of the Sun into the twelve signs of the Zodiac and associating each zodiacal arc with a given planet. Each sign was attributed to various aspects of the human character in an arbitrary fashion (according to prevalent mystical speculations), and the planetary influences combined the characteristics of the ruling Greek deity for a given planet and the Mesopotamian omens. Claudius Ptolemaeus (more commonly called Ptolemy) of Alexandria completed the rationalization of the astrological phenomena by AD 180 and with a few refinements and additions, western astrological theory has remained relatively unchanged in two millennia.

With the collapse of the western Roman empire, astrology disappeared from western Europe until the start of the Middle Ages (most due to the lack of Latin astronomical tables).

However, astrology survived because of its earlier transmission to India and Iran. In India, the astrologers revised the Greek astrology to make it more applicable to the Indian caste system and societal values, and proceeded to increase the complexity of the system by subdividing the zodiacal signs and introducing imaginary planets (amongst other innovations). In Iran, the major innovation was to develop a theory of astrological history by applying horoscopes to the writing of history of both the past and the future.

The Islamic cultures of the 8th and 9th Centuries AD adapted astrological theories from Greek, Indian, and Iranian sources. Islamic astrology's major contribution was to emphasize "favorable" and "unfavorable" indications (rather than categorical predictions). Astrology was attacked by the theologians for denying both divine intervention and human free will. Under a sustained assault, it swiftly declined in the 13th Century.

Translations of the Arabic texts found their way into western Europe (via Spain) and formed the basis for mediaeval astrology. Christian theologians were divided on the question of whether the prophetic claims of astrology ran counter to the divine will of the Creator. Nevertheless, some of the mediaeval and early Renaissance popes were amongst its most ardent supporters. In the 15th and 16th Centuries, translations of original Greek treatises served to restore astrology to its Hellenistic roots.

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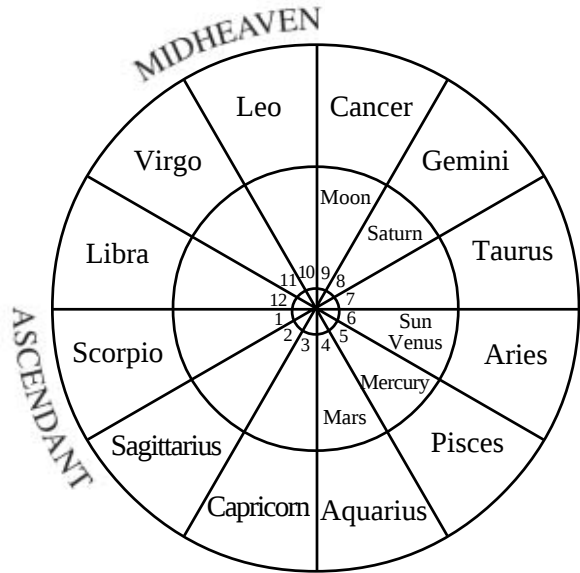
With the advent of the Copernican revolution in astronomy and Newtonian physics, astrology lost its intellectual support and was relegated to the province of charlatans and fortune-tellers. The discovery of the outer planets of Uranus, Neptune, and Pluto, which were invisible to the unaided eye, compelled astrology to develop theories incorporating the supposed influences of the distant planets. Despite the inability of astrology to provide itself with a theoretical foundation which can be proved correct by scientific investigation, modern western astrology has a large following among the general public (even with only superficial understanding).

14.3 ASTROLOGY IN ACTION

This section contains guidelines on how astrology can work in a role playing game (based in some fashion on the way it is supposed to work in the real world).

14.3.1 • TYPES OF ASTROLOGY

The basic purpose of astrology was to inform the individual of the future course of his life based upon the planetary and zodiacal positions at the moment of birth or conception. This branch, called genethliology, sur-



vives today in the calculation of the birth chart and the “progression” of the birth chart to predict trends in an individual’s life during a particular year. At its most dogmatic, genethliology requires a mechanistic universe where all events are dictated by astrological influences.

“General” astrology studies the correspondence between the significant celestial events (such as eclipses, planetary conjunctions, etc.) to nations and races. Catarchic astrology determines whether the astrological influences will be favorable or unfavorable if a specific course of action is undertaken at a given time. Interrogatory or horary astrology provides answers to a client’s question based on the celestial configuration at the time of the query being posed.

14.3.2 • THE BASIC HOROSCOPE

The most fundamental horoscope is the birth chart which maps the heavens for a particular time and place, the moment of birth of a specific individual. To simulate a simplified system of astrology in game mechanics, it is necessary to understand in broad terms how a real horoscope would be calculated.

The astrologer first draws a circle, and draws a smaller circle inside this. The circumference is then divided into twelve equal segments. The astrologer then produces an Aspect grid which is essentially a matrix with the names (or symbols) of the astrological “planets” (which includes the Sun and the Moon) in the top row and the leftmost column (see the sample diagram below).

The astrologer then determines the location, date and exact time of birth for the client for whom the chart is being constructed. If the exact time is not known, then noon is assumed (but this will result in many details on the chart being inaccurate or unobtainable).

The Ascendant and the Midheaven must now be calculated for the specified location, time and day. The Ascendant (or Rising) Sign is the zodiacal sign rising on the eastern horizon at the moment of birth (and is traditionally placed on the line segment marked A, see below). Given the Ascendant, the other signs follow counterclockwise round the chart. The inner circle can now be divided up into the twelve Houses with the first house occupying the first segment after the Ascendant (the houses are like the little boxes formed by the two concentric circles divided by the twelve lines. Each House represents a specific aspect of the subject’s life.

The Midheaven is, in general terms, the overhead point in the sky at the moment of birth. It is the sign that sits right on top of the chart (see below).

Normally, the local birth-time is converted to a standard time such as Greenwich Mean Time. This time is then converted into sidereal time (i.e., the actual period taken for the Earth to rotate once on its axis). The sidereal time at the place of birth is then calculated, and a special table (called an ephemeris; which tabulates the Ascen-

Planet	Sun	Moon	Mercury	Venus	Mars	Jupiter	Saturn
Sun		Square	None	Conjunction	Sextile	Sextile	Sextile
Moon			Trine	Square	Quincunx	Quincunx	None
Mercury				None	None	None	Square
Venus					Sextile	Sextile	Sextile
Mars						Conjunction	Trine
Jupiter							Trine
Saturn							
Ascendant	Quincunx	Trine	Trine	Quincunx	Square	Square	Quincunx
Midheaven	Trine	None	Quincunx	Trine	Opposition	Opposition	Sextile

dant and the Midheaven for given latitudes and times in a given year) is then consulted to read off the results.

The astrologer now consults the ephemeris to read off the positions of each of the astrological planets with respect to the zodiacal signs on the birth date. Further calculations are needed if the precise position of each “planet” at the exact time of birth is to be used.

The Rising Sign, the Midheaven, the other zodiacal signs and the houses should be marked on the chart (see above). Then, the positions of the planets should also be marked (by placing them in houses in appropriate locations that match their positions at the time of birth). The next step is to determine the Aspects between the various planets. The Aspect is the angle between two planetary positions (and certain angles such as 90, 180, 120, 60 degrees etc., are considered important in increasing or decreasing the characteristics implied by the planetary positions). The actual angle can be several degrees off the exact value and still be counted as a conjunction, an opposition, etc. The birth chart must now be interpreted.

14.3.3 • PROGRESSIONS AND SYNASTRY

To determine future trends in a subject’s life, the astrologer will “progress” a birth chart. A traditional method used is the “day-for-a-year” method wherein the positions of the planets of the planets on the day after birth are taken to relate to the conditions during the year after birth, the positions on the twentieth day after birth to the twentieth year after birth, and so forth.

The progressed locations of the Ascendant, Midheaven and the astrological planets must be calculated, and these are recorded on an astrological chart. The aspects made between the progressed planets and the planets at birth, and the aspects made amongst the progressed planets must be calculated. As the Moon moves faster than any of the other celestial bodies in the astrological universe, calculating its position is bit more complicated (its position must be calculated for each month in the year of interest and any aspects noted). The last stage is to consult an ephemeris to determine whether any planet on any day of the year of interest falls on the same degree occupied by any planet in the original birth chart. The wealth of information must now be interpreted.

Synastry deals with the relationships between individuals and attempts to forecast whether business partnerships, marriages and other alliances will be successful based on the astrological influences. The astrologer will first construct birth charts for each individual involved, and will then compare the charts to determine the correspondence between the Ascending and Sun Signs of the individuals, and to discover any aspects between the planets in the respective charts. It is also possible to progress the charts to predict the future trends in the relationship.



14.4 AN ASTROLOGICAL TOOLKIT

Astrology is world-specific, relating the positions of significant celestial bodies to the inhabitants of a given world. If we postulate a future where mankind builds colonies on the other worlds of this solar system, then the astrologers of the future will have to develop systems relating the planetary influences to the new astrological centers, such as defining the influence of the Earth-Moon system upon the inhabitants of Mars. It is probable that extraterrestrial and extrasolar colonies will leave astrology behind as another outdated superstition of the homeworld.

For the Gamemaster, the planetary dependence of astrology is even more problematic. The setting will often be a fantasy world of the Gamemaster’s own devising or a published setting and this may or may not have a fully developed cosmology, describing the number of visible suns, planets, and moons. Unless the Gamemaster is using a historical Earth setting, the astrological system will have to consider different constellations and different planets.

There are three ways of surmounting this difficulty. The easiest method is to arrange that the astronomical details of the setting are broadly similar to Earth, and to use the example astrological system presented in the

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next section as is. It is sensible to alter the names of the planets and the zodiacal signs to protect the innocence of the players. The next method is viable when the setting's astronomical details are somewhat different such as one less planet or an extra moon, say. In such cases, the example system can be modified as appropriate, by shuffling planetary influences to the extra moon or deleting the influences of a specific solar planet. It involves some additional effort by the Gamemaster but the rewards of a more individualized and intricate setting may make such efforts worthwhile.

The final method is to build a complete astrological system from scratch. This represents a considerable effort on the part of the Gamemaster and should not be undertaken lightly. The Gamemaster must first determine the number of suns, the number of moons orbiting the world and the number of visible planets. It is recommended that the number of astrologically significant bodies be kept as low as possible to reduce the associated complexity. Each celestial body should be associated with characteristics that should become the primary astrological attributes of the celestial body. Next the Gamemaster should divide the planetary orbit into a number of equally sized segments with a constellation in each segment, to produce the equivalent Zodiac for the setting. Similarly the Gamemaster must determine which portions of the human or nonhuman condition are subject to astrological influence and then produce a table describing planetary influence with respect to the positions of the planets with respect to the replacement Zodiac and Houses. Finally, the Gamemaster must decide how the planets interact with each other in terms of significant aspects.

Such bold Gamemasters are free to exploit the example presented in the next section for ideas. They may find that consulting complete astrological textbooks on Western, Oriental, or more esoteric systems may provide useful information and inspiration.

14.5

AN EXAMPLE SYSTEM OF ASTROLOGY

As an example astrological system, a simplified system based on traditional western astrology will now be presented. The Chinese and Indian systems are too complex and too steeped in philosophy to be easily translated into game mechanics (and thus are not addressed here). To convert western astrology into RMSS mechanics, many of the more intricate details and esoteric symbolism have been sacrificed to improve playability. Aficionados of astrology should therefore be warned to expect only a presentation of the basic elements.

14.5.1 • SUN SIGNS

The most well-known component of western astrology are the Zodiacal Signs themselves. Most people will know their Sun Sign, which is the zodiacal sign in which the sun falls at the time of birth. For each zodiacal sign, the dual attributes found in individuals born under the sign are concisely summarized below: The sun sign period is given in brackets.

Aries (21 March to 20 April)—Arians are independent, dynamic, brave, direct and above all urgent. They can also be selfish, impulsive, impatient, satirical and unsubtle.

Taurus (21 April to 21 May)—Taureans are practical, reliable, enduring, persistent, strong-willed, and loving comfort. They can also be possessive, boring, inflexible, stubborn, and resentful.

Gemini (22 May to 22 June)—Geminians are intellectual, versatile, lively, talkative, and logical. They can also be inconsistent, cunning, overly inquisitive, and superficial.

Cancer (23 June to 23 July)—Cancerians are sensitive, sympathetic, maternal/paternal, cautious, tenacious, and shrewd. They can also be over-emotional, moody, and manipulative.

Leo (24 July to 23 August)—Leos are optimistic, generous, powerful, magnanimous, and dramatic. They can also be dogmatic, pompous, extravagant, and conceited.

Virgo (24 August to 23 September)—Virgoans are meticulous, analytical, humane, and modest. They can also be insular, fussy, fastidious, and anxious.

Libra (24 September to 23 October)—Librans are charming, romantic, diplomatic, and idealistic. They can also be fickle, indecisive, gullible, and frivolous.

Scorpio (24 October to 22 November)—Scorpios are intense and emotional, imaginative, subtle, and persistent. They can also be jealous, stubborn, secretive, and uncompromising.

Sagittarius (23 November to 22 December)—Sagittarians are optimistic, sincere, open-minded, free-ranging, and questing for new challenges. They can also be tactless, extremists, irresponsible, and capricious.

Capricorn (23 December to 19 January)—Capricornians are reliable, ambitious, prudent, disciplined, and humorous. They can also be pessimistic, conventional, inhibited, and mean.

Aquarius (20 January to 19 February)—Aquarians are friendly, original, loyal, independent, and intellectual. They can also be eccentric, contrary, detached, and opinionated.

Pisces (20 February to 20 March)—Pisceans are humble, unworldly, sensitive, intuitive, and impressionable. They can also be careless, impractical, indecisive, and lacking in purpose.

The more esoteric symbolism mapping the zodiacal signs to the elements, the masculine and feminine principles, and theories concerning the ruling planets and so forth of the signs are omitted (to reduce the complexity).

14.5.2 • THE HOUSES

In western astrology, the human condition is divided into twelve categories known as the Houses. Zodiacal Signs and planets which fall within the position of a given House as represented on a birth chart will influence that portion of the individual's life. Each House will be briefly described:

First House—This covers the personality, identity, health, appearance, and outlook.



Second House—This covers possessions and the individual's attitude towards such worldly goods, and emotions in general

Third House—This covers the family, education, and short journeys. It is also associated with the mind.

Fourth House—This covers the beginning and end of life, the home, the land, and the individual's private life.

Fifth House—This covers creativity, children, pleasures, enterprises, speculation, and love affairs.

Sixth House—This covers work, attitudes to subordinates such as servants and vassals, and the physical health of the individual.

Seventh House—This covers relationships, including marriage and business partnerships.

Eighth House—This covers birth, sex, and death; it is also associated with crime and large financial enterprises.

Ninth House—This covers intellectual and physical exploration (in terms of distant travels), and is also associated with the conscience and dreams.

Tenth House—This is associated with ambitions, public life, social status, and responsibilities outside the home.

Eleventh House—This is associated with friendships, acquaintances, intellectual pleasures, and hopes.

Twelfth House—This is associated with the subconscious and the hidden secrets of the individual.

Although not one of the Houses, the Midheaven, which may or may not be in exact alignment with the Tenth House, represents those aspects of an individual's life over which the individual has little or no control.

14.5.3 • THE PLANETS

Traditionally western astrology has numbered seven "planets" as the key astrological influences. The "planets" include the Sun, the Moon, Mercury, Venus, Mars, Jupiter and Saturn, and the influence of each "planet" in the Signs and the Houses will now be summarized (with each house shown below each planet). The outer worlds of Uranus, Neptune and Pluto will not be included (for purposes of simplicity).

THE SUN

It is the source of life, and associated with dignity, health, and leadership.

Keywords: Power, vitality, and self-expression

The Sun through the Houses:

1. Inward-looking, with the potential for selfishness
2. Ambitious for material gains with possibility of avarice
3. A lively mind and eager to communicate
4. Happiness in home and family life with risk of conservative attitudes
5. Creativity and enjoyment.
6. Good health
7. Friends and enemies, and successful partnerships
8. An interest in the occult and mysticism in general
9. High ideals and distant travels
10. A desire for success and status
11. Clear-cut objectives and success in group activities
12. Withdrawal from the world.

For information on the Sun in the Zodiac Signs consult Section 14.5.1.

THE MOON

It is the mirror of life, and associated with cycles, habits, fertility, home and family.

Keywords: Response, instinct, and fluctuation

The Moon Through The Houses:

1. Imagination, moodiness and changeability
2. Fluctuations in income and persuasiveness
3. Restlessness and curiosity
4. Strong interests in the family and ancestry
5. Creativity in cycles, and fondness of children
6. A desire to serve, and occasional illness
7. Popular, changeable and indecisive
8. A desire for security with risk of preoccupation with death
9. Philosophical.
10. Fleeting or long-lasting fame
11. Membership of societies, and many friends and some enemies
12. Discomfort in strange environments, and desire for seclusion

The Moon in the Signs:

Aries: Selfish, impetuous, sincere, enthusiastic and prone to accidents

Taurus: Loyal, stubborn, timidity and favorable finances

Gemini: Perceptive, versatile, and indecisive

Cancer: Possessive, totally devoted, and sensitive

Leo: Honesty, affectionate with risks of conceit and over-indulgence

Virgo: Insecure, timid and meticulous attention to detail

Libra: Sociable, courteous, indecisive, and seeking approval of others

Scorpio: Determination with risks of pride and jealousy

Sagittarius: Optimism, independence, naiveté and acute judgment

Capricorn: Inhibitions, prudence, gloominess and austerity

Aquarius: Unconventional, detached, and originality

Pisces: Sentimental, gentle, impractical, and self-indulgence

MERCURY

It is the messenger, and is associated with reason, logic, dexterity and emotion.

Keywords: Communication (mental and physical)

Mercury through the Houses:

1. Self-conscious and intellectual energy
2. Over-commitment in financial matters
3. Communication and education
4. Thrift and family values
5. Emphasis on romance and pleasure
6. Anxious concerning day-to-day problems
7. Emphasis on partnerships and relationships
8. Perception of hidden motives
9. Always new possibilities for advancing learning
10. Emphasis on status
11. Emphasis on responsibilities for societies and groups
12. Guardedness and insecurity

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Mercury in the Signs:

Aries: Quick-thinking, inventive, impulsiveness and insufficient planning

Taurus: Assimilation of facts, practicality, refinement, and inertia

Gemini: Perceptive, versatile, persistent, but sometimes superficial

Cancer: Intuitive, imaginative, tenacious opinions, and looking to the past

Leo: Broad-mindedness, responsible, with risk of rudeness and inattention to detail

Virgo: Analytical, skepticism, hyper-criticality and pedantry

Libra: Diplomatic, seeking compromise, possibly weak-willed

Scorpio: Incisiveness, shrewdness, and potential fascination with darkness and the underworld

Sagittarius: Honesty, bluntness, a constant need for mental stimulus

Capricorn: Rational and serious, aspirations for specific objectives

Aquarius: Good judge of human nature, but eccentric and erratic in decision-making

Pisces: Impressionable, forgetfulness, and secrecy.

VENUS

It is the goddess of love, and associated with love, partnerships, pleasures, possessions, and morality.

Keywords: Harmony and unison

Venus through the Houses:

1. Great charm and beauty, but may like to be spoiled.
2. Valuing possessions and talents.
3. Valuing friendship and family relationships
4. Domestic comfort and strong ethics
5. Many love affairs
6. Good health
7. Harmony and happiness in family, finances or public life
8. Valuing life and sensuality
9. Valuing enthusiasm, and a propensity for travel
10. Valuing status, and success in career.
11. Valuing friendship, but risk of over-idealism in group situations
12. Valuing seclusion, and possibility of secret love affairs

Venus in the Signs:

Aries: Magnetism, idealism, and impulsiveness in finances

Taurus: Faithful, sensual, possessive and loving luxury

Gemini: Generosity, flirtatious, inconsistent and speculative in trade

Cancer: Instincts to nurture and to cherish, tendency to prudence in finance

Leo: Lavish, romantic, with risks of jealousy and claustrophobia

Virgo: Inhibited, with a sound business sense

Libra: Attractive and gracious; in love with love itself

Scorpio: Loyalty and passion; risk of self-indulgence

Sagittarius: Idealism and adventurous; dislike of commitments

Capricorn: Reserve and pride; sacrifice in love for other advancement

Aquarius: Detachment in love, though helpful to others

Pisces: Ruled by the emotions, generous to a fault

MARS

It is the warrior, and associated with competition, action, aggression, construction and initiative.

Keywords: Energy and initiative

Mars through the Houses:

1. Self-assertive, competitive, accident-prone
2. Ambitious for material wealth, and a big spender
3. Restlessness, risk-taking, debates and arguments
4. A need for domestic security
5. Impulsive, falling in and out of love.
6. A conscientious worker expecting equal efforts from others
7. Induces strong reactions from others
8. Importance of money, life, love and death
9. Desire for physical and mental exploration
10. Ambition to be the best, and ruthlessness
11. Helpful to friends, friendships will be easily made and lost
12. Secret energy, limited or restricted, rebellion

Mars in the Signs:

Aries: Dislike of routine; prone to accidents through haste

Taurus: Obstinate, temper slow to rouse but difficult to control

Gemini: Variety, changes in vocation, failure to finish through impatience

Cancer: Ambitious, tenacious, protective, with risk of tension

Leo: Courageous, dramatic; over-enthusiastic, bombastic

Virgo: Perfectionist, ambitious, but risk of frustration and needing direction

Libra: Fluctuations in energy; paradox in means to ends

Scorpio: Deep emotions, tending to cruelty if thwarted

Sagittarius: Outrageous, skepticism, burning the candle from both ends

Capricorn: Sustained effort, attracted to power, dominating objective

Aquarius: Impulsive, unpredictable, and pioneering

Pisces: Dislike of physical action, indecision, self-sacrifice

JUPITER

It is the prophet, and associated with benevolence, growth, prosperity and distant travel.

Keywords: Expansion

Jupiter through the Houses:

1. Extreme good fortune in life
2. Fortunate in material matters
3. Good relationships with siblings and students
4. A paterfamilias; good relationships with parents



5. Pleasure, speculation; danger of love of gambling
6. Usually lucky, contented
7. Tendencies to extremism in extravagance, over-optimism
8. Discerning; the possibility of inheritance
9. Tolerance of others
10. Self-reliance, a leader with risk of being overbearing
11. High aspirations and many friends
12. Successful intellectual efforts conducted in seclusion

Jupiter in the Signs:

Aries: Self-sufficient, risks of bullying and extravagance
Taurus: A love of good living, risk of self-indulgence and dissipation
Gemini: Temperamental, crafty, superficial
Cancer: Kindness, generosity, changeable in important opinions
Leo: Helpful, dramatic, exuberant and arrogant
Virgo: Conscientious, skeptical, risks of conceit and carelessness
Libra: Hospitable, sympathy, but can be indolent and is hopeless without others
Scorpio: Shrewd, strong-willed, perseverance, uncompromising, suspicious
Sagittarius: Optimism, intellectual, recklessness, gambling
Capricorn: Dedication, resourceful, orthodox, with risk of bigotry and self-righteousness
Aquarius: Philanthropic, revolutionary, unpredictable, tactless, superficial friendships.
Pisces: Compassionate, benevolence, impressionable, tendency towards self-sacrifice.

SATURN

It is the lawgiver, and is associated with responsibility, ambition, truth and experience.

Keywords: Limitation

Saturn through the Houses:

1. Inhibition throughout the personality. Ill-health
2. Money earned only through hard work. Anxiety over wealth
3. Fear of the unknown
4. Unhappy home life; anxiety about age
5. Potential for infertility; anxiety about self-expression
6. A conscientious worker; need to prove oneself
7. Difficulties in relationships
8. Anxieties about love, financial responsibilities
9. Frustration in travel and concerns about new ideas
10. Ambitions and power; possible ruthlessness or corruption
11. Anxieties concerning friendships
12. Isolation; private sorrows and unhappiness

Saturn in the Signs:

Aries: Alternating strength and weakness. Need for tact and cooperation
Taurus: Methodical, cautious; dour, lethargy. Need to reassess values
Gemini: Systematic, adaptable; bitter, skeptical. Need for spontaneity
Cancer: Shrewdness, ambition; pessimism, suspicion. Need to show true emotions
Leo: Honor, authority; haughtiness, megalomania. Need to enjoy life more
Virgo: Precise, prudent; obsessive, severe. Needs to learn what is really important
Libra: Patient, impartial, spirituality; intolerance, insincerity. Needs tolerance
Scorpio: Purposeful, subtle; secretive, brooding. Needs to forgive and forget
Sagittarius: Dignified, fearless; tactless, cynicism. Needs to be less self-righteous
Capricorn: Disciplined, responsible; selfishness, arrogance. Needs to relax
Aquarius: Original, independent; indifference, obstinacy. Needs to be grateful
Pisces: Humility, sympathy; lack of hope or courage, moodiness. Needs to maintain a grip on reality.

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14.5.4 THE ASPECTS

The Aspects are specific angular distances between the astrological planets. If the birth time is known exactly aspects should also be calculated between the planets and the Ascendant and Midheaven. Many angles have been considered significant in the history of astrology but only the six most important will be considered here. Each aspect has a given "orb" which represents the number of degrees by which the relationship can deviate from the exact aspect, yet still qualify as an aspect.

CONJUNCTIONS

Exact aspect: 0 degrees; orb 8 degrees

Planets in the same sign act to concentrate their influence, either positively or negatively. Conjunctions are traditionally considered to be neutral aspects.

OPPOSITIONS

Exact aspect: 180 degrees; orb 8 degrees

Planets in opposition accentuate polarities in the individual's life and personality, and oppositions are traditionally considered "bad" aspects.

SQUARES

Exact aspect: 90 degrees; orb 8 degrees

Squares will indicate tensions in the character, but this may add strength to the individual's personality. Squares are traditionally considered "bad" aspects.

TRINES

Exact aspect: 120 degrees; orb 8 degrees

Trines have a helpful effect on strong characters emphasizing positive traits but may spoil the weak-willed. Trines are traditionally considered "good" aspects. An excess of trines was interpreted by the ancients as an indication of evil.

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Exact aspect: 60 degrees; orb 5 degrees

Sextiles can also serve to emphasize the positive and the pleasant, offering opportunities rather than guaranteed satisfaction. Sextiles are traditionally considered “good aspects”.

QUINCUNX OR INCONJUNCTS

Exact aspect: 150 degrees; orb 3 degrees

The quincunx is an unpredictable and unorthodox aspect linking together signs which have nothing in common. This may indicate the need to reorganize parts of the self.

OTHER ASPECTS

A host of other aspects (such as the sesquiquadrates (135 degrees), the semi-squares (45 degrees), the semi-sextiles (30 degrees), and the now largely ignored semi-decile, decile, quintile, and bi-quintile) exist but these will all be omitted from this discussion (to keep things relatively simple).

Owing to space constraints, the exact meanings of particular aspects with reference to specific planets will be omitted

14.5.5 • PROGRESSIONS

In a progressed chart, the western astrologer notes the aspects made between the new locations of the planets and their original positions in the chart created from the birth date and employs this information to predict trends in a given month or year. To assist the Gamemaster in building progressed charts, capsule definitions of the influences of the progressed aspects will be given. The definitions will refer to conjunctions, and should be modified positively for trines and sextiles, and negatively for oppositions and squares. The quincunx aspect may be improvised if desired.

Aspects made between a progressed planet and itself will emphasize the planet's influence. The progressed planet making the aspect will exert the greater influence, but the prediction will be the same in broad terms and so each progression will be listed only once.

Sun Progressed to the Moon—An important period and a time for major changes in life

Sun Progressed to Mercury—A time for minor changes in life

Sun Progressed to Venus—Indicates marriage, romance and improved social life

Sun Progressed to Mars—A period of hard work, good health, but danger of accidents

Sun Progressed to Jupiter—A time of advances in career and finances, with the risk of over-confidence

Sun Progressed to Saturn—A critical period with increased responsibilities and burdens.

Mercury Progressed to Venus—A period in which new interests will be developed

Mercury Progressed to Mars—A period of additional mental energy, impulsiveness and optimism

Mercury Progressed to Jupiter—A period of good decision-making, study and exploration

Mercury Progressed to Saturn—A period of responsibility, depression and stress

Venus Progressed to Mars—A period for sudden romance, hasty decisions and impulsiveness

Venus Progressed to Jupiter—A period of happiness, social and financial success, and philosophical/artistic insight

Venus Progressed to Saturn—A relationship with an older person, financial hardship and avarice.

Mars Progressed to Jupiter—A period of new enterprise, potential extravagance and impulsiveness

Mars Progressed to Saturn—A period in which new plans will be blocked, and a time of possible ill-health, mental and physical.

Moon Progressed to the Sun—Changes and advancements. Ambitions realized but risk of ill-health

Moon Progressed to Mercury—An opportune time for new interests, travel and home life

Moon Progressed to Venus—A time of social success, love and emotions.

Moon Progressed to Mars—A time of new energy, seeking outlets, and vulnerability to accidents and danger

Moon Progressed to Jupiter—A period of opportunity, financial success, and safe travel

Moon Progressed to Saturn—A period of depression, ill-health and inauspicious for beginning new projects.

The progressions to the Ascendant and the Midheaven will be omitted for simplicity. The progressed aspects between Jupiter and Saturn are rare and the influences are over a long period, and so are not significant in game terms.

14.5.6 • SYNASTRY

In western astrology, there are three levels of indicators used in synastry (to assess the viability of a partnership and relationship) and these require a complete birth chart for each individual.

The *first level of indicator* assesses whether the relationship will be successful. This involves checking three correspondences on the charts:

1. Is A's Sun Sign the same as B's Ascending Sign?
2. Is A's Sun Sign also the sign of the Seventh House in B's chart?
3. Is A's Sun in the same sign as B's Midheaven?

If the answers are positive, the immediate success of the relationship is predicted.

The *second level of indicator* assesses the tone or overall compatibility of the relationship. This involves checking the aspect made by the Sun in one chart to the Ascendant in the other chart:

- If the Sun and Ascendant are in the same sign, similarity in behavior and personality is indicated.
- If the Sun and Ascendant are in opposition, this indicates close rapport.
- If the Sun and Ascendant are in square aspect, this indicates tension.
- If the Sun and Ascendant are in trine or sextile aspect, the relationship will be pleasant but dull.
- If the Sun and Ascendant are in consecutive signs (Aries and Taurus), then the subjects lack common ground.



- If the Sun and Ascendant are in quincunx aspect, this is a negative indicator.

The *third level of indicator* involves calculating the aspects made by planets in one chart to planets in another, and assesses the finer points of the relationship. The material on the planetary influences and on the aspects can all be used.

14.5.7 • REDUCING THE COMPLEXITY

Even in this concise and ruthlessly simplified account of western astrology, it is probable that many Gamemasters will feel overwhelmed by the detail and wonder how they will ever be able to handle the remaining complexity. The following further simplifications are recommended for those feeling overwhelmed:

- 1: In birth charts, ignore aspects completely, and only consider the planets in the houses and the signs.
- 2: In progressed charts, only use conjunctions, oppositions and trine aspects.
- 3: In synastric interpretations, ignore the planetary aspects.

Once the Gamemaster is comfortable with a reduced set of details, additional complexity can be added gradually.

14.6 INTERPRETING & CASTING HOROSCOPES

Astrology, like any of the other mantic arts described in this book, can (and will) require some level of story commitment from the Gamemaster with regard to the validity of the predictions, and so all of the advice given in Section 13 is applicable. As ever, this book assumes that the future of the story is not preordained (or to use an astrological cliché “the stars impel; they do not compel”).

That said, there are a number of key differences in astrological divination from the other mantic arts, and these must be reflected in the story and the game mechanics.

Astrology is an analytical form of divination. Given valid information concerning the subject, the required astrological data, and a knowledge of the astrological symbolism, the reading is calculated and the result interpreted. Other mantic arts require the diviner to achieve the appropriate mental state, understand the querent, pose the correct question and are limited in accuracy as the diviner attempts to read further into the past or the present. To an astrologer, a prediction concerning ten years into the future is no more difficult than a prediction concerning the trends of the next month, as long as the astrologer has access to the planetary positions for both periods.

Producing an astrological prediction in terms of the game mechanics adheres to the following process. A spell user with access to the Starlore spell list can use the spells on that list to assist in the creation and interpretation of the horoscope.

The spell user requires three pieces of information concerning the subject whose horoscope is to be created, namely the date of birth, the time of birth, and the location of birth. If only the first is known, the horoscope will not include the

Ascending Sign and the position of the Houses, and the interpretation will be limited in terms of information. If the provided date of birth is incorrect, the entire horoscope will be incorrect. If either of the provided time of birth and location are incorrect, the Ascending Sign and the House positions will be incorrect, and the horoscope’s validity will be compromised. (See the Astrological Divination Maneuver Chart for modifiers). If the date of birth is unknown, no horoscope can be constructed. The *Determine Birth Place* and *Determine Birth Time* spells can be used to acquire accurate birth data for a given individual (but note the range is only 10’).

Assuming the spell user has complete birth data, the character must consult an ephemeris for the appropriate time period and determine the positions of the Ascendant and Midheaven. A Very Hard (-20) Basic Math maneuver should be required to make the correct calculations. If the spell user does not have access to the appropriate astronomical observations recorded in an ephemeris (or other almanac), a *Determine House/Sun Sign* spell will provide the required positions and eliminate the need for the Basic Math maneuver.

The ephemeris must now be consulted for the planetary positions on the birth date. If the spell user lacks access to such information, an *Ephemeris* spell will provide the correct positions. Note that modifiers are presented below for incorrect or miscalculated astrological positions.

To randomly generate the positions of the Ascendant and the planets in the zodiacal signs, the following table can be used:

Roll	Zodiac Sign
01-08	Aries
09-16	Taurus
17-24	Gemini
25-32	Cancer
33-40	Leo
41-48	Virgo
49-56	Libra
57-64	Scorpio
65-72	Sagittarius
73-80	Capricorn
81-88	Aquarius
89-96	Pisces
97-00	Reroll

A real ephemeris would give a result in terms of a location within the sign exact to the nearest minute (one-sixtieth of one degree). For the purposes of Rolemaster, it is sufficient to locate the Ascendant or a planet to being somewhere within a sign. The lack of precision makes calculating aspects much easier and allows the Gamemaster more leeway in terms of ambiguity and eliminates much bookkeeping.

A Medium Drafting maneuver should now be required to draw the basic chart, followed by a further Hard (-10) Basic Math maneuver to calculate the aspects, and followed by a second Medium Drafting maneuver to correctly mark all the relevant aspects. The *Draw Chart* and *Calculate Aspects* spells will eliminate the need for these maneuvers.

The Gamemaster should draw a circle, divide it into twelve segments and record the information so far determined. This becomes critical when aspects must be taken

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into consideration (as the Gamemaster needs to calculate the aspects). The abstract planet location rescues the Gamemaster from using a protractor to determine the angles. Instead the Gamemaster must only count the number of signs that must be passed through to reach one planet from another (for each pair of planets) to determine if a particular aspect is likely. Finally, he may use the third column of the following table to randomly determine if the aspect actually occurs. The Gamemaster may of course decide that no aspect occurs.

ASPECT DETERMINATION CHART		
Aspect	# Signs Crossed	Probability
Conjunction	Same sign	50%
Opposition	Six signs	50%
Square	Three signs	50%
Trine	Four signs	50%
Sextile	Two signs	33%
Quincunx	Five signs	22%

The character must now attempt a Divination maneuver to interpret the horoscope and may use Divination Lore (Astrology) to recall the specific meanings of the astrological symbols and so forth. The character could opt to employ an *Interpret Natal Chart* spell to achieve a faster interpretation. In both cases, the interpretation should normally be partially veiled in astrological language. For progressions and synastries, the birth charts must first be constructed, and the new planetary positions and so forth must be calculated as above. Again the Starlore spell list provides short-cut spells (in terms of *Interpret Progression* and *Interpret Synastry* spells).

ASTROLOGICAL DIVINATION MANEUVER CHART	
-26 down Spectacular Failure	If you know you are working from incomplete information, you know that this horoscope is completely invalid and should be ignored. Otherwise you believe completely in the validity of the reading (which is totally wrong and/or utterly random).
-25- 04 Absolute Failure	If you know you are working from incomplete information, you know that the horoscope should be ignored (as only 10% of the information is valid). Otherwise, you believe completely in the validity of the reading (only 10% of the information is valid, the rest is wrong and/or random at the GM's discretion).
05-75 Failure	If you know you are working from incomplete information, you know to treat the horoscope with caution (as only 25% of the information is valid). Otherwise, you believe completely in the validity of the reading (only 25% of the information is valid, the rest is wrong and/or random at the GM's discretion).
66 Unusual Event	If you are working from incomplete birth data, you gain one (and only one) piece of information from the chart which you know to be correct. Caution suggests that you ignore the remainder of the horoscope. If you are working from inaccurate data, you realize which data is wrong. If you made an error, you realize your error and should start again. In all other circumstances, you produce a horoscope which provides 50% of the desired information. (the remaining details are random or do not make sense to you).

76-90 Partial Success	You manage to obtain 50% of the information that you can possibly obtain (based on the available birth data). You fail to correlate the remaining influences correctly (or at all). If the birth data is incorrect, the information obtained is incorrect.
100 Unusual Success	You manage to obtain 100% of the information that you can possibly obtain based on the available birth data. If the birth data is inaccurate, you discover which information is incorrect. If you made a mistake in horoscope construction, you realize and correct the error, and obtain the desired information.
91-110 Near Success	You manage to obtain 75% of the information that you can possibly obtain based on the available birth data. You fail to correlate the remaining influences correctly (or at all). If the birth data is incorrect, the information obtained is incorrect.
111-175 Success	You manage to obtain 90% of the information that you can possibly obtain based on the available birth data. You fail to correlate the remaining influences correctly (or at all). If the birth data is incorrect, the information obtained is incorrect.
176 Up Absolute Success	You manage to obtain 100% of the information that you can possibly obtain based on the available birth data. If you made a mistake in horoscope construction, you realize and correct the error, and obtain the desired information. It would be a shame if the birth data was inaccurate after all that hard work....

MODIFIERS	
Birth Data Unknowns or Inaccuracies	
Correct date, time and location of birth	+0
Correct date, but inaccurate or unknown time or location of birth	-40
Incorrect date, but within one month of correct date	-70
Incorrect date, more than one month away from correct date	-100
<i>(Only one of these modifiers should be applied)</i>	
Horoscope Construction Errors	
Incorrect calculation of Ascendant and/or Midheaven	-30
Incorrect calculation of planetary positions	-30
Incorrect drawing of basic chart	-20
Incorrect calculation of aspects	-30
<i>(These modifiers are cumulative)</i>	

With the exception of the *Horary* of spells, the Starlore spell list achieves by magic what a mundane spell user can achieve by skill and astronomical knowledge. It might seem wasteful for a profession to develop virtually an entire spell list for tasks which can be achieved by nonmagical means. The Starlore spells have two advantages over nonmagical means: the first is speed, and the second is correctness. Attempting to construct a natal chart by hand is an extremely time-consuming process which will take professional astrologers between one and two hours to complete. Progressions and synastries take longer. The Starlore spells can do the same work in a few minutes. The Starlore spells also perform each task with complete accuracy, although if the data to be processed by the spell is incorrect, the results will still be wrong. A spell-assisted horoscope is more likely to be accurate within the limits of the astrological system than a mundane horoscope.





The *Horary* spells are the Astrologer's equivalent of the Seer's *Divinations* spells, and should be treated as prescribed in the guidelines of Section 13.3. However the *Horary* spells should provide less detail than a full horoscope and should only provide a limited prediction on the favorable or unfavorable astrological influences during the time-frame checked by the spell. For lower-level *Horary* spells, the Gamemaster should either determine or randomly generate one or two astrological influences that are pertinent to the type of query. For the higher-level *Horary* spells, it is appropriate to determine or otherwise generate one astrological influence per significant fraction of the time period. Such influences could be as simple as a given planet is in a given sign; more complex appropriate influences might include an aspect between two planets in their respective signs. Alternatively, the Gamemaster may elect to indicate favorable and unfavorable times with the higher-level spells, rather than providing multiple influences. It is neither necessary nor appropriate for a *Horary* spell to require the Gamemaster to produce a complete horoscope. The Gamemaster's attention should focus on what story commitment is involved, and how best to express the prediction in astrological symbolism.

For full natal charts and so forth, the amount of effort involved in producing the entire horoscope can seem daunting. There are a number of strategies which can ease the burden (see below).

1. Precomputation: For non-player characters who will loom large in the story and whose birth data will become available to a player character spell user, the first strategy is to precompute the birth chart as part of the normal preparation for the game. In some cases, it will be sensible to use the creation of the natal chart to generate the character's personality. It is always advisable to precompute the birth chart of a player character spell user (even if the character does not yet know his complete and accurate birth data).

2. Reverse Engineering: In addition to precomputation, a second strategy is to "reverse engineer" the horoscope based on the known personality of the character in question. By searching the tables, it should be relatively easy for the Gamemaster to determine the locations of the planets and so on to describe the character. For this to be successful, it is necessary to have a relatively well fleshed out personality for the character in question.

3. Triage: The third strategy is only to work out the necessary planetary positions and aspects required to encapsulate the desired meaning, and to randomly generate the remaining information using the tables. This transfers the workload for finding the "needle in the haystack" onto the shoulders of the player characters. This information overload will help to obscure the prediction or analysis, keeping the players on their toes.

4. Minimization: The moon or moons will traverse the signs of the Zodiac at a much higher rate than the planets. In fact, in a progressed chart, the positions of the planets and the sun will be the same for an entire year. The Moon will however change by fourteen degrees every month (or half a sign's worth in some direction). Once the Gamemaster has generated a progressed chart for a given individual for one month of a given year, the progressions for the remaining months require only the Moon to be moved around and the lunar aspects recalculated.

The Gamemaster should maintain a record of the horoscopes as the players will certainly have their own notes.

14.7 THE LIMITATIONS OF ASTROLOGY

Much has been said in previous sections about the use of countermagic to thwart divination of various kinds. The Vision Guard spell list and other scattered defenses cannot protect against astrological divination. Such spells protect an individual, an item or a place, but astrology does not directly attempt to predict the future of such subjects. Astrology attempts to predict the astrological influences at given times and given locations. These influences may impel behavior and events in the world, but cannot compel the future.

This is the first limit upon astrology. Other mantic arts provide predictions that are more personally attuned to the intended subject and hence more likely to be accurate in specifics. Moreover as astrology calculates the influences, two different astrologers working with the same information and the same methods should arrive at the same conclusions. A king's personal astrologer can inform his liege lord of what the influences impel and the king can confound his enemies by acting contrary or differently to the influences. The Roman emperor, Augustus, was a firm believer in astrology, having been informed by an astrologer named Nigidius that he would be "master of the world," and actually published his natal chart. At the time, it was believed that the death-date could be calculated from the chart. Shortly afterwards, he issued a law limiting the practice of astrology to prevent malcontents conspiring to assassinate him at times predicted to be dangerous.

The second limit is the need for reliable birth data. Even an inaccuracy of four minutes in the time of birth will alter the Ascending Sign sufficiently to render the horoscope wildly inaccurate.

Even if the birth data is correct, the horoscope is correctly constructed, and the subject does not deliberately attempt to void the prediction, the horoscope could still fail to represent the real astrological influences for two reasons. Firstly the astrological theory could be incomplete. Other unknown celestial bodies may exist which have an influence upon earthly events. Secondly the astrological system could be incorrect. Significance has been attached to heavenly bodies and geometrical arrangements over the centuries by a combination of mythological associations, intuition, guesswork and studies of the horoscopes of prominent individuals. A few erroneous assumptions or atypical individuals could easily introduce serious flaws into an astrological system weakening the accuracy of its predictions. This represents the third and final limit on astrological accuracy within the story.

There are of course other astronomical phenomena such as comets, lunar eclipses, and solar eclipses, which may be astrologically significant in a given setting. As it may not be possible to calculate their occurrence within a given settings, such events will often be seen as portents of great disasters. The inclusion of such events in the story should be a conscious and deliberate act by the Gamemaster rather than a chance roll, and such happenings should be used by the Gamemaster to signal pivotal changes in the world.

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THE TAROT

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The Tarot

An
Introduction
to the Tarot

The Major
Arcana

15.1

AN INTRODUCTION TO THE TAROT

The Tarot has been used for divination for centuries. The cards of the Tarot and the associated esoteric body of lore have been reinterpreted many times. There is neither agreement nor evidence to locate an origin for the Tarot. It has been variously ascribed to the Romany peoples, the ancient Egyptians, the Greeks, the preChristian religions of Europe, the Jewish Qabbalistic tradition, and even Indian and Chinese sources. History records that in 1378, "ordinary" playing cards were banned by the town council of Regensburg, and that in 1397, the common people of Paris were banned from using playing cards on ordinary working days. In 1415, the Duke of Milan commissioned a set of hand-painted Tarot cards for his own use. The spread of playing cards and Tarot decks was accelerated through Europe by the printing press. The Tarot cards received scholarly examination by occult writers from the end of the eighteenth century onwards.

The Tarot deck consists of seventy-eight cards in total, arranged into four suits of fourteen cards each, known as the Minor Arcana, and twenty-two cards with their own symbolic title and image, known as the Major Arcana. As none of the Tarot cards are double-headed, it is possible for them to be laid upside down, and so traditionally each card has an upright and a reversed meaning. Divination using the Tarot involves the random selection of cards from the deck, the arrangement of the selected cards in a pattern (or "spread"), and the interpretation of the chosen cards singly and in combination with respect to the querent's question. Before proceeding further, it is necessary to discuss the traditional meanings of the various cards. The meanings presented here should not be treated as definitive, there are as many interpretations as there are Tarot readers.

15.2

THE MAJOR ARCANA

The Major Arcana possess the greater accumulation of esoteric lore and symbolism of the Tarot. Twenty-two in

all, the cards have been associated with the progress of the individual through life from the innocence of the newborn (i.e., The Fool) to the completion (i.e., The World). The first eleven are associated with the outward-looking perspective of the first half of life; the second half are associated with inner development and contemplation (the last half of life).

THE FOOL

The Fool is the unnumbered card of the deck. It represents the unexpected and the spirit of chaos, symbolizing innocence, potentials, challenges and new beginnings. Risks should be taken without fear, and the unexpected can be expected.

Reversed: It warns of folly and madness, and the need for thought before action.

THE MAGICIAN

At only one step from the Fool, the Magician is entertainer and trickster, with appearances often misleading. It symbolizes new beginnings and progress towards success, a sense of purpose, willpower and initiative, and decisions to be made with confidence.

Reversed: It warns against hesitation, trickery and deception, and urges one to confront the real world.

THE HIGH PRIESTESS

The High Priestess represents intuition, non-rational thought and knowledge, mystic abilities, the unconscious mind, and the revelation of secrets. In a man's reading, it can symbolize the most important woman in his life. It urges reliance on instincts.

Reversed: It warns against over-emotionalism and irrationality. Plans should be delayed owing to hidden foes and obstacles.

THE EMPRESS

The Empress represents the fertility principle and the Earth Mother. It suggests abundance, security, domestic comfort, childbirth and motherhood.

Reversed: It represents poverty, insecurity, domestic problems, over-protection, and setbacks in career or relationships.

THE EMPEROR

The Emperor is a male symbol representing worldly success, ambitions achieved, and the triumph of will. A fortunate card for men, it represents a dominant male influence for women or their achievement of success through force.

Reversed: It warns against weakness, submission, the abuse of power and the failure to achieve worldly ambitions.

THE HIGH PRIEST

The High Priest symbolizes spiritual power, a wise advisor, the influence of faith, and the acquisition of insight and knowledge. It can represent a mentor.

Reversed: It warns of poor advice, lies, crises in faith and belief systems, and the need to make one's own rules.



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THE LOVERS

The Lovers symbolizes strong emotions, affairs of the heart, and the conflict between the desires of the flesh and the spirit. It suggests love, a happy relationship, and the need to decide based on the true desire rather than duty.

Reversed: It warns of unhappy love affairs, separations and the wrong decisions regarding relationships.

THE CHARIOT

The Chariot symbolizes victory and conquest over great odds, and the driving force of destiny. It suggests movement and travel, optimism, and success through self-reliance and self-motivation.

Reversed: It warns of arrogance, temper, ruthlessness, and of travel plans that go awry.

JUSTICE

Justice symbolizes both the need for sound judgement and for balance, mercy and punishment. It suggests success in legal affairs and other decisions, harmony, the righting of a wrong.

Reversed: It warns of harsh injustice, ill judgement, and adverse decisions.

THE HERMIT

The Hermit symbolizes a drawing apart from the world for re-evaluation. It represents caution, experience, age, the need for counsel, and prudent actions.

Reversed: It warns against impatience and obstinacy, and of loneliness. It suggests a refusal to listen to advice from older and wiser folk.

THE WHEEL OF FORTUNE

The Wheel of Fortune is a symbol of the vanity of man and of earthly power. It suggests the advent of change, with destiny and blind chance bringing good fortune and an end to current difficulties.

Reversed: It warns of ill fortune, unpleasant surprises, and a period of adversity.

STRENGTH

This card symbolizes situations of adversity which if approached with resolution and courage will be overcome. Strength and courage will battle with and triumph over hatred and evil. Ill health will give way to good health.

Reversed: It warns of cowardice and of defeat by unfair means.

THE HANGED MAN

The Hanged Man symbolizes a reversal of the expected, representing risk and sacrifice, and the entry into the inner self for enlightenment. It can suggest a need to accept circumstances and may prefigure illness.

Reversed: It suggests a selfish refusal to believe there is more to life, and warns of a desire for martyrdom.

DEATH

The Death card suggests transformation and a change which is for the better. It can represent harsh fate, a major change in life, and occasionally death.

Reversed: It signifies enforced change and destruction without renewal.



TEMPERANCE

This card represents moderation in all things, the careful control of volatile factors which leads to a successful conclusions, self-control and harmony.

Reversed: It warns of quarrels, competing interests and a lack of harmony.

THE DEVIL

This card symbolizes the tyranny of materialism, lust, power and greed. It can suggest an immovable obstacle or overwhelming force which may only be worked around, disaster and unbreakable bonds.

Reversed: It symbolizes the beginning of freedom and the escape from addictions and baser impulses.

THE TOWER

The Tower symbolizes ruin and calamity, the shattering of hopes and high ambitions, the destruction of a narrow view of the world, and the inability to stand against divine will.

Reversed: It suggests ruin brought needlessly upon the individual, and may portend false imprisonment and oppression.

THE STAR

The Star symbolizes insight and hope for the future, enlightenment in new directions. It presages good health and the receipt of gifts which may be spiritual rather than material.

Reversed: It suggests tension, pessimism, and an unwillingness to see new horizons.

THE MOON

The Moon symbolizes the time of the irrational mind, suggesting deceptions that may be perceived and overcome through intuition alone. This card portends success in clandestine love affairs.

Reversed: It represents dangers, lies and hidden enemies, and warns against fearing the irrational.

THE SUN

The Sun symbolizes glory and achievement. It suggests joy, pleasure and good health, and illumination in every sense.

Reversed: It suggests a failure, setbacks along the path to achievement, or a fleeting success.



JUDGEMENT

This card symbolizes a time of evaluation. It suggests worthy goals have been accomplished, the start of a period of peace and tranquility, and a new beginning.

Reversed: It suggests regrets and remorse, lost opportunities, the fear of death and illness and an unwillingness to accept change or make decisions when needed.

THE WORLD

The World symbolizes the completion of any task, and the rewards of success. It represents fulfillment and the moving into a new cycle.

Reversed: It portends success which is yet to be achieved, and at worst, ultimate failure rather than ultimate success, the inability to ascend to a higher cycle.

☿ 15.3 ☿

THE MINOR ARCANA

The Minor Arcana comprises fifty-six cards arranged in the four Tarot suits: Wands, Swords, Cups and Pentacles. Each comprises ten numbered cards from Ace to Ten, and four Court cards (Knave (Page), Knight, Queen, King). The cards of the Minor Arcana have a different meaning when reversed—this is normally an opposing or an extreme version of the upright meaning.

15.3.1 • THE SUIT OF WANDS

The Suit of Wands relates to the mind, the world of ideas, and the intellect. The suit is associated with the element of Fire and the spring.

ACE OF WANDS

This card indicates inspiration and the beginning of enterprises and business relationships.

Reversed: It indicates restlessness, change for change's sake, and a lack of self-confidence.

TWO OF WANDS

This card indicates a successful and prosperous partnership or a meeting of minds.

Reversed: It portends disagreements in existing partnerships and arguments.

THREE OF WANDS

This card signifies good fortune in the near future, but the querent must remain patient a little longer.

Reversed: Efforts are hindered by pride, arrogance and self-deceit.

FOUR OF WANDS

This card represents prosperity and the harvest (of projects, material or spiritual achievements). It may also indicate a change to one's home.

Reversed: It signifies pointlessness, disappointment, and unfulfilled expectations.

FIVE OF WANDS

This card represents challenges, competitions and opportunities to prove the querent's abilities.

Reversed: It portends quarrels and misunderstandings.

SIX OF WANDS

This card foretells success in any project, with greater rewards than expected for the bold of spirit.

Reversed: It signifies anxiety for the future and delayed triumph.

SEVEN OF WANDS

Adversity is foretold by this card, but the obstacles can be overcome by the determined and the resolute.

Reversed: The card foretells indecision and doubts at the critical moment, which make defeat certain unless resisted.

EIGHT OF WANDS

This card symbolizes swiftness, in travel, communications, and in resolving difficulties.

Reversed: It symbolizes delays and rash actions, and misinterpreted messages.

NINE OF WANDS

This card symbolizes stability and strength, which will allow the querent to be steadfast against opposition and succeed in the fullness of time.

Reversed: It represents stubbornness, unyielding, uncompromising and wrong-mindedness.

TEN OF WANDS

This card signifies heavy burdens laid upon the querent. The tasks, if completed, may exact a high penalty from the querent.

Reversed: It represents hidden enemies and others who seek only to use the querent's willingness.

KNAVE OF WANDS

The Knave suggests a traveler, adaptable, enthusiastic, but impulsive and with a short attention span.

Reversed: The Knave is a complainer, faithless in love, and a messenger of ill tidings.

KNIGHT OF WANDS

The Knight is generous, in love, friendship and war, swift in all emotions.

Reversed: The Knight is jealous and belligerent, seeking conflict.

QUEEN OF WANDS

The Queen is creative, active, and accustomed to organizing, responsibility, and authority.

Reversed: The Queen is possessive, tyrannical, vengeful and ill-tempered.

KING OF WANDS

The King is mature, strong, and honorable, combining compassion with justice.

Reversed: The King is aggressive, intolerant, and bigoted, ruled by baser passions.

15.3.2 • THE SUIT OF CUPS

The Suit of Cups relates to love, sex, marriage, fertility and the emotions. The suit is associated with the element of Water and the summer.

ACE OF CUPS

This card symbolizes the beginnings of love, as romance, marriage, betrothal, or birth.

Reversed: It represents the end of love, and the bitterness and despair in affairs of the heart.



TWO OF CUPS

This card symbolizes commitment, with love and understanding between a couple. In less emotional circumstances, it foretells cooperation and mutual friendship.
Reversed: It symbolizes separation, infidelity and betrayal.

THREE OF CUPS

This card represents celebrations, in terms of parties, meetings, happy reunions, weddings and christenings.
Reversed: It represents promiscuity and wild passions, and eternal triangles in love.

FOUR OF CUPS

This card warns against boredom and satiation from an excess of joy or love.
Reversed: It signifies an excess in purely physical pleasures to hide from the fear of loneliness.

FIVE OF CUPS

This card represents sorrow through the loss of a relationship, but possibilities of new happiness.
Reversed: The card foretells that an unhappy time will soon end and losses will be recovered with interest.

SIX OF CUPS

This card represents memory with old acquaintances returning, prior initiatives coming to fruition, or déjà vu.
Reversed: It warns of nostalgia, the inability or unwillingness to change, and reopened wounds.

SEVEN OF CUPS

The card heralds choices, with many options open to the querent. Choose wisely and look beyond appearances.
Reversed: It warns of false hopes, wrong choices and inaction.

EIGHT OF CUPS

The card foretells the querent must seek his destiny elsewhere following the wishes of the heart.
Reversed: The card signifies a flight from problems and the abandonment of security for an unattainable dream.

NINE OF CUPS

This card foretells pleasure, happiness, health, popularity and social gatherings.
Reversed: It suggests vanity, complacency and carelessness.

TEN OF CUPS

This card symbolizes contentment, lasting peace, and happiness within the family.
Reversed: It foretells rivalry where once was happiness, and the weakening of the bonds of family and friendship.

KNAVE OF CUPS

The Knave is thoughtful and caring, vulnerable and in need of attention.
Reversed: The Knave is spoilt and petulant, manipulating the feelings of others.

KNIGHT OF CUPS

The Knight is faithful in love and friendship, of a poetic temperament, and a bringer of opportunities.
Reversed: The Knight is false in love, a breaker of hearts, and of an idle disposition.

QUEEN OF CUPS

The Queen is sympathetic, sociable, and imaginative, being honest and loyal to those whom she loves.
Reversed: The Queen is deceitful, vain and immoral, demanding attention.

KING OF CUPS

The King is sensuous and sociable, intelligent and intuitive. A patron of the arts, he is generous and comfort-loving.
Reversed: The King is cunning and hot-tempered, easily insulted or hurt.

15.3.3 • THE SUIT OF SWORDS

The Suit of Swords relates to activity, strife and the forging of order from chaos. The suit is associated with the element of Air and the winter.

ACE OF SWORDS

The card symbolizes the attainment of goals, with the force of intellect and courage triumphing over any obstacle.

Reversed: The card foretells abuse, injustice, malice and mental trickery.

TWO OF SWORDS

The card represents steadfast friendship in adversity, the balance between opposites and the possibility of a duel.

Reversed: The card foretells betrayal by a trusted ally and imminent trouble.

THREE OF SWORDS

The card represents the ending of a relationship and the clearing of paths. It can indicate surgery in the near future.

Reversed: The card warns of confusion and worries.



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FOUR OF SWORDS

The card makes a time of recuperation and temporary respite from struggles.

Reversed: It foretells illness, confinement, enforced rest or exile.

FIVE OF SWORDS

The card signifies defeat and loss, where continuing a course of action will lead to even greater failures.

Reversed: It foretells a refusal to surrender when all is lost, and may indicate a funeral.

SIX OF SWORDS

The card represents travel, and flight from danger, with immediate difficulties being resolved.

Reversed: It warns of delays, partial success, and ignorance of the next direction to take.

SEVEN OF SWORDS

The card suggests cunning and even dishonesty are necessary to defeat an enemy or overcome an obstacle.

Reversed: It warns of theft and lies. The querent should guard his possessions and keep his own counsel.

EIGHT OF SWORDS

The card foretells bad luck and entrapment. Patience is necessary.

Reversed: It warns of frustrations and problems worsened by the querent's own actions.

NINE OF SWORDS

The card represents cruelty, warning of sleepless nights, suffering, slander and spite.

Reversed: The querent will refuse help and feel overwhelmed by suffering.

TEN OF SWORDS

This card portends ruin and disaster, betrayal, loss and grave ill fortune.

Reversed: The time of adversity will continue for some time yet.

KNAVE OF SWORDS

The Knave is intelligent and quick-witted, eager to learn and able to transform circumstances to his advantage.

Reversed: The Knave is guileful, a spy or slanderer, who manipulates others for his own ends.

KNIGHT OF SWORDS

The Knight is eloquent and charismatic, impetuous, swift in deed, insight and movement.

Reversed: The Knight is quarrelsome and secretive. Seeming honesty covers treachery and falsehood.

QUEEN OF SWORDS

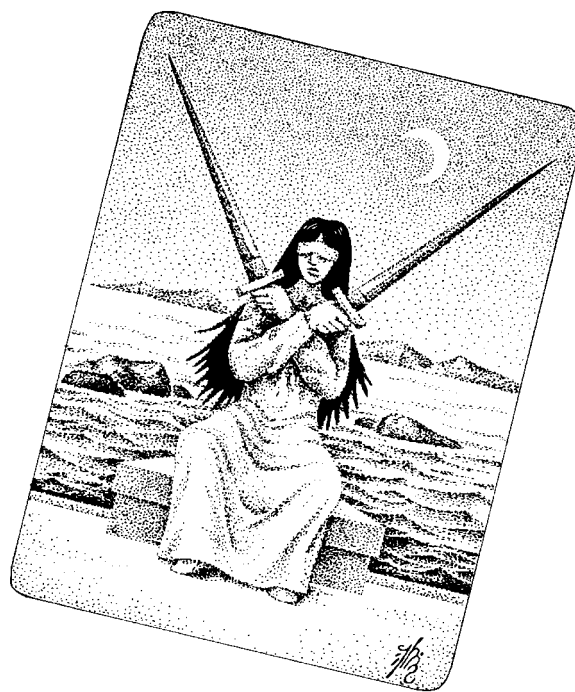
The Queen is independent; clever and calm in crises. The Queen is highly perceptive seeing much that is hidden.

Reversed: The Queen is bitter and jealous; a harsh judge of others.

KING OF SWORDS

The King is wise, rational, restrained in displaying emotions, and apt to seek intellectual diversions.

Reversed: The King is suspicious, a master of intrigue and deception.



15.3.4 • THE SUIT OF PENTACLES

The Suit of Pentacles relates to wealth, finance and land. The suit is associated with the element of Earth and the autumn.

ACE OF PENTACLES

This card represents the foundation of material prosperity, suggesting windfalls and lucky gains upon which stability can be built.

Reversed: It is indicative of greed and insecurity, and warns of unwise speculation.

TWO OF PENTACLES

This card suggests a juggling of resources, with careful management being sufficient to avoid difficulties.

Reversed: It indicates recklessness with regard to financial matters and gambling leading to possible bankruptcy.

THREE OF PENTACLES

This card symbolizes material achievement through the application of skill and talent, and may foreshadow envy from friend and foe alike.

Reversed: It symbolizes talent wasted and an over-cautious approach.

FOUR OF PENTACLES

This card symbolizes secure and stable wealth and possessions.

Reversed: It indicates a miser, envious of others and consumed by avarice.

FIVE OF PENTACLES

The card symbolizes poverty and financial ruin for the querent and for others, with fresh opportunities to rebuild elsewhere.

Reversed: It foretells an avoidable bankruptcy or other loss, and the need for a change in attitudes.



SIX OF PENTACLES

The card foreshadows that the querent will benefit from the financial support of others.

Reversed: It prefigures a squandering of material resources and loss of possessions.

SEVEN OF PENTACLES

This card suggests slow but steady growth through careful planning.

Reversed: It signifies idleness and vain efforts.

EIGHT OF PENTACLES

This card symbolizes learning, and achievement of goals through the acquisition of new knowledge and skills.

Reversed: It indicates impatience and a desire for swift success at any cost.

NINE OF PENTACLES

This card foretells comfort achieved through prosperity and shrewd administration of resources.

Reversed: It indicates debts or comfort obtained from the hardship of others.

TEN OF PENTACLES

The card symbolizes wealth and family honor, and may foreshadow an inheritance.

Reversed: It prefigures family disputes over money and outdated traditions.

KNAVE OF PENTACLES

The Knave is careful and sensible, thrifty concerning money and having a firm sense of duty in other matters.

Reversed: The Knave is a wastrel and a scrounger.

KNIGHT OF PENTACLES

The Knight is conventional, practical, and honorable. Responsibility is accepted with steadfast determination.

Reversed: The Knight is boring and unimaginative, smug in his position and attitudes.

QUEEN OF PENTACLES

The Queen is a sensible matron combining generosity with a liking for luxury.

Reversed: The Queen is possessive and miserly, disliking change.



KING OF PENTACLES

The King is practical and successful. He remains unpretentious despite his possessions and is slow to anger.

Reversed: The King is stupid and unimaginative. He may be bribed but will make a tough foe.

15.4

USING THE TAROT WITHIN THE GAME

For an aspiring Tarot practitioner, the next step in using the Tarot cards is to consider how to combine the individual card meanings in the divinatory patterns known as spreads. The Gamemaster has a much more arduous task—creating the reading in response to a specific question posed by the player of a divining character. Of course, the Gamemaster could just provide a glib answer e.g., “the reading is auspicious, the cards predict temporary setbacks followed by eventual success.” Such answers should be a last resort to be used only when the Gamemaster cannot find a suitable combination of actual cards which symbolizes the intended meaning. Providing a divination in terms of actual card names not only adds verisimilitude and flavor to the story, but also allows the Gamemaster to utilize the ambiguity of the symbolism and compels players to work to decipher the meaning.

A Tarot card table is provided at the end of this section, and this can be used to randomly roll individual card results. The numbers in square brackets [] refer to the required result of a d100 roll to obtain a specific card. Naturally if the card has already been picked, then a reroll is required. The table assumes the complete Tarot deck is being used. The Gamemaster should choose the cards which appear in a reading, using the table to interject random cards when a Divination maneuver or spell is only partially successful. The table may also serve as a source of inspiration for plotting future events and microstories in the lives of the characters.

In terms of the story, there are four aspects of Tarot reading which are germane to the creation of a reading: preparation, the choice of cards, the choice of spread to use, and special meanings to ascribe to the cards.

PREPARATION

It is a tenet of the Tarot that the diviner must attune himself to the cards, keeping them with him at all times, meditating upon their mysteries and studying the lore. The deck should be wrapped in silk or stored in a wooden box. The diviner should be the only person to read the deck, and the cards should not be consulted for trivial reasons as this may cause them to reveal unpleasant tidings. If others touch the cards without the diviner's permission or treat them with disrespect, the deck will lose its power. The Gamemaster should note the use and care of the cards and apply the appropriate modifiers from the General Divination Chart to any Divination maneuver.

THE CHOICE OF CARDS

In using the Tarot, the character will either be seeking a general reading concerning an overall impression of the querent's life and future events or a specific reading which answers a question. (Note the diviner can use the

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Tarot to ask questions on his own behalf). Depending on the nature of the reading, the diviner will select some or all of the deck, clearing his mind of extraneous thoughts, and the querent will shuffle the selected cards (reversing some), and then will lay out the cards for the diviner to interpret.

The Gamemaster should decide based on the nature of the query which cards to consider using in a reading. Unless the Gamemaster has studied the previous sections carefully, it is likely that searching through all seventy-eight cards will be a time consuming and frustrating affair. Instead the Gamemaster should only consider portions of the deck such as the Major Arcana or a single Suit in creating a reading. If the divination concerns the personality of the caster, the use of the Major Arcana is indicated, whereas if the divination is more “fortune-telling” (per se), the Minor Arcana is appropriate. For specific questions relating to an area of life such as prosperity or love then the relevant Minor Arcana suit (Pentacles or Cups in this example) should be used. The Gamemaster may choose to describe which selection of the deck is used in recounting the divination but such an addition should only add extra realism.

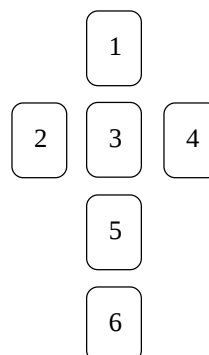
THE CHOICE OF SPREAD

Related to the selection of the cards is the choice of the “spread.” In performing a reading, a Tarot practitioner selects a spread which has sufficient slots to provide the desired information and then interprets the combinations of cards. In creating a reading, the Gamemaster should avoid the use of complex spreads involving many cards. Encapsulating the intended meaning in complex spreads is much harder than interpreting a complex spread. Complex spreads require more time to construct as many more cards must be selected to reflect aspects of the meaning and the adjacencies of the various cards must be considered. The more cards involved, the more information that the Gamemaster has to provide, the greater potential story commitment resulting from a successful divination. The smaller the spread, the easier to construct, and the fewer hostages to fortune. Of course, if the divination is using only a very restricted subset of the deck or the query is very specific, a single card may be sufficient to capture the meaning.

The simplest usable spread involves only three cards arranged in the pattern: 1 2 3. This can be used to provide a general reading of the querent with card 1 indicating an important event or circumstances in the querent’s past, card 2 reflecting the current status of the querent in the present, and card 3 indicating how the querent will fare in the future. The spread can be adapted to only consider the future: card 1 indicates a future event, card 2 indicates the querent’s reaction to the event, and card 3 indicates the querent’s actions to the future event. If using this spread to evoke the past, a suitable reinterpretation of the spread to determine the key aspects of an event would use card 1 to indicate who or what caused the event to occur, card 2 to indicate why the event occurred, and card 3 to indicate how the event came to pass. Dependent on the nature of the question and the information sought by the diviner, the Gamemaster should adapt the meanings of the slots in addition to reinterpreting the capsule meanings of the cards to fit the needs of the response.

Two more complex spreads are the Cross Spread (which involves six cards) and the Horseshoe Spread (which involves seven cards). Both of these spreads are useful in deciding upon courses of action. The layout of the cards and the meaning of the positions are shown below

The Cross Spread



Card 1: the past and influence of the past upon the question

Card 2: obstacles in the querent’s path

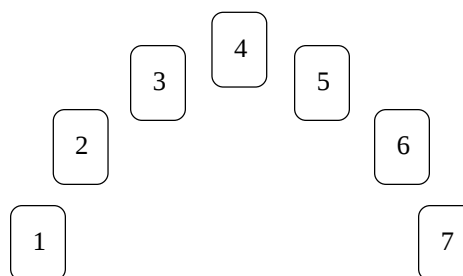
Card 3: influences working in the querent’s favor

Card 4: the near future

Card 5: the long-term future

Card 6: the eventual outcome in the querent’s life

The Horseshoe Spread



Card 1: the past

Card 2: the present

Card 3: hidden influences

Card 4: obstacles to overcome

Card 5: the attitudes of others

Card 6: what the querent should do

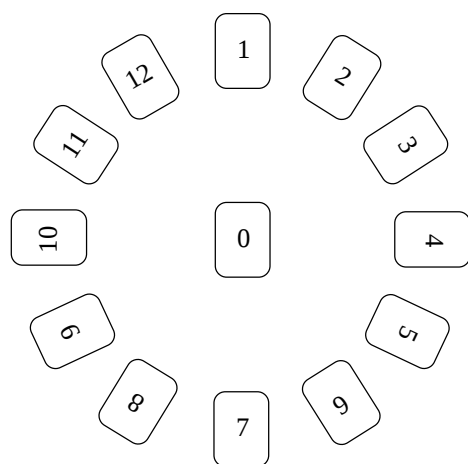
Card 7: the outcome

The next spread (the Calendar Spread or Horoscope Spread) should not be used to provide “off-the-cuff” spontaneous readings for divination attempts within the game (as it involves thirteen cards). Instead it could be used as a set-piece, say a reading provided by a powerful NPC diviner which the player characters must interpret to save the kingdom, or as a means of randomly generating future events in the next year of a character’s life.

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The Calendar or Horoscope Spread



When used to foretell events in a querent's life, the center card (Card 0) will be the significator representing the querent, and the other cards will represent the querent's future throughout the next twelve months following the reading. When used in this fashion, the pattern is called the Calendar Spread.

The pattern can also be used as a horoscope to investigate all aspects of the querent's life. In this case, the positions have the following meanings.

Card 0: general influences

Card 1: personality of querent

Card 2: money, possessions, and material concerns

Card 3: short journeys, siblings and learning

Card 4: home life and childhood

Card 5: romance, leisure, and children

Card 6: work, habits, and health

Card 7: partnerships and relationships

Card 8: sexuality, inheritance and investments

Card 9: distant travels, philosophy, and religion

Card 10: career and status

Card 11: friends, social life, and hopes for the future

Card 12: secrets and hidden enemies



Other Spreads

Many other spreads such as the Celtic Cross (using eleven cards) and the Fan Spread (using twenty-one cards) exist but using these is an unreasonable expectation within the constraints of the game.

SPECIAL MEANINGS

In some spreads, cards are chosen as signifiers to represent the querent or occasionally another person of importance in the querent's life or future. Such signifiers should be chosen to match the person in terms of gender, complexion and personality where possible. A concise mapping of the signifiers is as follows:

- For a fair-haired young woman, use the Queen of Cups
- For a fair-haired mature woman, use the Queen of Pentacles
- For a dark and dangerous woman, use the Queen of Wands
- For a dark and sad woman, use the Queen of Swords
- For a fair young man or any man in love, use the Knight of Cups
- For a wealthy young man, use the Knight of Pentacles
- For a dark young man, use the Knight of Wands
- For a dangerous young man, use the Knave of Wands
- For a fair mature man, use the King of Cups
- For a wealthy mature man, use the King of Pentacles
- For a mature man in a position of power, use the King of Swords
- For a dark and dangerous man, use the King of Wands

There are a number of other special meanings which are not captured by the card summaries of the previous sections. In particular, when the entire deck has been used to provide the reading, the ratio of Major Arcana to Minor Arcana cards determines whether the querent's destiny is in the hands of inexorable Fate or whether the querent is in control of his own destiny. Too many Major Arcana cards and the querent will be subject to the whims of fate, too many Minor Arcana cards and the querent is responsible for his own fate.

Adventuring diviners tend to be interested in such questions as "When will an event occur?", "Where is the nearest inhabited human settlement?", "How many enemies will we face?". Shown below are a few sets of special meanings for handling such questions (assuming the Divination maneuver is successful!). In handling the timing of events, the appropriate cards are the Ace to Ten cards of the Minor Arcana suits. The last such card laid in a reading should represent the expected time of the event. The suits have the following meanings:

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Cups = days Wands = weeks
Swords = months Pentacles = years

Thus the Ace of Swords refers to an event which will occur in approximately one month from the time of the reading.

In handling direction and distance, a similar rule can be used, except the number of the card refers to either miles (or days) of travel. One arrangement for assigning compass directions to the suits is as follows:

Swords = North Wands = East
Cups = South Pentacles = West

Note in this system, the deck can only reveal directions in terms of cardinal points of the compass.

A final useful system ascribes professional classes to Minor Arcana suits.

Cups = Channeling spell users
Wands = Essence spell users or Arcane spell users
Swords = Non-spell users
Pentacles = Mentalism spell users

One final remark that should be made on the subject of constructing readings is that players (through their characters) can occasionally make the Gamemaster's task easier by suggesting appropriate systems for certain types of question (for example, relating Minor Arcana cards to the letters of the alphabet when using Divination to name an enemy). In such cases, the Gamemaster need only try to fit the answer he intends to provide to the player characters' system. Of course if the player characters have not allowed for the Gamemaster's response in their system, the reading may be profoundly misleading.

TAROT CARD TABLE

[00] The Fool	[40] Five of Cups
[01] The Magician	[41] Six of Cups
[02] The High Priestess	[42] Seven of Cups
[03] The Empress	[43] Eight of Cups
[04] The Emperor	[44] Nine of Cups
[05] The High Priest	[45] Ten of Cups
[06] The Lovers	[46] Knave of Cups
[07] The Chariot	[47] Knight of Cups
[08] Justice	[48] Queen of Cups
[09] The Hermit	[49] King of Cups
[10] The Wheel of Fortune	[50] Ace of Swords
[11] Strength	[51] Two of Swords
[12] The Hanged Man	[52] Three of Swords
[13] Death	[53] Four of Swords
[14] Temperance	[54] Five of Swords
[15] The Devil	[55] Six of Swords
[16] The Tower	[56] Seven of Swords
[17] The Star	[57] Eight of Swords
[18] The Moon	[58] Nine of Swords
[19] The Sun	[59] Ten of Swords
[20] Judgement	[60] Knave of Swords
[21] The World	[61] Knight of Swords
[22] Ace of Wands	[62] Queen of Swords
[23] Two of Wands	[63] King of Swords
[24] Three of Wands	[64] Ace of Pentacles
[25] Four of Wands	[65] Two of Pentacles
[26] Five of Wands	[66] Three of Pentacles
[27] Six of Wands	[67] Four of Pentacles
[28] Seven of Wands	[68] Five of Pentacles
[29] Eight of Wands	[69] Six of Pentacles
[30] Nine of Wands	[70] Seven of Pentacles
[31] Ten of Wands	[71] Eight of Pentacles
[32] Knave of Wands	[72] Nine of Pentacles
[33] Knight of Wands	[73] Ten of Pentacles
[34] Queen of Wands	[74] Knave of Pentacles
[35] King of Wands	[75] Knight of Pentacles
[36] Ace of Cups	[76] Queen of Pentacles
[37] Two of Cups	[77] King of Pentacles
[38] Three of Cups	[78-99] Roll
[39] Four of Cups	



DREAMS

Sections
16.0, 16.1

Dreams

Beliefs and
Theories
About
Dreams

Ever since man has been able to articulate his dreams (and throughout the world), dreams have held a special fascination for the human race, shaping the lives of individuals and forming a vital part of many cultures. These enigmatic experiences, though often poorly recalled by the waking mind, have at times been ascribed supernatural origins as messages, warnings and influences from divine and demonic agencies reaching the mortal through the unguarded portals of the sleeping mind. Priests and soothsayers have attempted to interpret the hidden meanings of dreams to divine the future. In the modern era, psychologists have constructed elaborate theories linking dreams to the buried workings of the subconscious, with dream interpretation being a revelation of the inner self.

This section will discuss the beliefs of historical and tribal cultures relating to dreams (to indicate the diversity and commonality of the traditions). This is followed by a sketch of some psychological theories relating to dreams. Also covered are the physiological aspects of sleep and dreaming (describing the different types of dreams). Included next are explanations on how to effectively incorporate dreams within the story and the framework of the game mechanics. Finally, a presentation on an alternative perspective on dreams, namely the Dreamworld is given (a valued component of many fantasy settings).

16.1

BELIEFS AND THEORIES ABOUT DREAMS

This section discusses common and historical beliefs and theories about dreams.

16.1.1 • ANCIENT CULTURES

The Babylonians considered dreams to be divided into two types, “good” dreams which were of divine origin and “bad” dreams which were of demonic origin. It was the responsibility of the priests of Mamu (goddess of dreams) to prevent bad dreams from becoming reality.

The Assyrians believed that dreams were omens (e.g., a gift of an empty pot in a dream foreshadowing poverty, a gift of a filled goblet presaged children and fame). For them, “bad” dreams demanded deeds and the exorcism of the “demon,” which if accomplished would eliminate the problem. The Epic of Gilgamesh, dating from 2000 BC is the earliest known account of a series of dreams.

The Egyptians considered real things, not perceivable by the waking mind, to be the basis of dreams. Part of their dream mythos has been preserved on papyrus scrolls, including the distinction between “good” and “bad” dreams (incantations to protect against the influences of the latter), descriptions of dreams and their interpretations. One scroll interprets a dream about sawing wood as foretelling the death of an enemy and a dream wherein the dreamer’s teeth are falling out as indicating that the dreamer’s relatives plot his death. They divided dreams into three principal types, dreams of warning (often of illness) and revelation, dreams in which the gods demanded the dreamer to perform ac-

tions, and dreams induced by ritual. Like other cultures, the Egyptians employed ritual techniques to attempt to invoke dreams from their gods, “incubating” the dreams by sleeping on “dream beds” in shrines, sometimes fasting or consuming herbal concoctions in advance to further assist the process.

The Greeks continued the traditions of distinguishing between “good” and “bad” dreams and of dream incubation for healing. The petitioner would purify and dedicate himself to the god for two days before entering the temple, abstaining from sex, eating meat, fish or fowl and drinking only water. A sacrifice to the god was demanded before the petitioner would be led to sleep on the skin of a sacrificed animal. It is suspected that the priests (dressed as gods) would treat the petitioner during his sleep. In the morning, a priest would interpret the dreams.

In addition, dreams were also believed to contain warnings and prophecies from the gods. The Greek soothsayer Artemidorus Daldianus (of the 2nd Century AD) produced a book on dreams and their prophetic interpretations entitled *Oneirocritica* (“oneiros” is Greek for “a dream”). He studied dreamer and dream, inquiring in great detail into the condition, occupation, and background of the dreamer, and using this information to shape the interpretation. The *Oneirocritica* survived the centuries and with the advent of cheap printing would appear in readily available editions (of variable fidelity to the original) whenever dream interpretation was fashionable.

Despite the prevailing beliefs in dream healing and dream divination, some Greek philosophers held different (and very modern) opinions. Aristotle attributed dreams to sensory impressions (reduced in the sleeping state) and hence susceptible to emotional and subjective distortions. Plato wrote, “There exists in every one of us, even in some reputed most respectable, a terrible, fierce, and lawless brood of desires which it seems are revealed in dreams”.

Dream incubation and divination were also practiced elsewhere. For example, the Japanese emperors would visit a Shinto temple at Usa on the island of Kyushu to incubate dreams when faced with political problems. In ancient India, dream interpretation was highly valued. A chapter of the Atharva Veda (circa 1000 BC) was devoted to dreams, and it notes that the time at which a dream occurs during the night is indicative of when the prediction will come true: dreams before dawn will come true sooner than those experienced earlier in the night.

16.1.2 • TRIBAL CULTURES

The diverse beliefs of the world’s tribal cultures offer a number of interesting perspectives on the nature of dreams.

Some cultures, such as the Patani Malay people and the Eskimo of the Hudson Bay, teach that the “soul” leaves the body during sleep and enters a special dreamworld. As a consequence, they believe it is extremely dangerous to wake a sleeper due to the risk that the “soul” might be lost in the limbo of the dreamworld, and for the Tajal people of Luzon, such an action will merit serious punishment.

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Elsewhere, dream events are believed to be identical with reality. In Borneo, if a man dreams that his wife is an adulteress, he may send her back to her father. An attempt was made on the life of a missionary by a Zulu, who reportedly had dreamed that the missionary had shot at him. Similarly a friendship was terminated when one tribesman of a Paraguayan Indian tribe dreamed that the other intended harm.

Many Indian tribes of North America believe that dreams are revelations of the dreamer's secret desires and in some cases (such as the Iroquois, and other peoples in other regions of the world) demand immediate fulfilment. A Jesuit priest of the early 18th Century reported that one Iroquois Indian, having dreamed that ten friends dove into a hole in the ice of a frozen lake and emerged from a different hole, informed his friends. Only nine actually survived the execution of the feat. On the other hand, the Huron tribe hold that the soul's desires are satisfied by expression within dreams.

Contact with other cultures can alter the dream myths of tribal cultures. The Elgoni of Kenya had, prior to their contact with the Europeans, paid great attention to their "big" dreams, whose interpretation guided their important decisions. But as an old medicine man explained to Carl Jung, the Elgoni no longer needed their dreams because the white man who ruled the world knew everything.

The Senoi tribe of the mountainous jungles of Malaysia have an elaborate philosophy based upon dreams and their interpretation. The belligerent neighbouring tribes even consider the Senoi to possess magic as a result. For the Senoi, dreams dictate both the timing and the conduct of every important event in their lives. Anthropologists report a society where personal aggression and violence are virtually unknown with the source of the stability believed to be the dream control and interpretation techniques taught to every member, including toddlers.

The first principle of their dream control is that danger must be confronted and conquered, and in doing so they overcome fears. A child who reports a dream in which he flees from an animal will be instructed to attempt to recreate the dream during his next sleep. This time the child must stand his ground and attack the animal. He may call upon the help of dream friends if required, but must not flee.

The second principle allows the dreamer to transform frightening experiences into uplifting ones by "advancing towards pleasure." The terror of falling becomes the freedom of flying. The doctrine explicitly encourages sexual satisfaction within dreams, regardless of the nature of the desires, viewing the dream images as elements of the self which must be integrated.

The third and final major principle, of achieving a positive outcome, is to spur the dreamer into changing adversity into benefit. Thus, if one dreams of being wounded by a foe, one should not dwell on the fact or severity of the injury, but rather that the foe has weakened himself by using up his strength.

The Senoi techniques, in addition to the historical and contemporary traditions of others, have migrated into the western world and are being applied by various experimentalists and "New Age" mystics.

16.1.3 • PSYCHOLOGICAL THEORIES

Sigmund Freud firmly considered dreams to form "the royal road to the unconscious." His assertion was that dreams reflected the waking experiences of the dreamer, theorizing both a justification for and a system of interpretation, which formed part of his techniques of psychoanalysis. Freud divided the human personality into three facets: the id (representing the childish, primitive and instinctive aspects which pursue the "pleasure principle"), the ego (representing the conscious, self-invoking logic, and judgement in interactions with the world, adhering to the "reality principle"; and supposed to restrain the id), and the superego (concerned with morality, and above the ego and the id). He hypothesised that during sleep, the repression and censorship of the ego and the superego were relaxed, leaving the sleeping mind under the control of the id.

According to his theories, dreams were manifestations of the desires and impulses of the uninhibited id. He held that dreams had two levels of content, latent and manifest content. The repressed desires of the id form the latent content. The details of the dream form the manifest content. Freud considered the manifest content to be generated from memories (of childhood and infancy forgotten by the conscious mind but still stored within the unconscious mind), fragments of the preceding day's experiences (known as the day residues), and physiological stimuli. According to Freudian theory, the manifest content represents a symbolic language for the expression of the latent content with the enigmatic dream imagery serving to prolong the liberation of the id and veiling the nature of the wishes from the other portions of the psyche once the sleeper awakes (and the sleeping memories come under the scrutiny of the ego and superego).

The analyst's interpretation of dreams is further complicated by theorized concealment of the latent content by transposition and ambiguity in the dreaming process (followed by elaboration and rationalization by the conscious mind when reporting dreams). The recommended procedure for enabling the analyst to relate and interpret the dream was to encourage the patient to undertake an exercise in free association concerning the dream which in conjunction with other knowledge concerning the patient would provide the analyst with the requisite information to understand the patient.

Freud's theories have caused significant controversy since his earliest publications, and many psychiatrists and psychologists disagree with some (or all) of his work. The very fact that his research was the result of observations of his highly neurotic patients rather than a representative sample of the general population has been suggested as the cause of the central preoccupations with sex and aggression in his explanations of the human psyche.

Alfred Adler (a one-time disciple of Freud) posited a theory of "individual psychology" wherein the individual was supposed to be driven by a desire for power, moving from the inferiority complex arising from the child's lack of control to the superior position of the adult. In this theory, the ambitions of the individual were reflected in dreams.

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Carl Jung, another sometime disciple of Freud, agreed that dreams involved a symbolic language, but disagreed on the source of the symbolism and the purpose of dreaming. To Jung, the unconscious could be divided into the personal unconscious (consisting of partial remembrances of ideas and thoughts), and the collective unconscious (comprising “racial memories,” independent of culture, present in each individual). The collective unconscious contained a number of universal archetypes, each symbolising some portion of the psyche, including the horse (the wild and untamable animal aspect such as the unconscious mind), the mother (instinct, the womb, and nature), the shadow (the unrecognised and ignored portion of the dreamer—ignored because the dreamer dislikes what that portion represents), and the mandala or magic circle (the self and its quest for unity and completion). The archetypes constitute the symbology of dreams.

Dreaming, rather than being complementary to waking experience as supposed by Freud, was held to be compensatory by Jung, balancing the traits of the dreamer that were underutilised in the course of waking life. Moreover the dreaming process is considered a continuous process throughout the day and the night which normally only surfaces during sleep. The waking life of the dreamer may be adversely affected whenever aspects of the personality are denied in waking behaviour.

In Jungian therapy, the failure of dreams to direct the dreamer’s attention to the ignored aspects and modify the dreamer’s waking behaviour manifests itself in bad moods and later other symptoms in waking. Only at this stage, dream interpretation is called for with the analyst considering not a single dream but a series of dreams so that repetitive elements symbolising the areas of concern become evident.

The Gestalt therapy (developed by Fritz Perls) aimed at integrating the alienated aspects of the personality into a healthy and harmonious whole. An extension of the therapy considered dreams to be projections of the personality with aspects of the psyche and views relating to oneself and others (ignored or denied by the waking mind) becoming symbolized in the detailed dream content. As such content came purely from within the self, no universal language of symbology could exist within this theory.



memory. This “definition” avoids a commitment to any one of the psychological theories and in its tentative wording reflects the uncertainties within the scientific community.

In an average human lifetime, some twenty years will be spent in a state of sleep. The duration and the frequency of that sleep varies with age. A newborn infant may spend as much as sixteen hours per day in sleep, with each period of sleep followed by a period of wakefulness (each measured in hours). As the child reaches his first and second birthday (and beyond), the total amount of time spent in sleep will decrease to between nine and twelve hours. Fortunately for the long suffering parents, this will also be accompanied by a shift from multiple sleep periods to a single continuous nocturnal period of sleep. These trends will be firmly established in older children (reflecting both maturity and societal pressures to be active in the day and rest at night). Adults will normally sleep for between six and nine hours per night, with seven and a half hours being the probable norm. The decrease of total sleep continues slowly throughout life with six hours of total sleep being reported in the elderly. The elderly also may return to a pattern of nocturnal sleep and daytime naps, possibly a consequence of the absence of motivations for continuous sleep such as the need to go to work at a given time and so forth.

16.2

THE NATURE OF SLEEP AND DREAMS

This section discusses the nature of sleep and dreams.

16.2.1 • THE NATURE OF SLEEP

Sleep can be analytically defined as a normal, readily reversible, recurrent and spontaneous shift to a state of decreased and less efficient responsiveness to external stimuli relative to the state of wakefulness. It may be considered an active process combining “bodily repair” with “brain repair,” where the latter may consist of cerebral stimulation and the integration of experiences and learning from the previous day within the individual’s

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Section 16.2

The Nature of Sleep and Dreams

In 1953, physiologists Eugene Aserinsky and Nathaniel Kleitman discovered the sequence of variations in sleep quality and the distinction between REM (Random Eye Movement) sleep and NREM (Non Random Eye Movement) sleep. REM sleep (sometimes called paradoxical sleep) is so called because of the intermittent bursts of rapid eye movements, but has a number of other interesting characteristics such as increased heart and respiration rate, blood pressure, and significantly higher brain activity relative to other sleep. Although there is periodic twitching of facial muscles and extremities, the body as a whole is effectively paralyzed. This is believed to be a defense against accidental injury arising from spontaneous and sudden movements that might otherwise occur, because during REM sleep the brain dreams....

NREM sleep (or orthodox sleep) is an apparently restful state conducive to the recuperative functions normally associated with sleep. NREM sleep increases if sleep occurs after physical exercise and if the individual is in recovery sleep after a prolonged length of wakefulness. During the deepest substage of NREM sleep, bodily tissues are repaired with the aid of growth hormone. Body movements are not inhibited in NREM sleep.

Contrary to myth and expectation, somnambulism (sleep walking) occurs in deep NREM sleep and apparently has no connection with any remembered dreams. Similarly somniloquy (or sleep talking) is mostly a feature of light NREM sleep and also appears unconnected to dreams with appropriate content.

Dreaming is a feature of REM sleep but can also occur in NREM sleep. REM dream periods last between five and fifteen minutes, and REM dreams are vivid and full of action. The NREM counterparts are much briefer, and are characterised with less drama, and more shadowy and blurred imagery.

The sleep pattern of a normal adult can be described as adhering to the following cycle of four stages. In the first stage, the sleeper relaxes with the conscious mind drifting in and out of sleep. In the second stage, the sleeper has entered a very light sleep and can be awakened by slight stimuli. In the third stage, the sleeper is much more relaxed and only loud noises or other serious disturbances will awaken him. Together these stages usually require twenty minutes. The fourth stage is deep NREM sleep and is the period of bodily repair. The sequence of stages reverses itself but instead of waking up on reaching the first stage the first period of REM sleep is entered. Thus the cycle is 1-2-3-4-3-2-1(REM) and reaching the first REM period takes 70-90 minutes on average. The cycle will then repeat completely at least once and possibly twice. The remaining two or three cycles will omit the deeper NREM stages and alternate between REM sleep and second stage NREM sleep. The length of the REM periods will increase as the night progresses.

Sleep and dreaming are important for the continued physical and mental health of humans and animals. Full sleep deprivation leads to severe physical debilitation and eventual death. Partial sleep deprivation and selective sleep deprivation also have adverse effects. For obvious reasons, most of the scientific research has been undertaken on animals.

In partial sleep deprivation, such as when the individual must survive on three hours rather than the normal period and hence has less than normal REM sleep, the body compensates on return to normal routines by increasing the amount of REM sleep as a rebound which happens every night until the quota of REM sleep is recovered. (A rebound also occurs when NREM fourth stage sleep is lost, but this only happens on the first recovery period.) This sort of deprivation and selective deprivation of REM during normal sleeping periods has been shown in animals to impair learning and other cognitive tasks, increase their sexuality and aggressiveness, and heighten the central nervous system's sensitivity to auditory stimuli and electrical shocks.

Total sleep deprivation induces irritability, blurred vision, slurring of speech, and memory lapses. Hallucinations (visual and tactile) and bizarre behaviour will occur after five to ten days of complete lack of sleep. Intellectual activity is impaired with tasks requiring timely responses being most affected, and other tasks suffering from errors of omission as the body slips in and out of the momentary refuge of microsleep.

16.2.2 • TYPES OF DREAMS

Dreams serve many purposes, and can be classified into a number of distinct types. The categories are not mutually exclusive and so dreams can often find membership in more than one category. The classification adopted in the *Mentalism Companion* is eclectic and gives equal weight to the dream categories, without judgement on the validity of the theories and current world-views underpinning them.

PSYCHOLOGICAL DREAMS

The psychological category contains the "safety-valve" dreams, the compensatory dreams and the recurrent dreams which are the subject of the various schools of analysis.

"Safety-valve" dreams are exercises in wish fulfillment, expressing the hidden desires of the unconscious mind which are repressed in normal waking life. The dream allows behaviour that is unacceptable in normal waking life and acts as a release for pent-up drives and aggression. Shrouded in symbolism to conceal the true objects of desire, these dreams are brief and difficult to understand.

Compensatory dreams act (according to Jung) to balance the psyche, with the dreamer finding himself in situations and exhibiting personality traits far removed and opposite to the dreamer's normal persona. One of Jung's own dreams, that of the Customs Inspector, included the ghostly apparition of a peevish Imperial Austrian customs official who was described within the dream as one of those who couldn't die properly. Jung interpreted this portion of the dream as being compensatory, in that the customs official represented his mentor (Freud) and was indicative of the expression of a need to be more objective and robust in his attitude to Freud and Freud's theories.

A subset of compensatory dreams, known as contrary dreams, occur as temporary balances to a personality overwhelmed with joy, sadness, grief or anger. Thus, a dreamer may experience dreams of sadness at a period of extreme happiness in his life, and vice versa.



Recurrent, repetitive, and sequential dreams are conceived as expressions of hidden problems. Over a period of days, weeks, even perhaps years, the dreamer will experience a sequence of dreams containing repeated elements upon a given theme. The sequence may be likened to episodes in a story, or may juxtapose the repeated elements in widely differing circumstances. The sequence may reflect changes in the dreamer's circumstances and how he views himself. If the sequence is frightening, it may hearken to childhood terrors and events. The dreams may sometimes hint at solutions to the problems they represent.

FACTUAL AND PHYSIOLOGICAL DREAMS

Factual dreams concern objects and persons in everyday life, without symbolism, and may serve to absorb and integrate daily experiences. A variation of these are vigilant dreams which may incorporate various stimuli from the dreamer's surroundings, and serve as a reminder of tasks that the dreamer should complete. One such dream, experienced by a psychologist, was of a garden door banging in the wind. On awakening, she checked the door, and found it securely fixed open. She hypothesised that the dream had been a mental reminder to ensure the door was locked.

Similarly, the momentary and long-term physiological needs of the body may slip into dreaming, as may physical sensations. This is known as physiologically dreams. A dreamer may be jolted awake during or at the conclusion of such dreams. The physician and researcher of dreams, Alfred Maury, awakened one night with the memory of being tried by a French revolutionary tribunal, questioned, condemned, and guillotined. Part of his bed had fallen on the back of his neck.

CREATIVE AND PROBLEM SOLVING DREAMS

Dreams have served as catalysts for creativity and problem-solving in many poets, artists, scientists and scholars. In each case, the dreamer had spent some time reflecting upon the topics before retiring to sleep and experiencing dreams upon the subject matter.

Some famous examples of such dreams include the poet Samuel Taylor Coleridge, who dozed off one afternoon, having just read the words, "Here the khan Kubla commanded a palace to be built." He awakened some three hours later with some two to three hundred lines of poetry in his head. He penned fifty-four lines of the poem Kubla Khan before being interrupted by a visitor. Returning to work an hour later he found his original inspiration had vanished. Robert Louis Stevenson attributed many of his literary achievements to an active collaboration between his dreaming and waking mind, claiming an ability to dream in sequence, picking up a story where it had left off the night before. He also claimed that he could dream up stories on demand when he needed a salable work.

The chemist Friedrich August Kekule von Stradovitz, unable to fathom the structure of the benzene molecule despite months of study, dreamed one night of atoms forming into a scornful snake eating its own tail, and so

discovered the molecule's ring structure. Niels Bohr's dream of horses at a race, where the horses were allowed to change lanes provided they maintained their distance but were disqualified if they ran along the lines of chalk dust marking the lane. On awakening, he interpreted this "rule of the track" to symbolise the answer to his questions regarding the existence and stability of the elements, and eventually formulated quantum theory.

ANXIETY DREAMS, PRECOGNITIVE DREAMS AND NIGHTMARES

Dreams concerning events in the future are sometimes ascribed to paranormal abilities, magical abilities, or supernatural agencies. Their content may also be the expression of subliminal clues perceived by the senses, ignored by the conscious mind, but processed by the unconscious mind and manifested in dreams. The dreams may also reflect deeply rooted fears.

Warning dreams may serve to alert the dreamer to danger and may foretell "death." Death does not always signify mortality; it may rather symbolise endings and beginnings in the stages of the dreamer. It may also symbolise change in relationships, both in terms of the dreamer's feelings towards others or vice versa.

Anxiety dreams usually have as their source some knowledge unrecognised by the waking mind. Sometimes these dreams may act as unconscious warnings from the body of imminent ill health.

Nightmares are anxiety dreams taken to extremes in which the fears and terrors experienced are primeval phobias. Their purpose appears to be exercise the "fight or flight" response so that the individual can make the correct response in the face of a very specific danger.

Calpurnia dreamed that her husband, Julius Caesar, would die in the Senate. He was unwilling to beware the Ides of March and was assassinated by Brutus. His successor Augustus was saved from assassination by heeding a dream warning, and was so taken by the prophetic power of dreams to require that anyone who dreamt of the State must proclaim such a dream in the market-place, and would often act on his own dreams.

16.2.3 • SLEEP AND DREAM CONTROL

The preceding discussions may have given the misleading impression that dreams are an uncontrollable and untamable sending from our unconscious minds. In reality, it is possible to control sleep and to manipulate dreams. Lucid dreaming, in which the dreamer becomes consciously aware that he is dreaming while still asleep, is rare, but it has been shown to be a learnable skill.

Before lucid dreaming can be achieved, it is necessary to understand how to control sleep as the mind and body must be properly relaxed.

Firstly it is necessary to determine when to go to bed, based on when it is necessary to awake and arise, and upon experience of how much sleep is required to be fully rested in the morning. Retiring at least thirty minutes before it is actually necessary is preferable.

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Nightmares are often blamed on the digestive process handling heavy meals eaten shortly before sleep. Food, that is liable to induce flatulence or has a high fat content, should be avoided in the two hours prior to sleep, and only fruit or other light foodstuffs should be consumed before going to bed, if absolutely necessary. Stimulants such as caffeine will also prolong the time before sleep is achieved. Alcohol and nicotine should be avoided as they inhibit both REM sleep and NREM sleep, thus depriving the sleeper of proper bodily and brain repair. Medications to encourage sleep will provide a bland dreamless repose.

The environment should be dark, quiet, warm without being stuffy. Background noise can often be masked through the use of continuous noise. The bed should be comfortable and provide proper support for the body. Before retiring, some light exercise or a warm bath will help to reduce tension. Light music, a quiet read and so forth are also conducive to relaxation both before and going to bed. (Television news programs and the like should be avoided as the content has a tendency to imprint itself upon the unconscious mind and be regurgitated in dreams.)

Once in bed, the traditional techniques of “counting sheep,” counting backwards from 1000 and other repetitive and fatiguing methods may be employed if sleep fails to come quickly. An alternative method is to exercise the body, say by repeatedly opening and closing the eyelids, tiring the muscles, and allowing that fatigue to trigger sleep.

Although lucid dreams can occur naturally without prompting or training, effective dream manipulation requires an individual to recall and achieve some understanding of his dreams. Dream recall can be assisted by the keeping of dream diaries, to record dreams upon waking before they fade. The order of dreams, their moods and their times must be recorded as should external events in ordinary life that have occurred and are expected to occur in the future. Over time, it may be possible to detect patterns in the dreams. As the diary progresses, the personal meaning of the various dream symbols should gradually become clear.

One strategy for lucid dreaming is as follows:

1. Create a comfortable environment for sleep.
2. Be prepared to record the dream in the diary.
3. Choose the topic or subject of the dreaming.
4. Reflect carefully upon the chosen topic during the day.
5. Describe briefly, whether it be “I must confront my nightmare ...”, “I must decide whether to ...”, “I want to be a Roman emperor” etc., and if the topic is a decision, write down the arguments for both choices.
6. Prepare for sleep (as described above).
7. Read through the notes on the topic.
8. Retire to bed immediately and think only of the topic.

Achieving lucid dreaming appears to depend on attaining the appropriate mindset, either by carrying the conscious mind into dreaming (counting yourself to sleep “One, I’m dreaming;” “Two, I’m dreaming;” “Three, I’m dreaming,” until eventually at some stage in the count you are dreaming and aware of it) or auto-suggestion for invoking dreams.

In lucid dreams, the dreamer, having recognized that he is experiencing a dream, can exercise some control over both the content and course of the dream. Thus, the attacking animal in the Senoi nightmare can be faced and defeated. Interaction with dream figures becomes possible leading to rapprochement of personality aspects. The dreamer can stand outside the events of the dream, as an observer, a critic, and a participant in the further evolution of the dream. The possibilities within lucid dreaming for wish fulfilment (travel to exotic locales and other times say), problem-solving and creativity, and indeed the resolution of psychological problems are numerous. In some cases, trained lucid dreamers have even been able to indicate to dream researchers (by moving their eyes vertically) when they begin a dream.

A note of caution is in order. Controlling *all* dreaming is to be avoided. The unconscious mind has imperatives that are not fully understood, and it is wise to allow free dreaming so that the unconscious can fulfil its own agenda.

16.3 USING DREAMS WITHIN THE STORY AND THE GAME

This section discusses how to use dreams within a role playing story and game.

16.3.1 • THE UNIVERSALITY OF DREAMS

Dreams are a cultural universal in human societies, with every people in every era possessing a body of dream lore, a set of assumptions underpinning that lore, and techniques for using dreams. Dreams are a valid and valuable addition to the story regardless of whether the setting is medieval fantasy, the 20th Century (of *Black Ops* and *Pulp Adventures*) or the far future, and this section is intended to be broadly applicable to any of these settings. The lore (or science) of dreams will alter with the setting, but there will still be dreams and dreamers. Different cultures within the setting may have radically different beliefs—in the world of *Pulp Adventures*, a Noble Savage might retain ancestral beliefs; or an Academic might be a practicing Jungian-analyst!

A fantasy or science-fictional setting will often incorporate non-human races, and these may be appropriate as player characters. The Gamemaster must decide on a case-by-case basis whether a given non-human race dreams, but humans are not the only species of the animal kingdom to dream. All mammals (which give birth to live young) apparently exhibit behaviour consistent with dreaming in humans. It has been hypothesised that dreaming has been an evolutionary development necessary for mammals to learn and forget without expanding the brain size excessively. It has been ascertained that reptiles do not dream. This provides a criterion for determining the ability of a race to dream. Some fey races recuperate by spending a scant few hours in meditation needing no sleep. Unless inappropriate for the setting, such races might be considered to dream while meditating.

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The underlying assumption throughout this section is that dreams are primarily mental experiences. In settings where magic exists, some dreams may be the creation of supernatural agencies or the result of esoteric magic. Indeed where magic exists, the Gamemaster can incorporate ambiguity in the very nature of the dream.

The 18th-Century Italian composer Giuseppe Tartini once dreamed he made a Faustian compact with the devil. He gave his violin to Satan who played a sonata of exquisite beauty. Tartini grabbed his violin on awakening and tried in vain to retain the sounds. He then composed a piece, which he named “The Devil’s Sonata,” and which he considered to be his finest work. This is normally considered a classic example of creative dreaming. In a magical world, however, a demonic visitation might have occurred and a Gamemaster could weave an intricate story around such uncertainty.

Another dream, usually considered to be creative, concerns the American Assyriologist Hermann Hilprecht. He was unable to identify two ancient fragments, each bearing a peculiar inscription. One night he dreamed that he conversed with a Babylonian priest who provided the answer: the two fragments were part of the same piece. Hilprecht joined them together and deciphered the inscription. In a magical world, the credulous might consider the dream to be an actual contact through the unknown dimension of time. A subtle Gamemaster could use such an incident to reintroduce the unknown to player characters who have become complacent in their belief that they understand all the physical and magical laws of the setting.

In modern-day or science-fiction genres, where magic is unlikely to exist and psionic abilities might also be absent, precognitive dreams may be apparently inappropriate. Anxiety dreams, where the unconscious mind is presenting conclusions based on perceptions ignored or unavailable to the conscious mind, remain relevant. More prophetic dreams which draw *true* conclusions based on information that even the unconscious mind could not possess are much harder to justify. However the Gamemaster can use the vitriolic attack of Cicero on dream divination as a rationale for occasional true precognitive dreams:

“For what person who aims at a mark all day will not fail to hit it? We sleep every night, and there are very few on which we do not dream: can we wonder then that what we dream sometimes comes to pass?”

16.3.2 • THE SOURCES OF DREAMS

This section discusses the sources of dreams.

NATURAL DREAMS

Dreams are a normal part of life, yet it is all too easy in Rolemaster to incorporate dreams within the story only when a character has employed a Dream spell. The absence of natural dreams within the story removes one avenue for individual character development. Used carefully, natural dreams can provide characters with the verisimilitude of an unconscious giving a greater depth to even the most three dimensional character. Used sparingly, natural dreams can allow the Gamemaster to intimate subtleties within the story.

The difficulty with natural dreams is that normally even the most vivid dream, recalled with precision on awakening, will fade swiftly with time, unless actions,

such as writing down the details of the dream, are taken. However players attach importance to all events that occur in a session, and thus the characters will discuss the minutiae of the dream in great length on the assumption that the dream is of direct relevance to the story. (This assumption will of course be correct if “natural dreams” are an unheard of event within the story.) As time passes, the dreamer’s memory of the dream should blur into oblivion, and the companions with whom the dream has been discussed will also forget. It is this failure of a character’s memory that some players may find hard to stomach, demanding the opportunity to cudgel the character’s memory. In such instances, the Gamemaster should feel free to heavily penalise the memory rolls.

Natural dreams should be avoided unless the players are sufficiently experienced to preserve the distinction between player and character knowledge, and sufficiently mature to accept realistic limitations on their undoubtedly competent characters.

THE DREAM SKILLS

Dreams, whether natural or engendered by magical means, need interpretation if the dreamer is to understand their true meaning. Although it is suggested in the *RMSR* that the Symbol Lore skill (to be found within the Lore • Magical category) may be used to interpret dreams, the study of dreams is sufficiently distinct from the study of magical symbols that a separate skill, namely Dream Lore, is appropriate.

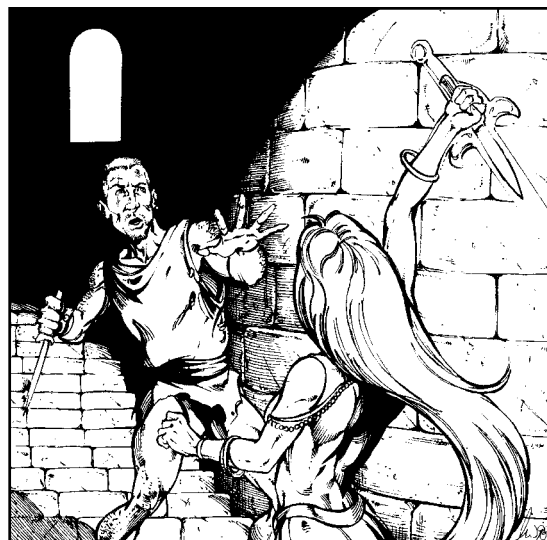
Some characters may learn how to control, to some extent, both their sleep and their dreaming. This is represented in the game mechanics by the addition of the Dream Control skill to the Self Control category. This skill should be considered as being a Restricted skill and only available to those with unusual cultural or apprenticeship backgrounds. The Dream Control skill can be reclassified as Normal for characters who take the Dreamweaver training package.

A successful Dream Control maneuver will allow the dreamer to have one dream on the specified topic and to remember the dream upon awakening. A failure may result in an unremembered dream or a very vivid dream on some other topic (at the Gamemaster’s discretion).

When a dreamer attempts to control the topics in his dreams he should make a maneuver modified by his Dream Control skill and the modifiers shown below.

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DREAM TOPIC MODIFIERS	
Condition	Modifier
Choose dream topic	+0
Choose dream topic and type (creative, compensatory, etc.)	-10
Topic has been reflected upon during the day ..	+10
Topic has been meditated upon during the day ..	+20
Surroundings are conducive ("dream incubation bed")	+10
Dreamer was distracted prior to going to sleep ..	-20
Surroundings allow extraneous factors to impinge upon the sleeper	-20
For every previous consecutive night in which the individual has succeeded in dream control (by skill or spell)	-10

If the initial maneuver is successful, the dreamer may attempt another Dream Control maneuver to enter lucid dreaming when the chosen dream begins. Further maneuvers will be necessary to change the dream parameters, make controlled physical movements, or swiftly return to wakefulness. The modifiers are shown on the following table.

DREAM CONTROL MODIFIERS	
Condition	Modifier
Affect the "script" in minor ways (e.g., gaining ability to choose one's actions)	-10
Affect the "script" in a significant way (e.g., adding or removing dream figures)	-20
Control the "script" completely	-30
Make a physical movement (move eyes vertically) ...	-30
Wake up	-30

The Dream Control skill is also useful to mitigate or eliminate the effects of *Induce Dream* and *Induce Nightmare* spells, allowing a trained individual to recover mastery of his dreams without magical defenses.

THE DREAM SPELLS

There are a number of spell lists within *RMSS* which allow the caster to specify a dream topic. However, the Gamemaster should note (and the player beware) that those spells do not allow the type of the dream to be specified nor do they provide interpretations of the resulting dreams.

The Dreamweaver training package has two associated spell lists concerned with dreams. While some artistic license has been used in the design of the spells to incorporate some fantasy elements, the spells are broadly consistent with the beliefs and theories described earlier in this chapter. The spells refer to the dream-self/dreamer patterns and dream patterns. The dream-self is the dreamer's unconscious mind, and the associated dreamer pattern is the equivalent of a conscious presence. A dream pattern is a combination of the symbolic elements and the internal script that combines to form the complete dream.

16.3.3 • THE MAKING AND INTERPRETATION OF DREAMS

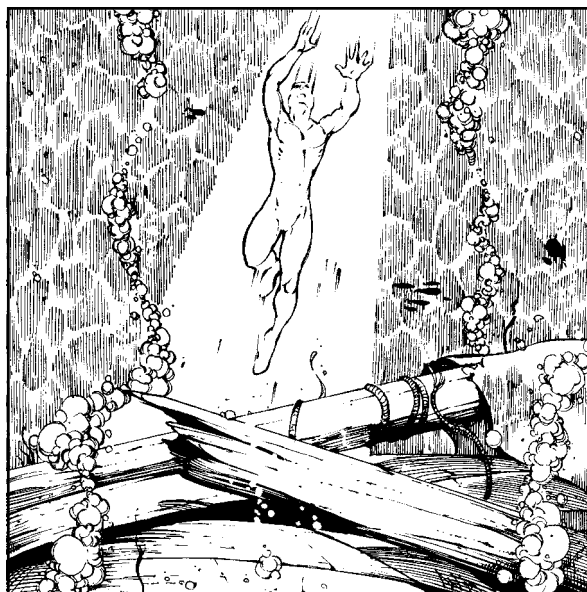
In the real world, dreams need only be interpreted. In a role playing game, dreams must also be created like any other element of the story. The purpose of this subsection to assist Gamemasters in the creation of "realistic" dreams. Players whose characters possess access to the spell lists of the Dreamweaver should learn these lessons through experience.

Unless the dream is to be a natural occurrence, then the topic of the dream will already have been chosen. The Gamemaster's first choice will normally be the type of the dream that will be experienced. (This choice may again be preempted by *Lucid Dream* spells or characters with high Dream Control skill bonuses). This choice is critical, as a wish-fulfilment dream on a given topic is a very different proposition to a divinatory-dream on the same topic. The detail and description of the dream may be identical in both cases and may influence the actions of the characters but they represent very different levels of commitments to the future unfolding of the story. The Gamemaster may choose the dream type randomly, determine it based on the mood and personality of the character prior to sleep, or in the case of characters who employ the realm of Channeling sway the utility of the dream type dependent on the degree of the character's adherence to religious precepts.

The Gamemaster should decide in advance at least one intended interpretation for the dream and translate this intent into the symbolic language of dreams. The elements chosen, whether they be objects, people, creatures, places, events or even the mood of the dream, should attempt to provide the dream with personal, cultural and archetypal contexts in which the dream may be interpreted. The personal context may relate to the background or experiences of the dreamer. The cultural context should allow a symbolic element to be associated with the history, current affairs, society, geography and so forth of the setting. The archetypal context would relate a symbolic element to one of the eternal myths of the world. Thus, in a medieval setting, to dream of being a knight might be an expression of a personal ambition to advance oneself socially. In the cultural context, it might simply be an expression of the greater freedoms and authority enjoyed by the gentry relative to the peasantry. In archetypal terms, the knight would conjure the theme of the holy quest, the dedicated warrior with a single goal, the hero. Not all dreams should possess all three levels of context, and indeed members of more advanced cultures will have significantly less archetypal content than primitive tribesmen.

In assigning symbols to meanings, the Gamemaster should make frequent use of visual and verbal puns (a young woman who dreams of travelling to an isle may in fact be dreaming of an impending wedding), and of contraries where the opposite interpretation is meant (e.g., for a sick man to dream of dying means he will recover).





Cheap dream dictionaries offering interpretations for thousands of dreams are readily available. The associations are often obscure. This is sometimes the result of translating an association from another (possibly dead) language. For instance, the Egyptian dream of uncovering one's behind would be interpreted as the imminent loss of one's parents, an interpretation whose sense depends on knowing that the Egyptian words for buttocks and orphan are very similar. Such obscure associations are very effective in maintaining the challenge for dream interpreters in role playing games.

The final step is to weave the elements into a cohesive whole. In terms of length, a dream may range from a single sentence (describing a single action or a glimpse of a scene) to a vignette of a few hundred words. With the exception of lucid dreams, the Gamemaster should accurately describe the dream once. If the player presses for clarification of details, the Gamemaster may provide further accurate or inaccurate details. The potential inaccuracies reflect the interaction of the conscious mind in elaborating and rationalising the dream.

On the other hand, lucid dreams are created in a dialogue between the Gamemaster and the character's player. Sometimes the player will script the entire dream ... Gamemasters may find rich material in such dreams to use later for their own nefarious purposes.

In creating nightmares, the Gamemaster should use the primeval fears of hostile strangers, wild beasts, open spaces without cover, enclosed spaces without exits, falling, darkness and so forth which represent the ancestral dangers faced and which evolution has predisposed us to survive. The Gamemaster should adjust the presentation to suit the players and should avoid specific fears (if any) of his players suffer from phobias or nightmares (unless he knows with confidence how the player will react to these "real" fears and/or phobias).

16.3.4 • THE DANGERS OF DREAMS

Nightmares, inability to dream, and inability to sleep have increasingly adverse effects on the psyche and body of the sufferer.

The effects of nightmares will vary dependent upon the character's reactions. A character who faces up to the terror enshrined within the nightmare may have made

progress towards losing the fear in waking life. A character who is conquered by fear in a nightmare may have reinforced the fear within his personality, which may unman him in similar circumstances in the real world. The nightmare may become a recurrent nocturnal event with occasional variations on the theme. Attempts to use Dream Control skills and the various *Dream* spells may be prone to subversion as nightmarish elements infect the desired dreams. The sufferer may be unable to sleep properly or easily, waking through the night. These latter effects will impact upon the sufferer's ability to recuperate (in terms of hits, exhaustion points, and power points). In addition, the Gamemaster could apply penalties to all actions (for failure to recuperate). These penalties could be as severe as -10 per period of sleep lost.

Dreamlessness, which will often be the result of an *Undream* spell, will prevent the sufferer from successfully employing the Dream Control and almost all of the dream spells that require the caster to dream. Of course, it will not be possible to observe, enter, or induce dreams or nightmares in the sufferer. *Dream Communication* spells will also be ineffective. *Locate Dreamer* spells will still function as they only require the target to be asleep. Once the sufferer becomes able to dream again, the missing dreams must be experienced. So for every sleep period without dreams, a recovery sleep period will occur with extended and confusing dreams until the deficit is eliminated. Controlled dreaming in the recovery period (whether by skill or spell) will be prone to the addition of random elements.

It is by no means clear what adverse effects persistent dreamlessness has on humans and so no recommendations will be made. On the other hand, insomnia will have the immediate effects of preventing normal recuperation (of hits, exhaustion, power points, and/or maneuver penalties). Once the cause of the insomnia is removed, the victim will often collapse into a deep and prolonged recovery sleep. In cases where the inability to sleep is prolonged, the character should make a Disease RR (with the level of attack being equal to the number of days without sleep). Failure will result in the character suffering from the lesser symptoms of sleep deprivation (occasional memory lapses, slurred speech, blurred vision, irritability and impaired skills). On the fifth day after succumbing to the lesser symptoms, and every day thereafter, the player must make a Disease RR (with the level of attack being equal to the number of days without sleep) on behalf of the character. Failure will trigger the onset of hallucinations and temporary bouts of insanity. Unless someone is protecting the character very carefully, injury and death may occur as a result of bizarre behaviour or a hallucination.

Dreams can be a valuable addition to the story, but, like other special abilities, overzealous players can leverage a dis-proportionate story share, depriving others of participation and enjoyment in the session. What constitutes abuse through overuse will differ on a case-by-case basis, and with some advance planning, micro-stories using dreams can be created involving more than one character broadening the story to more players. Gamemasters are also reminded that directed or controlled dreaming pre-empts natural and necessary dreams. Sooner or later the unconscious will retaliate by subverting Dream spells to change their type, adding random elements to *Dream* and *Lucid Dreams* spells, and possibly triggering nightmares. Such measures should be sufficient to restrain overenthusiastic players.

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DREAM WORLDS

An alternative and mutually exclusive approach to handling dreams is to consider them as the portals to mystical dreamworlds, a component of a number of popular works of contemporary fantasy fiction. Of course, such an approach is only sustainable in a setting which supports magic. Creating a dreamworld can be as ambitious an undertaking as creating a normal fantasy world, and the aim of this section is not to present a sample “off-the-shelf” dreamworld, but rather to draw the reader’s attention to some crucial dreamworld design decisions and provide some support in terms of game mechanics.

A Gamemaster must consider the geography of the dreamworld. Does it mirror the geography of the “real world” or a number of “real worlds.” Do places in the real world gain dreamworld reflections as people dream in (and of) them? Do dreamworld locations outlast their “real world” counterparts or do they also gradually fade into the dreamstuff? Are distances in the two worlds identical or not? Are there locations in the dreamworld which only exist within the dreamworld and are these interspersed with the other places? Are the dreamworld reflections distorted, and if so distorted for good or ill?

Does time flow in the same fashion in the dreamworld? Is time the same everywhere in the dreamworld, and if a dream traveller returns to the dreamworld will it be to the same time or to a different past or future? Ambiguities in time (combined with reflections of “real world” locations) may allow dream travel to be used for scrying, divination, and retrocognitive purposes.

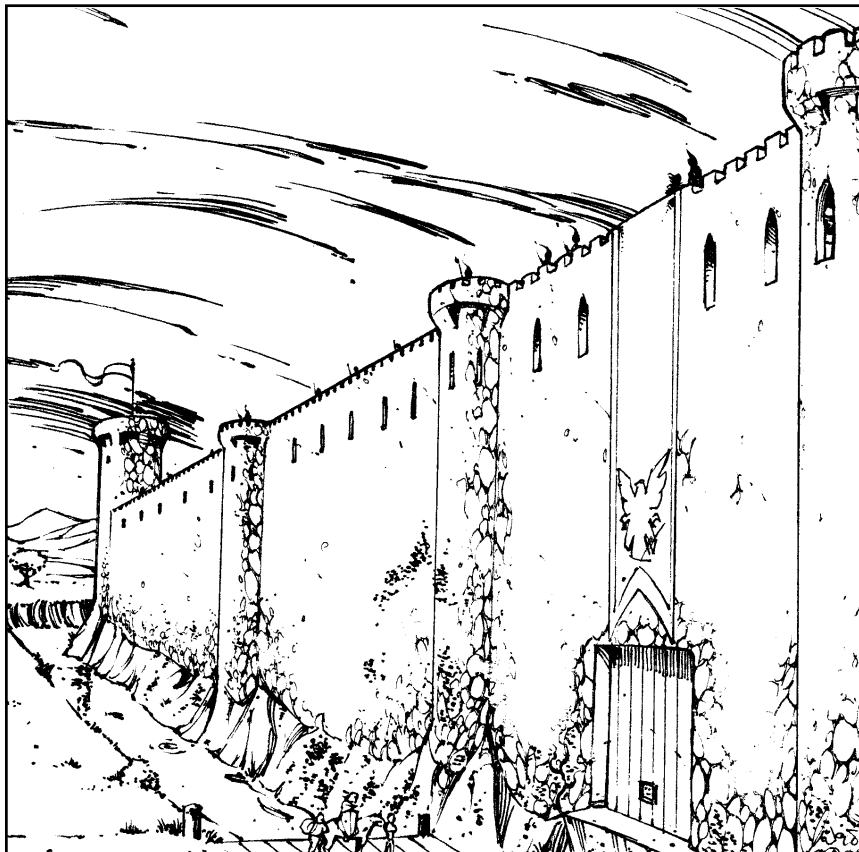
Does the dreamworld have inhabitants other than the souls of mortal dreamers? If so, what are their reactions and interactions with the mortal interlopers?

The most important design decision for the Game-master is the balance between “ease of entry to” and the “dangers of” the dreamworld. Cynicism suggests that the dreamworld will be at least as dangerous, albeit perhaps in a different fashion, as the real world. A world without conflict may be a pleasant utopia, a living hell of tedium, or an evolutionary cul-de-sac; and it will most certainly be a world without a story. If conflict exists in the dreamworld, what happens to those harmed (or killed) in the dreamworld? Do the wounds carry over into the real world as actual physical injuries (and perhaps sudden death)? Is the damage purely mental, in that physical injuries are transmuted into temporary losses of mental statistics, power points etc.? If every sleep period represents a journey into a dangerous dreamworld, sooner or later a dreamer will be “hurt” (or “killed”). Given a sufficiently large population, someone will “die in their sleep” every night. Action would be taken, counter-magics would be developed, the dreamworld would be pacified.

While the above might provide an enterprising Game-master with the nucleus for an entire campaign, it is probably not how most Gamemasters would visualise the dreamworld. The compromise to retain conflict without endangering every sleeper is to make full entry into the dreamworld demand the use of appropriate skills or magic. Without the use of such skills or spells, the dreamer (or perhaps more correctly the dreamer’s “soul”) only partially enters the dreamworld as a completely passive observer drifting through the realms of dreams, and protected by this status from the dreamworld. (When using a *Dream* spell, the dream wanderer remembers what has been observed upon waking.) The same skills and spells that enable full entry are also necessary to empower the dream-wanderer to use “real-world” skills

and magic within the dreamworld environment, and without them (the dream wanderer would be at the mercy of the inhabitants).

Two skills and a new training package (the Dream Traveller) with an associated spell list (Dream Travel) are introduced to support this dreamworld approach.





16.5

THE DREAM DICTIONARY

The gamemaster may find this chapter to be useful in generating realistic dreams and in generating random divinatory readings. In addition to providing accepted meanings for common dream symbols, an alphabetical index relating meaning to symbol will be found at the end of this chapter. This index will be of most use to the gamemaster who desires to include a specific meaning within a dream and needs the appropriate symbol quickly.

16.5.1 • DICTIONARY OF DREAM SYMBOLS

Before enumerating the dream symbols in turn, there are some general themes concerning dream animals, colors and materials which should be noted.

For the purposes of the dream dictionary, an animal is any very low intelligence being. Very different meanings can result depending upon whether you dream of seeing, or interacting with an animal, or whether you dream of being that animal. At a very basic level, dreaming of being an animal simply implies a wish for or acknowledgment of, the common abilities associated with that animal. For instance, a thief may often dream of being a sleek, black, cat; a hunter of being a tiger; and a sentry of being a vicious guard dog. However some dream animals have more meaning when interacted with in a certain way, e.g. a dream of shooting an antelope indicates a fear of persecution. The converse is also true: a dream of being an antelope shot by someone says that they fear persecution by you. In most cases the second part of the description can be taken for granted and will not be explicitly stated in the dictionary. Dream animals often speak. This is not at all unusual, but before taking the animal's words for granted, consider whether the animal symbolizes something or someone. Their words may mean something different in that context.

Color, if predominant in a dream, unsurprisingly indicates a mood, emotion or disposition. A colored being tends to inform more of the emotional state of that being, whereas a colored item or place can incline more towards the disposition or origin. Complicated dreams may color something in more than one color. Sometimes flecks of one color running through another appear. In these cases the more predominant color has the greater significance. Other times certain portions may be colored differently. For example, a dream of a companion with a yellow breast and head, and red hands may indicate that he has treachery in his heart and will soon commit some violent act. In this case the fact that there is far more yellow than red does not mean that the violence of the act will be insignificant.

If a dream item is formed from a strange material, it can reveal something of the purpose, use or design of that thing.

Adamantium: Adamantium denotes authority, and the powers, duties and responsibilities that come with it.

Air: The element of air represents influences on the soul or will. See the entries on breath, breeze, flying, wind, storms, etc. for detail.

Beach/shore: The shoreline is a place of rest and recuperation, but if the weather or the sea dominate the dream your time off may be interrupted by whatever they signify.

Bees: A dream of swarming bees is a sign that your problems can be overcome, or goals achieved, but that they will require teamwork to complete.

Birds: (in general) To see a flock of birds flying past is an indication that the local environment will somehow

become more friendly to the dreamer. If the birds are circling, going nowhere, the opposite is likely.

Seeing a single bird close up that has beautiful plumage indicates that your future partner is close by. A dull bird represents cruelty, but some of the corvids have separate meanings; see the entries for crow, raven or rook as appropriate. A dreamer who cannot tell the difference between the corvids should seek expert ornithological advice before trying to interpret the dream.

An injured bird foretells of sorrow.

Black: Black can be associated either with either evil, or with sadness or depression. It usually needs more context to determine which.

Blue/turquoise: Blue signifies hope that things will turn out better, or perhaps plans to arrange that things will improve. A pale blue or turquoise, can sometimes just indicate curiosity.

Breath: cold, hot, gasping, humid, smell (see Air)

To dream of breathing in hot air indicates evil / demonic forces are trying to influence you. Breathing out hot air means that may have already done so.

Breeze: (see Air) A gentle breeze indicates a coming time for building, changing or enhancing personal relationships.

Brown: Brown is related predominantly to honor, proper behavior, or perhaps just law.

Butterfly: (see also caterpillar, transformation) A butterfly often denotes a soul, but can also imply a carefree attitude.

Castle: (not tower) A castle often signifies the mind. You should be able to feel whose mind it represents, if not it could indicate an identity crisis.

Cat: (small / domestic) Being a cat denotes stealth, agility and luck. Most other things to do with cats are bad. Seeing a cat forebodes bad luck unless you drive it away before waking. If a cat scratches you, the fruits of a long planned success may be stolen or disallowed at a stroke. To hear cats yowling in the night indicates your enemies gather against you, maybe to perform a summoning, sending or some kind of ritual. Even nice, clean, friendly cats are bad news. They just imply an enemy has already deceived you and is in your confidence. See also kittens.

Caterpillar: (see also butterfly, transformation) To dream of caterpillars means that there is little to be gained in the immediate future. To have caterpillars crawling upon you augurs that there are annoying people of low status in your future.

Dreams of being a caterpillar watching butterflies indicates that you are trying to be or do something that you are not yet capable of, but given time, the means to achieve what you want will come to you. If during the dream you change into a butterfly the means or abilities are close at hand. (See transformations first though.)

Copper: Copper represents communication and knowledge. A copper ship in a dream would signify a courier. A copper door in a corridor of many doors may lead to a library.

Crow: Seeing a crow bodes ill. Misfortune and grief are sure to follow. If associated with commerce it usually represents a bad deal. Seeing a murder of crows indicates severe misfortune - usually a group is plotting to harm or kill you.

Desert: The desert is a place of despair and ruin. If you dream of combat in a desert it signifies that even if one can eventually call himself the winner, both will have lost much in the fight.

Dog: (not wolf) Dogs, in general, represent loyalty, followers, obedience and servitude; with indications of martial ability depending upon the nature of the dog.

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Many small dogs indicates satisfaction through small pleasures and also a lack of deep thought. Hearing many barking dogs foretells of bad news, a single baying dog indicates a long separation or the death of a friend. A rabid dog may mean that you are suffering from a fatal disease.

Dove: The symbol of peace and serenity. Dreams of trying to catch a dove indicate the wish for a quiet life.

Eagle: The eagle is the most regal of birds. Virtually anything that you personally do to or with a dream eagle is a good omen. Killing one shows that no problem is too great for you to overcome; speaking with one indicates respect from people in high places. However sharing the experience with someone else is indicative that you will not reach your full potential or goal, and just watching someone else interact with an eagle is much worse - opportunities may have been missed or other people will take the credit and reward for your actions.

Earth/soil: Dreams about earth or soil, particularly bare earth indicate that (more) careful planning, or something specific perhaps hinted at by other aspects of the dream, needs to be done in preparation for a new venture.

Fire: (ashes, burning, embers, flames) Fire is a primal source of energy, and whilst seeing something burning may appear disconcerting it actually represents coming empowerment or activity likely to be beneficial. The nature of this depends upon what is seen burning. A burning crown or chain of office may represent political power or influence. Viewing the ashes or embers of a fire still implies benefits, although probably from an unexpected source. If you dream of fighting flames you may currently be involved in a well meaning endeavor that will actually cause you grief, loss or harm.

Forest: The forest is a good omen for those who know what they are doing, but a bad one for those who do not. The crucial knowledge need not be that of a woodsman. For example, to dream of playing a game that you are good at in a forest (shortly before a real life tournament) and winning is a good omen for that tournament, however if you lose in the dream it could indicate that they may be using slightly different rules of which you are unaware. (See also tree and woods.)

Green: On the emotional side the phrase "green with envy" can often be taken literally in dreams, but a green origin or disposition could merely imply a natural origin or close association with nature. Dreams of rangers very rarely come out with them any color other than green unless you have been chopping their trees down (see red.) Light green can indicate patience - a willingness to let things take their natural course and see what happens.

Gold: Gold denotes value. Sheer monetary wealth. A dream of being invested with a gold chain of office indicates that the title of that office comes well paid with many perks, but very little actual power.

Gorge/canyon: To dream of walking down a deep gorge or canyon bodes ill of a coming combat that will be difficult to avoid.

Horse: The horse denotes freedom and most of the symbology of dream horses derives directly from this. For example, riding a horse means controlling or taking someone else's freedom. Being a horse ridden by someone else alludes to a lack of control over one's destiny. Dreams of riding a bucking horse mean that you are striving to gain or set free powers that you cannot control (a common one for ritual magic users, this.)

Hurricane: A hurricane portends a significant change of ideas, views or beliefs. Being caught up in one may mean a revelation is coming. Watching one sweep through a town, village or other habitation may mean that they will be persuaded into some unexpected action or belief. Paying attention to which buildings are most affected may indicate the nature of the change. For example, the church being blown away may indicate a religious conversion.

Ice: Ice represents threat to the flesh: sickness, disease, ill health and in the extreme, death. It usually corresponds to a part of the body. For example, an iced up sword may indicate an incapacitated weapon arm. However, a dream of ice wherein one does not feel, or somehow banishes, the cold indicates the illness can be overcome. A dream about eating frozen food could signify a poisoning.

Iron: Unlike its real world name sake dream iron is strongly associated with magic

Kitten: To dream of seeing a kitten indicates that someone is toying with your affections. To play with kittens denotes you will be beset by a great many small and irritating problems.

Light: (bright, dark, light source) The element of light is fundamentally connected to knowledge and reasoning.

To dream of a light coming from a something is your subconscious trying to indicate the answer to a problem worrying you. Particular attention, not only to the source of the light, but what lies in shadow between you and it may required to understand the answer. See also lightning.

Dreaming of a dimly lit environment indicates that you still do not have sufficient information. A bright, or blinding, light that hurts the eyes may mean you are focusing on a small or irrelevant piece of information.

Lightning: Lightning has a similar meaning to light, but is more intense or more imperative. To see lightning strike an object indicates that the object (or what it represents) is the key to a puzzle in your waking life.

To be struck by lightning means that you already know the answer and you are just too stubborn or stupid to see it. To be woken up by a dream-lightning strike is lucky (since you can immediately remember the dream and try to work out its meaning!). To dream of being repeatedly struck by lightning but not waking up indicates that you really need some outside help - you should talk your problems over with someone.

Lion: The lion symbolizes your own strong emotions, particularly as the driving force behind your actions. What happens to it is an omen of what will happen if you keep acting from the heart without thinking.

Mountains: Being in a mountainous region is indicative of tests or challenges. They could be official competitions or duels etc., or may be just events that you must endure or overcome. Dreaming of visiting a mountain church could mean a test of faith is coming. The higher up the mountain, the greater the challenge, and the reward.

Owl: The screech of an owl indicates that death may be close, but normally only from carelessness or some freak chance event. Be careful for the next few days.

Peacock: The peacock represents diversion and disguise. It is often associated with con men, or boasters whose money is not where their mouth is.

Purple: No surprises that purple means nobility and royalty, but beware that coloring associated with emotion may purple a dream being if, say they think that they are performing a "noble" sacrifice. So be careful to distinguish noble origin (blood etc.) from noble emotions.



Rain: Dreaming of being caught out in a fresh, clear shower of rain means that you will gain sustained energy and vigor, that, if used to address your personal problems will produce excellent results. If the rain is cold and from murky clouds, then old problems, unfinished business and old secrets may be coming back to haunt you.

Rainbow: A rainbow symbolizes the passing of the element of water (selfishness) and the coming of air. It indicates that you may soon learn something of, or come to understand better, someone whom you currently regard as an acquaintance or servant. A deep and lasting relationship may follow.

Raven: A raven indicates a change in fortunes - good to bad, or bad to good. An unkindness of ravens still implies a change but by some other person or group's doing.

Red: Passion! Anger or sexual.

River: A clear, smooth flowing river foretells of personal pleasures and prosperity. Muddy or disturbed waters indicate jealousy or conflict. Being stranded by the flood waters of a river means you will experience some embarrassment, but if the waters recede, you will be able to avoid it turning into a scandal. A dried up river is impending bad luck.

Rook: The sight of a rook means good fortune is on its way. A parliament of rooks reveals that some organization is about to move in your favor.

Sea: (boat, ship, vessel) There can be two aspects to dreams of the sea.

Firstly - emptiness indicates frustration and lack of carnal pleasures, other people in the same vessel indicates continued and stable companionship (the larger the vessel the better), whereas ships traveling together in convoy means a heightened passion due to the imminent possibility of parting. The interpretation of ships passing in the night is left as an exercise for the reader.

Secondly - the state of the sea indicates financial stability. A calm sea indicates stable finances, but not necessarily riches. A stormy sea reveals troubled times ahead - you should put some money aside for an emergency. See also tides.

Shore: see beach

Silver: Silver is the metal of speed. A dream of a silver weapon could indicate the need to take the initiative, or it could just imply that the weapon is so well made as to be quick to wield in combat. A silver road in a journey would indicate a need to complete that journey quickly.

Snake: A snake can sometimes represent sexual fears, but usually it is just plain evil.

Spider: A lot of people do not like spiders and tend to read nasty elements into their interpretations. This is somewhat unfair as all that the spider usually signifies is determination.

Steel: Steel denotes accuracy and precision; correctness and truth.

Stone: Stone reveals that an item has a purely martial purpose. The cold motive of war for war's sake.

Storm: A storm foretells trouble in general, but especially misfortune that separates you from your friends or family.

Swan: Being a swan is the epitome of grace. Seeing a swan tells of fine pleasures. A black swan is similar but the source may be illicit.

Swimming: A dream of swimming indicates a need for sustained personal effort in your relationships. While it may cost you time and money now, it will pay back later.

Tadpole: (see also transformation) See the descriptions under caterpillar and transformation for the parallel of dreams of being a tadpole watching or becoming a frog or toad. Seeing tadpoles in a dream represents immortality.

Tides: An incoming tide augurs an upturn in finances, an ebbing tide, a downturn. Watching the tide go all the way out implies destitution.

Tiger: The tiger denotes someone who was stealthy and cunning, but who is now so rich or powerful that they no longer need to hide their presence. They are usually dangerous, but not necessarily evil.

Tornado: To be caught up in a tornado indicates that well laid plans may fail due to an apparently minor detail being overlooked, or someone failing to play their part at the last minute.

Tower: (not castle) A tower, usually a single lone tower, has strong ties to magic. Its presence in a dream usually indicates that some magic is the cause of the events symbolized in the dream.

Transformation: (of animals etc.) Dreams of tadpoles turning into frogs or toads and caterpillars changing into butterflies of themselves may be quite innocent, but beware a dream where the transformation reverses before the end. This has, from time to time, been linked with instances of lycanthropy.

Tree: A particular tree can often denote someone's spirit, the health and nature of the tree indicating the state of their spirit. You must often look for obscure characteristics of the tree to determine whose spirit it represents. To be chopping down trees foretells of a combat; felling a whole glade, a coming battle. (See also forest and woods.)

Water: Water in dreams is personal and selfish. It usually represents fulfillment, or lack thereof, sexually and financially. Flowing water indicates luck or unluck - events outside your control that will impinge on your personal well-being, the size of the watercourse indicating the severity of the impact. Treat a dream of a stream as a small river. For various details see rain, river, sea, swimming and tides.

White: Goodness; Truth; Knowledge; Purity; Piety. White can mean lots of things, but whatever it is you are usually pretty safe with it (unless you are evil, of course.)

Wind: (see Air) A strong wind can represent views or goals, possibly from someone close to you that you respect, or from society in general. If you are battling against the wind those views are opposed to yours and your eventual success can be inferred from the headway you make. If you are being carried by the wind in the direction you wish to go you may soon receive, or already be receiving, help from unknown sources. An alternative interpretation involves struggling into the wind with a group of companions. Their relative progresses may reveal their commitments to your current goals.

Wolf: A wolf in natural surroundings represents a hunter of some skill. A wolf in a built up area symbolizes a thief. The howl of a wolf in the distance means that secret plots are being woven against you.

Wood: (material) An item made of wood indicates some use in healing or the protection or maintenance of life.

Woods: (location) To be in a wooded grove denotes a coming change in fortunes, the direction of which is denoted by the season. (See also forest and tree.)

Yellow: Yellow is interpreted as a polluted, or corrupted, white - the color of deception. Something that wants to appear to be good but is not, e.g. cowardice, treachery, lies. The wrong might not be intentional though, a bright, clean or shiny yellow indicates some misdirection or other non malicious intent - e.g. a witness in a trial may be giving evidence he believes to be true because some nasty Mentalist has been playing with his mind (again). A murky or dark yellow, though, does imply malice aforethought.

Section 16.5

The Dream Dictionary

MENTALISM COMPANION



PROFESSIONAL BASE SPELL LISTS

This section lists all of the spells associated with the Mentalism 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).

Section 17.0

Mentalism
Spell Lists



1 MIND VISIONS

1. **Seer's Presence**—Caster is aware of the presence of all thinking/sentient beings within his range. The caster may opt to use this spell to become aware of animal presences within his range (for use with spells on the Vision-Borrowing spell list). If the caster wishes to sense animal presences, he must expend one PP in the casting of this spell.
2. **Mind Store**—Caster stores the mental patterns of a target which must first have been detected by *Presence*. This pattern can be used with other spells on this list (and other lists). The caster can only have as many patterns stored as the sum of his Memory and Presence stats (not the bonuses). The caster can choose to release a pattern at any given time (the GM should require that a character keep track of all the patterns he has stored).
3. **Seer's Analysis**—Caster learns one of the following concerning a target: race, profession, or level. The target must have been located by *Presence*.
4. **Minor Finding**—Caster learns direction and distance to any unshielded mind for which he has a mental pattern from *Mind Store* or *Long Mind Store*, and which is within range of this spell.
5. **Thoughts**—Caster receives surface thoughts from the target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts. The caster can concentrate on a new target each round.
6. **Questioning**—Target must answer single-concept questions truthfully. Questions are asked and answered mentally. One question may be asked per round.
7. **Mind Typing**—As *Analysis*, except caster learns race, profession, and level of the target.
8. **Awareness**—As *Presence*, the caster also gains general knowledge of all of the targets' actions. In a tactical situation, the caster can declare his actions after learning one of each of the targets' actions for the round (and when he wants to perform the action). This does not prevent the target from changing his action (with the appropriate penalty for changing his action).
9. **Truth I**—The caster knows when anyone within the radius is lying.
10. **Inner Thoughts**—As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

SEER BASE 17.1.3		MIND VISIONS			
Lvl	Name	Area of Effect	Duration	Range	Type
☐	1. Seer's Presence *	10R/1vl	C	self	U
☐	2. Mind Store *	1 target	—	10R/1vl	Pm
☐	3. Seer's Analysis	1 target	—	10R/1vl	Pm
☐	4. Minor Finding	caster	C	100R/1vl	Pm
☐	5. Thoughts	1 tgt/nd	1 rnd/1vl (C)	100	Fm
☐	6. Questioning	1 target	1 rnd/1vl	10	Fm
☐	7. Mind Typing *	1 target	—	10R/1vl	Pm
☐	8. Awareness *	10R/1vl	C	10R/1vl	Pm
☐	9. Truth I	10R	C	self	Pm
☐	10. Inner Thoughts	1 target/nd	1 rnd/1vl (C)	100	Fm
☐	11. Awareness True *	10R/1vl	C	self	Pm
☐	12. Long Mind Store *	1 target	—	100R/1vl	Pm
☐	13. Long Mind Typing *	1 target	—	100R/1vl	Pm
☐	14. Finding I	caster	C	1 mi/1vl	Pm
☐	15. Mind Scan	1 target/nd	1 rnd/1vl (C)	self	Fm
☐	16. Truth V	50R	C	self	Pm
☐	17. Long Truth	10R	C	10R/1vl	Pm
☐	18. Past Truth	1 vision	V	self	P
☐	19. Finding V	caster	C	5 mi/1vl	Pm
☐	20. Mind Probe	1 target/nd	1 rnd/1vl (C)	100	Fm
☐	25. Thought Steal	1 target	1 rnd/1vl (C)	100	Fm
☐	30. Truth True	varies	varies	varies	Pm
☐	50. Finding True	caster	C	unlimited	Pm

11. **Awareness True**—As *Awareness*, except that the caster learns all actions for the round.
12. **Long Mind Store**—As *Mind Store*, except for the range.
13. **Long Mind Typing**—As *Mind Typing*, except for the range.
14. **Finding I**—As *Minor Finding*, except for the range.
15. **Mind Scan**—As *Inner Thoughts*, except caster can also scan the target's conscious memories at a rate of one scene every round.
16. **Truth V**—As *Truth I*, except for the area of effect.
17. **Long Truth**—As *Truth I*, except for the range.
18. **Past Truth**—As *Truth I*, except when this spell is cast before any *Vision Behind* spell, it will detect anyone who is lying within the vision.
19. **Finding V**—As *Minor Finding*, except for the range.
20. **Mind Probe**—As *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).
25. **Thought Steal**—Caster can remove one thought or memory from the target's mind each round.
30. **Truth True**—This can either be cast as *Truth V* with a duration of one minute per level or as *Long Truth* with a range of 100 per level.
50. **Finding True**—As *Minor Finding*, except for the range.

SPECIAL NOTE

Targets of *Truth* spells (and the other spells of sub-type "m") only receive one RR against the spell.

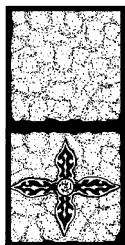


MENTALISM
COMPANION



MENTALISM SPELL LIST 17. . .

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

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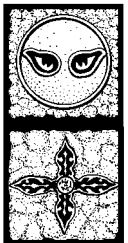
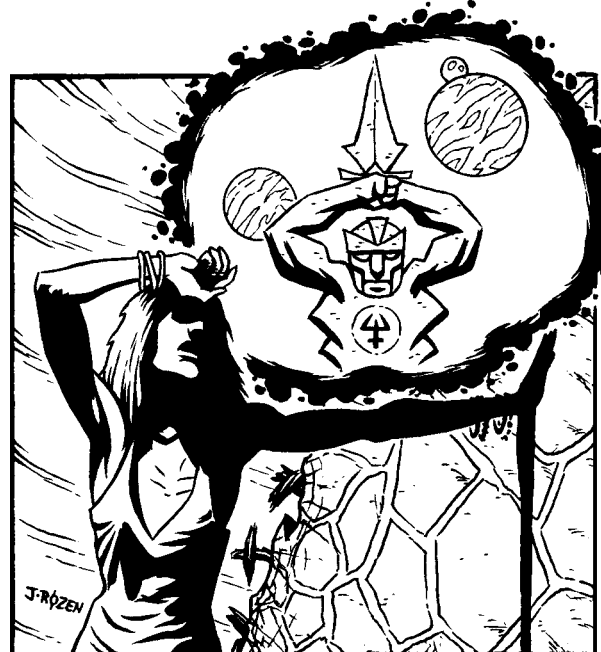
FAR VISIONS

1. **Watersight**—Caster can see through 10' per level of water (even murky water) as if it were day. Some residual light must exist for this spell to work.
2. **Nightsight**—As *Watersight*, except caster can see in normal darkness such as a clear night outdoors. Some residual light (e.g., starlight, phosphorescent fungus) must exist for this spell to work.
3. **Fogsight**—As *Watersight*, except caster can see in fog, mist, any other precipitation or any gas.
4. **Woodsight II**—Caster can see through non-magical wood (up to 1" thickness per level of experience).
5. **Long Ear**—Caster's point of hearing may be moved independently away (up to 10' per level of experience) at a rate of 10' per round. He must physically be able to go there (e.g., he could not send his hearing through walls or closed doors).
6. **Observe I**—Caster can pick a point (up to 10' away), and he will be able to see and/or hear from that point. The point is fixed but can be rotated. There can be intervening barriers such as walls.
7. **Long Eye**—Caster's point of sight may be moved independently away (up to 10' per level of experience) at a rate of 10' per round. The point of sight may also be rotated. He must physically be able to go there (e.g., he could not send his sight through walls or closed doors).
8. **Invisiblesight**—Caster can see all invisible beings or objects as if they were not invisible. Note that this means the invisible object is not "detected;" it simply isn't invisible to the caster.
9. **Stonesight II**—As *Woodsight II*, except caster can see through any non-magical stone.
10. **Ironsight II**—As *Woodsight II*, except caster can see through any non-magical iron or steel.
11. **Illusionsight II**—Caster can see "through" all visual illusions, phantasms, and glamours.
12. **Observe II**—As *Observe I*, except for the range.
13. **Long Sense**—As *Long Ear*, except for the range and the caster may move any and all senses.
14. **Metalsight II**—As *Ironsight II*, except caster may see through any non-magical metal.
15. **Utterdarksight**—As *Nightsight*, except caster can see through magically created darkness (such as those resulting from *Dark* or *Utterdark* spells) or total ordinary darkness (i.e., no residual light required).
16. **Greater Observe**—As *Observe I*, except 2 points up to 100' away may be observed simultaneously.
17. **Observe III**—As *Observe I*, except for the range.
18. **Wallsight**—As *Woodsight*, except caster can see through any non-magical wall of any thickness.
19. **Waiting Observe**—As *Observe III*, except caster does not have to concentrate until the spell is triggered by some movement or some sound which could be perceived from the observation point (and after the spell "activates," the caster must concentrate on the point or the spell will be dispelled). If the caster is ever more than 100' per level of experience of the point selected, the spell is dispelled.
20. **Greater Long Sense**—As *Long Sense*, except for the range.
25. **Observe True**—As *Observe III*, except for the duration and the caster need not concentrate (he need only glance and listen once every three rounds).
30. **Sight True**—As *Woodsight II*, except the caster can see through all inanimate material. Highly magical materials might receive an RR (at the GM's discretion).
50. **Long Sense True**—As *Long Sense*, except the caster may move his senses with no limitations on range.

SEER BASE 17.1.1

FAR VISIONS

Lvl	Name	Area of Effect	Duration	Range	Type
1	Watersight	caster	10min/lvl	self	U
2	Nightsight	caster	10min/lvl	self	U
3	Fogsight	caster	10min/lvl	self	U
4	Woodsight II	caster	1 min/lvl (C)	self	U
5	Long Ear	caster	C	10'/lvl	U
6	Observe I	caster	C	10'	U
7	Long Eye	caster	C	10'/lvl	U
8	Invisiblesight	caster	10min/lvl	self	U
9	Stonesight II	caster	1 min/lvl (C)	self	U
10	Ironsight II	caster	1 min/lvl (C)	self	U
11	Illusionsight II	caster	10min/lvl	self	U
12	Observe II	caster	C	10'/lvl	U
13	Long Sense	caster	C	100'/lvl	U
14	Metalsight II	caster	1 min/lvl (C)	self	U
15	Utterdarksight	caster	10min/lvl	self	U
16	Greater Observe	caster	C	100'	U
17	Observe III	caster	C	100'/lvl	U
18	Wallsight	caster	1 min/lvl (C)	self	U
19	Waiting Observe	caster	1 day/lvl	self	U
20	Greater Long Sense	caster	C	1 mi/lvl	U
25	Observe True	caster	1 min/lvl	100'/lvl	U
30	Sight True	caster	1 min/lvl (C)	self	U
50	Long Sense True	caster	C	unlimited	U



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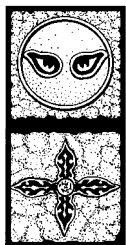


SPECIAL NOTE

See Section 12.2 for more information on *Long Sense* and *Observe* spells

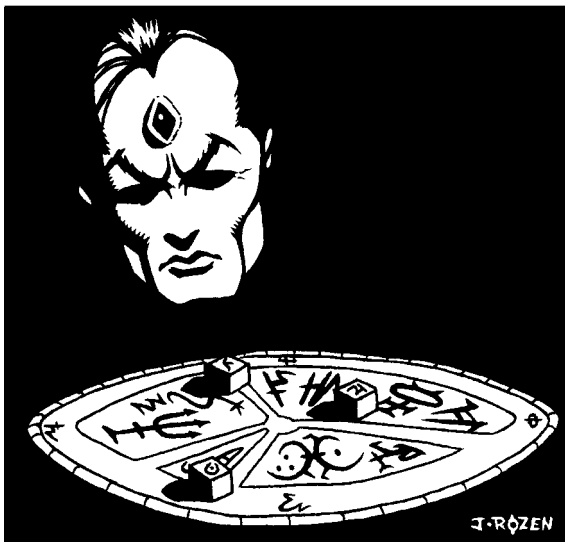
SEER BASE 17.1.2 FUTURE VISIONS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1	Intuitions I	caster	—	self	I
☐ 2	Detect Destiny	varies	—	touch	P
☐ 3	Intuitions III	caster	—	self	I
☐ 4	Anticipate Attack *	1 attack	—	100'	U
☐ 5	Intuitions V	caster	—	self	I
☐ 6	Dream I	caster	1 sleep	self	I
☐ 7	Anticipations I *	caster	—	100'	Pm
☐ 8	Divinations I	caster	1 reading	self	I
☐ 9	Spell Anticipations I *	caster	—	100'	Pm
☐ 10	Intuitions X	caster	—	self	I
☐ 11	Dream II	caster	1 sleep	self	I
☐ 12	Divinations II	caster	1 reading	self	I
☐ 13	Anticipations III *	caster	—	100'	Pm
☐ 14	Destiny Analysis	varies	—	self	P
☐ 15	Intuitions True	caster	—	self	I
☐ 16	Dream III	caster	1 sleep	self	I
☐ 17	Divinations III	caster	1 reading	self	I
☐ 18	Spell Anticipations III *	caster	—	100'	Pm
☐ 19	Anticipations V *	caster	—	100'	Pm
☐ 20	Lord Dream	caster	1 sleep	self	I
☐ 25	Anticipations True	caster	—	100'	Pm
☐ 30	Spell Anticipations True *	caster	—	100'	Pm
☐ 50	Divinations True	caster	1 reading	self	I



FUTURE VISIONS

- Intuitions I**—Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
- Detect Destiny**—Caster can detect whether an unfulfilled fate, destiny, or wyrd lies upon a person, object, or place.
- Intuitions III**—As *Intuitions I*, except caster gazes 3 minutes into the future.
- Anticipate Attack**—The caster can attempt to avoid one attack, which can be a missile or a melee attack or a spell. The missile, weapon, or enemy spellcaster must be within range and within the caster's field of vision when this spell is cast. The caster receives a bonus of +50 to his DB against missile, melee, and directed elemental attacks; his normal DB against area elemental attacks, or the enemy spellcaster suffers a -10 to his Base Attack Roll (for all other spell attacks).



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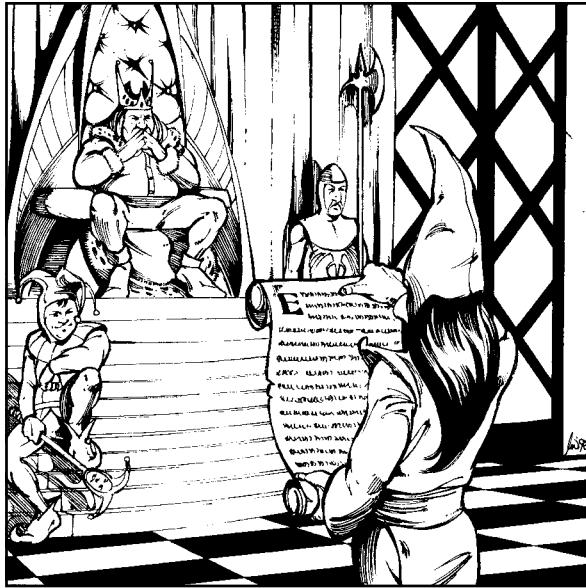


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- Intuitions V**—As *Intuitions I*, except caster gazes 5 minutes into the future.
- Dream I**—Caster has a dream relating to a topic decided upon just before retiring. This spell can only be used once per night, the caster must sleep a minimum of one sleep cycle, and the caster must not be disturbed during the sleep.
- Anticipations I**—Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no details on targets or exactly what spell) This results in the caster being able to declare his statement of intent for the round after hearing what the target has decided to do. Note the target is free to change his declared action (with the requisite penalties).
- Divinations I**—The caster is able (using the culturally specific apparatus) to make a prediction concerning a person, place, or object. Using the apparatus to make the prediction will take at least one minute per level of the spell. Only one prediction may be made in any given 24-hour period by the caster (and a failed spell counts towards this limit). The prediction will be accurate 25% of the time plus 1% per level of the caster (otherwise, the results are random). The prediction may not concern events further than one day per level of the caster into the future. The predictions will be general, ambiguous and enigmatic. The interpretation of the predictions is left entirely to the caster.
- Spell Anticipations I**—As *Anticipations I*, except if the action is to cast a spell, the exact spell to be cast and the target are learned.
- Intuitions X**—As *Intuitions I*, except caster gazes 10 minutes into the future.
- Dream II**—As *Dream I*, except limit is 2 dreams per night on different topics.
- Divinations II**—As *Divinations I*, except the prediction may concern events up to 1 month per level of the caster into the future.
- Anticipations III**—As *Anticipations I*, except caster can either predict the most probable actions of 3 beings in the next round or can predict the most probable actions of one being over the next three rounds.
- Destiny Analysis**—This provides an analysis of an unfulfilled destiny in terms of who made the prophecy and/or the source of the destiny, the strength of the destiny, and where appropriate the oracular riddle (or whatever) which encapsulates the destiny. The spell does not indicate how a destiny may be fulfilled. Note that this spell will reveal if a given prophecy or divination is a hoax—the strength of the destiny will in such cases depend on the degree to which the victim of the hoax believes in the divination.
- Intuitions True**—As *Intuitions I*, except caster gazes 1 minute per level of experience into the future.
- Dream III**—As *Dream I*, except limit is 3 dreams per night on different topics.
- Divinations III**—As *Divinations I*, except the predictions may concern events up to 1 year per level of the caster into the future.
- Spell Anticipations III**—As *Anticipations III*, except if any of the actions involve spell casting, the spells to be cast and the targets are learned.
- Anticipations V**—As *Anticipations V*, except caster can either predict the most probable actions of 5 beings in the next round or can predict the most probable actions of one being over the next five rounds.
- Lord Dream**—As *Dream I*, except limit is 5 dreams per night on any combination of topics.
- Anticipations True**—As *Anticipations I*, except caster can predict the most probable actions of every being within 100'.
- Spell Anticipations True**—As *Anticipations True*, except if the actions are to cast spells, the spells to be cast and intended targets are learned.
- Divinations True**—As *Divinations I*, except the prediction may concern events up to ten years per level of the caster into the future.

SPECIAL NOTE

See Section 13 for more details on the spells on this list and Section 16 for material on dreams.



MIND VISIONS

1. **Seer's Presence**—Caster is aware of the presence of all thinking/sentient beings within his range. The caster may opt to use this spell to become aware of animal presences within his range (for use with spells on the Vision Borrowing spell list). If the caster wishes to sense animal presences, he must expend one PP in the casting of this spell.
2. **Mind Store**—Caster stores the mental pattern of a target which must first have been detected by *Presence*. This pattern can be used with other spells on this list (and other lists). The caster can only have as many patterns stored as the sum of his Memory and Presence stats (not the bonuses). The caster can choose to release a pattern at any given time (the GM should require that a character keep track of all the patterns he has stored).
3. **Seer's Analysis**—Caster learns one of the following concerning a target: race, profession, or level. The target must have been located by *Presence*.
4. **Minor Finding**—Caster learns direction and distance to any unshielded mind for which he has a mental pattern from *Mind Store* or *Long Mind Store*, and which is within range of this spell.
5. **Thoughts**—Caster receives surface thoughts from the target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts. The caster can concentrate on a new target each round.
6. **Questioning**—Target must answer single-concept questions truthfully. Questions are asked and answered mentally. One question may be asked per round.
7. **Mind Typing**—As *Analysis*, except caster learns race, profession, and level of the target.
8. **Awareness**—As *Presence*, the caster also gains general knowledge of all of the targets' actions. In a tactical situation, the caster can declare his actions after learning **one** of each of the targets' actions for the round (and when he wants to perform the action). This does not prevent the target from changing his action (with the appropriate penalty for changing his action).
9. **Truth I**—The caster knows when anyone within the radius is lying.
10. **Inner Thoughts**—As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

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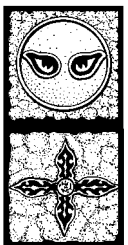
MIND VISIONS

Lvl	Name	Area of Effect	Duration	Range	Type
1	Seer's Presence • *	10'R/lvl	C	self	U
2	Mind Store*	1 target	—	10'/lvl	Pm
3	Seer's Analysis	1 target	—	10'/lvl	Pm
4	Minor Finding	caster	C	100'/lvl	Pm
5	Thoughts	1 tgt/rnd	1 rnd/lvl (C)	100'	Fm
6	Questioning	1 target	1 rnd/lvl (C)	10'	Fm
7	Mind Typing *	1 target	—	10'/lvl	Pm
8	Awareness *	10'R/lvl	C	10'/lvl	Pm
9	Truth I	10'R	C	self	Pm
10	Inner Thoughts	1 target/rnd	1rnd/lvl (C)	100'	Fm
11	Awareness True *	10'R/lvl	C	self	Pm
12	Long Mind Store *	1 target	—	100'/lvl	Pm
13	Long Mind Typing *	1 target	—	100'/lvl	Pm
14	Finding I	caster	C	1 mi/lvl	Pm
15	Mind Scan	1 target/rnd	1rnd/lvl (C)	self	Fm
16	Truth V	50'R	C	self	Pm
17	Long Truth	10'R	C	10'/lvl	Pm
18	Past Truth	1 vision	V	self	P
19	Finding V	caster	C	5 mi/lvl	Pm
20	Mind Probe	1 target/rnd	1rnd/lvl (C)	100'	Fm
25	Thought Steal	1 target	1rnd/lvl (C)	100'	Fm
30	Truth True	varies	varies	varies	Pm
50	Finding True	caster	C	unlimited	Pm

11. **Awareness True**—As *Awareness*, except that the caster learns all actions for the round.
12. **Long Mind Store**—As *Mind Store*, except for the range.
13. **Long Mind Typing**—As *Mind Typing*, except for the range.
14. **Finding I**—As *Minor Finding*, except for the range.
15. **Mind Scan**—As *Inner Thoughts*, except caster can also scan the target's conscious memories at a rate of one scene every round.
16. **Truth V**—As *Truth I*, except for the area of effect.
17. **Long Truth**—As *Truth I*, except for the range.
18. **Past Truth**—As *Truth I*, except when this spell is cast before any *Vision Behind* spell, it will detect anyone who is lying within the vision.
19. **Finding V**—As *Minor Finding*, except for the range.
20. **Mind Probe**—As *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).
25. **Thought Steal**—Caster can remove one thought or memory from the target's mind each round.
30. **Truth True**—This can either be cast as *Truth V* with a duration of one minute per level or as *Long Truth* with a range of 100' per level.
50. **Finding True**—As *Minor Finding*, except for the range.

SPECIAL NOTE

Targets of *Truth* spells (and the other spells of sub-type "m") only receive one RR against the spell.



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PAST VISIONS

Lvl	Name	Area of Effect	Duration	Range	Type
1	Origins	1 object	—	touch	I
2	Detect Curse	varies	—	touch	I
3	Vision Behind I	varies	varies	touch	I
4	Power Lore	1 item	—	touch	I
5	Vision Guide	1 spell	varies	self	I
6	Item Vision	1 item	varies	touch	I
7	Vision Behind II	varies	varies	touch	I
8	Vision Enhancement	1 spell	varies	self	I
9	Vision Behind III	varies	varies	touch	I
10	Delving	1 item	—	touch	I
11	Vision Behind IV	varies	varies	touch	I
12	Location Vision	1 location	varies	touch	I
13	Past Store	1 spell	varies	self	I
14	Curse Analysis	1 curse	—	touch	I
15	Vision Behind V	varies	varies	touch	I
16	Item Analysis	1 item	—	6"	I
17	Vision Behind VI	varies	varies	self	I
18	Person Vision	1 being	varies	touch	I
19	Evoke Vision	1 item	varies	touch	I
20	Vision Hold	caster	varies	self	I
25	Vision Behind VII	varies	varies	touch	I
30	Vision Behind VIII	varies	varies	touch	I
50	Vision Behind True	varies	varies	touch	I

PAST VISIONS

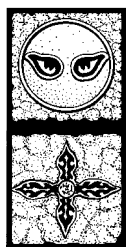
- Origins**—Gives a general idea of the place of origin of an item.
- Detect Curse**—Detects if a curse is upon a person, place or object.
- Vision Behind I**—Caster gets a vision of up to 1 minute (per level of experience) into the past. The caster must select the point in the past to be viewed (and the vision will be accurate within one minute). The vision must be associated with a person, place or object touched at the time of casting. The vision includes sight and sound. The vision will last up to 1 round (per level of the caster) if the caster concentrates and remains inactive. Time passes at a rate of one round of real time for 10 rounds of vision.
- Power Lore**—Gives the origins of an item's power.
- Vision Guide**—This spell gives the caster the ability to scan the past by "feeling the temporal location for significant events." This translates to the caster knowing the approximate time-frames of significant events, without knowing the nature of the

events. If the caster casts a *Vision Behind* spell within one minute of casting this spell, he will be able to see the specific events.

- Item Vision**—Gives a vision of a significant event in the item's past.
- Vision Behind II**—As *Vision Behind I*, except time range is up to 10 minutes per level of the caster (with an accuracy of ± 5 minutes) and the trance can last up to 1 minute per level of the caster.
- Vision Enhancement**—When cast before a *Vision Behind* spell, this allows the caster to perceive the past using one (and only one) additional sense (i.e., smell, taste, feel) or to use one and only one perceptive skill (in addition to the normal vision and hearing; such as Power Perception or Reality Awareness).
- Vision Behind III**—As *Vision Behind I*, except time range is up to 1 hour per level of the caster (with an accuracy of ± 30 minutes) and the trance can last up to 5 minutes per level of the caster.
- Delving**—Gives significant details about an item's construction and purpose (not specific powers).
- Vision Behind IV**—As *Vision Behind I*, except time range is up to 1 day per level of the caster (with an accuracy of ± 1 hour) and the trance can last up to 10 minutes per level of the caster.
- Location Vision**—As *Item Vision*, except gives a vision of a significant event in the past which occurred at the caster's current location.
- Past Store**—Caster may cast this spell while in a *Vision Behind*; it saves an image of a person, location, or object that can later be used by another *Vision Behind* spell (to key in on the saved image).
- Curse Analysis**—Gives an analysis of the origin of a curse, the source of its power, the nature of the curse, and its effectiveness (i.e., level).
- Vision Behind V**—As *Vision Behind I*, except time range is up to 1 month per level of the caster (with an accuracy of ± 1 day) and the trance can last up to 1 hour per level of the caster.
- Item Analysis**—Gives a complete rundown on an item's construction, powers and purpose (completeness or specificity of information may be reduced if the item is extremely powerful).
- Vision Behind VI**—As *Vision Behind I*, except time range is up to 1 year per level of the caster (with an accuracy of ± 1 week) and the trance can last up to 5 hours per level of the caster.
- Person Vision**—As *Item Vision*, except gives a vision of a significant event which happened in the target's past.
- Evoke Vision**—By using an appropriate reflecting medium (e.g., a pool, crystal ball, or mirror), the caster may cast this spell before casting a *Vision Behind* spell to cause the vision to appear in the medium. Persons other than the caster will only receive the visual aspects of the vision. Each person other than the caster will continue to share the vision until either they stop concentrating, the caster stops concentrating, or the trance ends.
- Vision Hold**—If the caster has general information concerning an event in the past of a person, place, or object, casting this spell before a *Vision Behind* spell will cause the *Vision Behind* spell to key in on the event most closely matching the description. The more accurate and specific the description, the more accurate this spell will be.
- Vision Behind VII**—As *Vision Behind I*, except time range is up to 10 years per level of the caster (with an accuracy of ± 1 month) and the trance can last up to 10 hours per level of the caster.
- Vision Behind VIII**—As *Vision Behind VII*, except time range is up to 100 years per level of the caster (with an accuracy of ± 1 year), and the trance can last up to 1 day per level of the caster.
- Vision Behind True**—As *Vision Behind VII*, except time range is unlimited (with an accuracy of ± 10 years), and the trance can last up to 1 day per level of the caster. Time passes at a rate of 1 minute of real time for each hour of the vision.

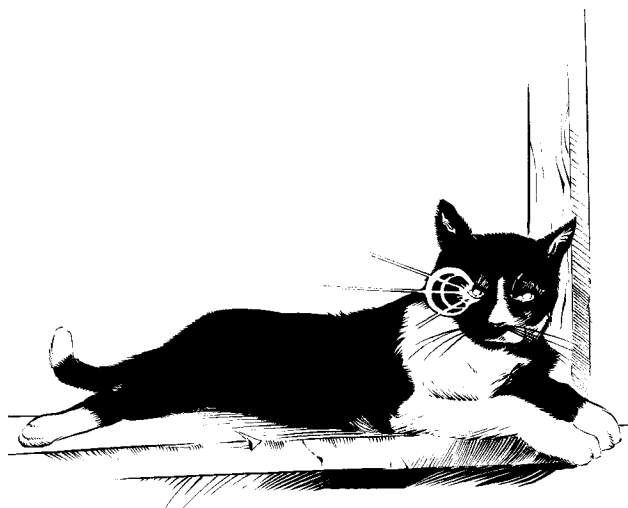
SPECIAL NOTE

See Section 11 for details on handling *Vision Behind* spells.



VISION BORROWING

1. **Animal Sight I**—Caster may borrow the visual sense of any non-intelligent animal within range, thus sharing the visual perceptions of the animal. The animal must be within sight or located with a *Presence* spell or with *Mind Store* followed by *Finding* (for the initial contact only).
2. **Animal Hearing I**—As *Animal Sight I*, except auditory sense is borrowed.
3. **Animal Sense I**—As *Animal Sight I*, except any and all senses may be borrowed.
4. **Sight Merge I**—As *Animal Sight I*, except any being's visual sense may be borrowed.
5. **Hearing Merge I**—As *Animal Hearing I*, except any being's auditory sense may be borrowed.
6. **Animal Sight III**—As *Animal Sight I*, except for the range.
7. **Scrying I**—The caster may view a person, item, or location, seeing what is happening at that very moment at the "scried" site. The caster must be able to name the person or location uniquely (or describe the location, person, or item uniquely). The caster must concentrate upon some medium. The scried target will appear in the medium. If the medium is mobile (e.g., a crystal ball, a mirror), the range to the scried target is limited to 100' per level of the caster. If the medium is immobile (e.g., a pool), the range is limited to 1000' per level of the caster. The caster may only see what is happening at the scried site (no other senses are given) and may only use his normal visual faculties (no enhancements such as *Nightsight* or *Woodsight* are permitted). Unless the spell *Scrying Share* is used, only the caster will be able to see the vision in the medium (others who can see the medium will see nothing). Persons at a scried site may make a Power Perception maneuver (with a Hard difficulty) to notice that they are being scried (though only educated persons will know the cause of this feeling).
8. **Animal Sense III**—As *Animal Sense I*, except for the range.
9. **Comprehend Borrowed Sense**—If cast before a "sense borrowing" spell, this enables the caster to understand the perceptive data received from a sense he himself does not possess. For example, a human spell caster would cast this spell on himself before casting *Animal Sense* on a bat to understand the information from sharing the bat's sonar sense.
10. **Sight Merge III**—As *Sight Merge I*, except for the range.
11. **Animal Sight V**—As *Animal Sight I*, except for the range.
12. **Sensory Merge I**—As *Animal Sense I*, except any and all senses may be borrowed from any being.
13. **Animal Sense V**—As *Animal Sense I*, except for the range.



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VISION BORROWING

Lvl	Name	Area of Effect	Duration	Range	Type
1	Animal Sight I	caster + 1 tgt	C	100'	Pm
2	Animal Hearing I	caster + 1 tgt	C	100'	Pm
3	Animal Sense I	caster + 1 tgt	C	100'	Pm
4	Sight Merge I	caster + 1 tgt	C	100'	Pm
5	Hearing Merge I	caster + 1 tgt	C	100'	Pm
6	Animal Sight III	caster + 1 tgt	C	300'	Pm
7	Scrying I	1 item	C	varies	Pm
8	Animal Sense III	caster + 1 tgt	C	300'	Pm
9	Comp. Borrowed Sense	caster	varies	self	U
10	Sight Merge III	caster + 1 tgt	C	300'	Pm
11	Animal Sight V	caster + 1 tgt	C	500'	Pm
12	Sensory Merge I	caster + 1 tgt	C	100'	Pm
13	Animal Sense V	caster + 1 tgt	C	500'	Pm
14	Scrying II	1 item	C	varies	Pm
15	Sight Merge V	caster + 1 tgt	C	500'	Pm
16	Animal Sight True	caster + 1 tgt	C	1 mi/lvl	Pm
17	Scrying Share	varies	varies	varies	Pm
18	Sensory Merge III	caster + 1 tgt	C	300'	Pm
19	Animal Sense True	caster + 1 tgt	C	1 mi/lvl	Pm
20	Sight Merge True	caster + 1 tgt	C	1 mi/lvl	Pm
25	Long Sensory Merge	caster + 1 tgt	C	1 mi/lvl	Pm
30	Scrying True	1 item	C	varies	Pm
50	Sensory Merge True	caster + 1 tgt	C	unlimited	Pm

14. **Scrying II**—As *Scrying I*, except the range limitation is 1 mile per level of the caster for a mobile medium and 10 miles per level for an immobile medium.

15. **Sight Merge V**—As *Sight Merge I*, except for the range.

16. **Animal Sight True**—As *Animal Sight I*, except for the range.

17. **Scrying Share**—By casting this on targets (up to a maximum of 1 target per level of the caster) prior to casting a *Scrying* spell, the targets will be able to see what the scryer sees while the *Scrying* spell is active (and the target(s) remain concentrating). The same caveats that apply to the scryer apply to all who share the scrying. Note that the size of the medium may practically limit the number of targets that can view the medium while the spell is active.

18. **Sensory Merge III**—As *Sensory Merge I*, except for the range.

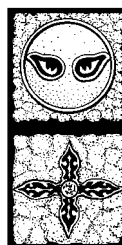
19. **Animal Sense True**—As *Animal Sense I*, except for the range.

20. **Sight Merge True**—As *Sight Merge I*, except for the range.

25. **Long Sensory Merge**—As *Sensory Merge*, except for the range.

30. **Scrying True**—As *Scrying I*, except range is limited to 10 miles per level of the caster for a mobile medium and 100 miles per level of the caster for an immobile medium.

50. **Sensory Merge True**—As *Sensory Merge*, except for the range.



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SPECIAL NOTE

See Section 12.3 for more information on sharing senses and Section 12.2 for a discussion of *Scrying* spells.

SEER BASE 17.1.6

VISION GUARD

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1	Detect Scrying	5'R	1 min/lvl (C)	50'R	P
☐ 2	Detect Divination	5'R	1 min/lvl (C)	50'R	P
☐ 3	Cloud Scrying	1 subject	1 hr/lvl	touch	Fm
☐ 4	Conceal Fate	1 subject	1 hr/lvl	touch	Fm
☐ 5	Scrying Misdirection	1 subject	1 hr/lvl	touch	Fm
☐ 6	Shadow Past	1 target	1 min/lvl	touch	E
☐ 7	False Truth *	1 subject	1 min/lvl	touch	Fm
☐ 8	False Anticipations *	1 subject	1 rnd/lvl	touch	Fm
☐ 9	False Scrying	1 subject	1 hr/lvl	touch	Fm
☐ 10	Cloud Portent	1 subject	1 hr/lvl	touch	Fm
☐ 11	Feel Scrying •	caster	constant	self	Pm
☐ 12	Feel Divination •	caster	constant	self	Pm
☐ 13					
☐ 14	Unknown Past	1 target	1 min/lvl	touch	E
☐ 15	False Portent	1 subject	1 hr/lvl	touch	Fm
☐ 16	Conceal Presence	1 target	1 min/lvl	touch	Fm
☐ 17	Scrying Analysis	1 scryer	—	self	Pm
☐ 18	Divination Analysis	1 diviner	—	self	Pm
☐ 19					
☐ 20	False Past	1 target	1 min/lvl	touch	E
☐ 25	Conceal Memories	1 target	1 hr/lvl	touch	Fm
☐ 30	False Memories	1 target	1 rnd/lvl	touch	Fm
☐ 50	Outside the Weave	1 subject	1 hr/lvl	touch	E

VISION GUARD

- 1. Detect Scrying**—Detects if a being, item, or place in the area of effect is currently being scried upon. The caster may concentrate on a different 5'R each round.
- 2. Detect Divination**—Detects if an attempt is being made to divine the future of a being, item, or place in the area of effect. The caster may concentrate on a different 5'R each round.
- 3. Cloud Scrying**—Allows the caster to cloud the scrying of a specific subject touched by the caster at the time of casting this spell. If this spell is successful, the scryer perceives his vision as if through a fog, gaining only 50% of the knowledge that he would have gained if unimpeded. This protection lasts until the duration runs out, the spell is cancelled (or dispelled), or the defense is pierced by a scryer (whichever happens first).
- 4. Conceal Fate**—Allows the caster to conceal one curse or destiny which lies upon the subject, rendering the curse or destiny undetectable by *Detect Curse* or *Detect Destiny*. The curse or destiny is still fully active, merely hidden to magical detections.
- 5. Scrying Misdirection**—Allows the caster to protect the chosen subject (touched at time of casting), by if successful causing the scrying to go awry and lock onto a very similar subject (the similar subject must be within 10' per level of the caster at the time of the casting of this spell). The decoy subject will appear so similar that the scryer must make a successful Altertness maneuver to realize his mistake. If no suitable decoy exists, this spell will fail.
- 6. Shadow Past**—All deeds performed by the target (while this spell is active) are “shadowed” to appropriate spells. For the purposes of appropriate spells (e.g., *Death's Memory* or *Vision Behind*), the information gained about the target will be shrouded in shadows.
- 7. False Truth**—For the duration of this spell, if the target successfully resists any “information-gathering” or “mind-reading” spells, he may portray falsehoods as truths. If the caster of the mind-reading spell is aware by other means that the target must be deceiving him, or if the *False Truth* spell duration ends before the mind-reading spell's duration, the deception will be apparent.

8. False Anticipations—This spell enables the target to mislead the caster of any *Anticipate* or *Anticipations* spell. In the case of *Anticipations* spells, the caster receives incorrect information with regard to the target's intended actions. In the case of *Anticipate Blow*, *Anticipate Missile*, *Anticipate Spell*, and *Anticipate Attack*, the caster of these spells receives no benefit from casting these spells (though the spells will be cast successfully, the benefit is negated by negative penalties applied to the positive bonuses).

9. False Scrying—The caster may set a false vision upon the chosen subject for “would-be” scryers to discover. The false vision must be fairly simple and may not portray scenes or events longer than the duration of this spell. This spell can be defeated by piercing or by repeated scrying (i.e., out-lasting the duration of this spell), or noting that something unlikely is occurring, or noting that events in the scrying repeat themselves exactly.

10. Cloud Portent—As *Cloud Scrying*, except the caster can cloud any form of divinatory magic upon the subject.

11. Feel Scrying—Once learned, this spell allows the caster to know when any scrying attempt is made upon him.

12. Feel Divinations—As *Feel Scrying*, except allows the caster to know when an attempt to divine information about him is made.

14. Unknown Past—As *Shadow Past*, except absolutely no information about the target will be revealed. For example, a *Death's Memory* cast on the scene of a murder might show the victim collapsing with a knife in his chest (but no sign of the knife-wielder). The shrouding may be pierced, otherwise it is permanent.

15. False Portent—Any attempt to divine information about the protected subject (touched at time of casting) will receive a false reading, with the elements of the reading specified by the caster at time of casting.

16. Conceal Presence—The target of this spell appears to have no presence for the duration of this spell, and so may not be detected by *Presence*-type spells.

17. Scrying Analysis—The caster may use this spell to determine the location and identity of a scryer whose activities have been detected by either *Detect Scrying*, *Feel Scrying*, or *Power Perception*.

18. Divination Analysis—As *Scrying Analysis*, except determines the location and identity of a diviner whose activities have been detected by either *Detect Divinations*, *Feel Divinations*, or *Power Perception*.

20. False Past—As *Shadow Past*, except all deeds performed by the target (while this spell is active) will appear as if someone else is performing them. The false actor is chosen by the caster at the time of casting and the effectiveness of the falsification will depend on how well the caster can visualize the intended “fall guy.” Merely observing someone is not as good as any of the following spells: *Study Pasty*, *Impersonation Study*, or *Change Lore*.

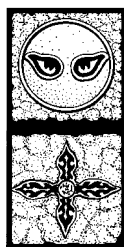
25. Conceal Memories—The caster may use this spell to conceal the memories of the target from *Inner Thoughts*, *Mind Scan*, and *Mind Probe* spells etc. The caster may hide memories at a rate of one scene per round (with a maximum number of rounds equal to the caster's level). The hidden memories are still available to the target.

30. False Memories—As *Conceal Memories*, except the caster may replace real memories with false memories at a rate of one memory per round. The target has access to both the true and the false memories.

50. Outside the Weave—The subject of this spell is protected from all divinatory magic for the duration of the spell. This spell lasts until it is cancelled, dispelled, or the duration runs out (whichever is sooner), and may not be pierced. Any divinatory magic attempted upon the subject will simply fail, and any divinatory magic attempted upon other subjects where the protected subject may directly or indirectly significantly effect the future of the protected subject will provide answers which do not take the possible actions of the protected subject into account. However the protected subject may not use divinatory magic of any sort upon himself or other subjects for the duration of this spell. The subject is truly outside the weave of fate.

SPECIAL NOTE

See page 25 for notes.



MENTALISM
COMPANION





FAR VOICE

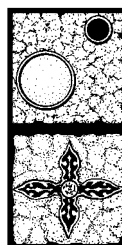
1. **Star Voice**—The caster may mentally speak with another spell user of the Mentalism realm. They must be able to see each other or the caster must know the exact location of the target or the caster must use *Focus Voice* to locate the target (in all cases, the target must be within range).
2. **Prepare Voice I**—The caster enters a trance-like state to prepare his mind to be the recipient for a *Star Voice* spell, *Mind Voice* spell or *Mind Tongue* spell (off Mind Speech (Mentalist Base)). While he is under the effects of this spell, an incoming spell belonging to one of the three groups mentioned above will have its range increased by 10 times.
3. **Mind Voice I**—As *Star Voice*, except the caster may mentally speak with any one thinking being that he can see.
4. **Focus Voice**—When this spell is cast, the next *Star Voice* or *Mind Voice* spell (cast within one minute of this spell) will be able to focus in on a specific person as its target (even if the caster cannot see the target). The target must have previously been *Mind Stored* (see the Starsense spell list).
5. **Greater Star Voice**—As *Star Voice*, except the caster may speak to another spell user of the Mentalism realm as far as the horizon if it is clear and at night. In other circumstances, the range is 1000'.
6. **Mind Voice III**—As *Mind Voice I*, except the range is 300' and the caster must know exactly where the target is.
7. **Prepare Voice II**—As *Prepare Voice I*, except the range is increased by 20 times.
8. **Mind Voice V**—As *Mind Voice III*, except the range is 500'.
9. **Long Voice I**—Caster can cause his voice to be heard at a point up to 100' away (in amplified tones). If the location is out of sight, the caster must have been there.
10. **Mind Voice X**—As *Mind Voice III*, except the range is 1000'.
11. **Prepare Voice III**—As *Prepare Voice I*, except the range is increased by 50 times.
12. **Waiting Voice**—A mental message (of up to 25 words) can be stored and set to be delivered to a person entering the area of effect (with a trigger). The triggering area must be no larger than 10'R and the trigger can be any of the following: a fixed time period (up to 24 hours), specified movements, specified sounds, touch, or by a specified person entering the area (that person must have been *Mind Stored* by the caster; see the Starsense spell list).

ASTROLOGER BASE 17.2.1

FAR VOICE

Lvl	Name	Area of Effect	Duration	Range	Type
1	Star Voice *	caster +1 tgt	C	100'	Fm
2	Prepare Voice I	caster	C	self	U
3	Mind Voice I *	caster +1 tgt	C	100'	Fm
4	Focus Voice	caster	C	self	U
5	Greater Star Voice *	caster +1 tgt	C	varies	Fm
6	Mind Voice III *	caster +1 tgt	C	300'	Fm
7	Prepare Voice II	caster	C	self	U
8	Mind Voice V *	caster +1 tgt	C	500'	Fm
9	Long Voice I	1 point	C	100'	E
10	Mind Voice X *	caster +1 tgt	C	1,000'	Fm
11	Prepare Voice III	caster	C	self	U
12	Waiting Voice *	10'R	varies	100'	Fm
13	Long Voice III	1 point	C	300'	E
14	Greater Mind Voice I *	caster +1 tgt	C	1 mi	Fm
15	Star Voice True	caster +1 tgt	C	varies	Fm
16	Prepare Voice IV	caster	C	self	U
17	Long Voice V	1 point	C	500'	E
18	Greater Mind Voice V *	caster +1 tgt	C	5mi	Fm
19	Prepare Voice V	caster	C	self	U
20	Lord Voice	1 point	C	100'/lv	E
25	Mind Voice True *	caster +1 tgt	C	1mi/lvl	Fm
30	Long Voice True	1 point	C	1mi/lvl	E
50	Far Voice	caster +1 tgt	C	varies	Fm

13. **Long Voice III**—As *Long Voice I*, except the point can be up to 300' away.
14. **Greater Mind Voice I**—As *Mind Voice III*, except the range is 1 mile.
15. **Star Voice True**—As *Star Voice*, except the range is 5 miles per level of the caster if the spell is cast on a clear night, and 1 mile per level of the caster under other conditions.
16. **Prepare Voice IV**—As *Prepare Voice I*, except the range is increased by 100 times.
17. **Long Voice V**—As *Long Voice I*, except the point can be up to 500' away.
18. **Greater Mind Voice V**—As *Greater Mind Voice I*, except the range is 5 miles.
19. **Prepare Voice V**—As *Prepare Voice I*, except range is increased by 500 times.
20. **Lord Voice**—As *Long Voice I*, except the point can be up to 100' per level away.
25. **Mind Voice True**—As *Mind Voice III*, except the range is 1 mile per level of the caster.
30. **Long Voice True**—As *Long Voice I*, except the point can be up to 1 mile per level away.
50. **Far Voice**—As *Mind Voice III*, except if the target of this spell is another spell user of the Mentalism realm, the range is unlimited; otherwise, the range is 5 miles per level of the caster.



MENTALISM
COMPANION

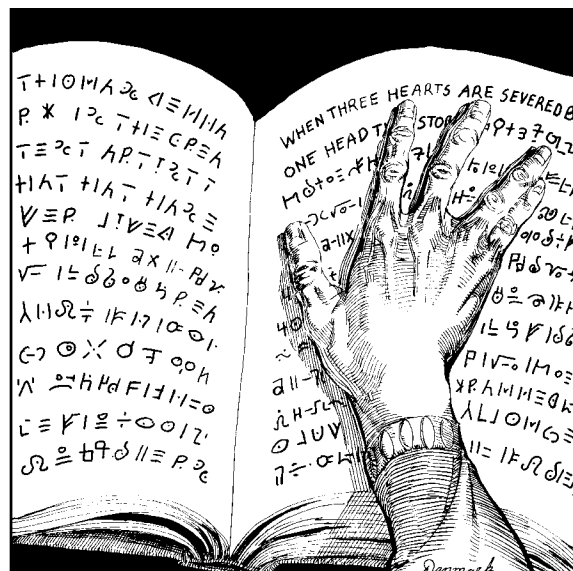


HOLY VISION

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1	Starpaths	caster	C	self	I
☐ 2	Literacy I	caster	C	self	U
☐ 3	Dream I	caster	1 sleep	self	I
☐ 4	Vision Behind I	varies	varies	touch	I
☐ 5	Literacy II	caster	C	self	U
☐ 6	Dreams II	caster	1 sleep	self	I
☐ 7	Vision Guide	1 spell	varies	self	I
☐ 8	Literacy III	caster	C	self	U
☐ 9	Dreams III	caster	1 sleep	self	I
☐ 10	Commune I	caster	C	self	I
☐ 11	Vision Behind II	varies	varies	touch	I
☐ 12	Literacy IV	caster	C	self	U
☐ 13	Vision Behind III	varies	varies	touch	I
☐ 14	Dreams IV	caster	1 sleep	self	I
☐ 15	Commune III	caster	C	self	I
☐ 16	Vision Behind IV	varies	varies	touch	I
☐ 17					
☐ 18	Vision Behind V	varies	varies	touch	I
☐ 19					
☐ 20	Vision Behind VI	varies	varies	touch	I
☐ 25	Commune True	caster	C	self	I
☐ 30	Dream Mastery	caster	1 sleep	self	I
☐ 50	High Prayer	caster	C	self	I

HOLY VISION

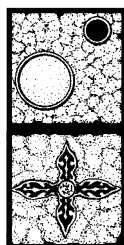
- Starpaths**—On a clear night, when stars and/or the moon(s) are visible, the caster gains perfect directional and distance sense. For the duration of this spell, he will always know where he is in relation to known landmarks.
- Literacy I**—Caster is able to read and write very simple phrases and words in a specific language, and possibly understand the context of very simple passages. The caster must have a sample text in the target language. For the duration of the spell, the caster has the equivalent of skill rank 2 in the written form of the language.
- Dream I**—Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
- Vision Behind I**—Caster gets a vision of up to 1 minute (per level of experience) into the past. The caster must select the point in the past to be viewed (and the vision will be accurate within one minute). The vision must be associated with a person, place or object touched at the time of casting. The vision includes sight and sound. The vision will last up to 1 round (per level of the caster) if the caster concentrates and remains inactive. The caster is effectively in a trance while concentrating. Time passes at a rate of one round of real time for 10 rounds of vision.
- Literacy II**—As *Literacy I*, except the caster can read moderately simple writings and understand most of the details, but will have trouble with subtle concepts. For the duration of the spell, the caster has the equivalent of skill rank 4 in the written form of the language.
- Dreams II**—As *Dream I*, except limit is 2 dreams per night on different topics.
- Vision Guide**—This spell gives the caster the ability to scan the past by “feeling the temporal location for significant events.” This translates to the caster knowing the approximate time-frames of significant events, without knowing the nature of the events. To use this knowledge, the caster must cast a *Vision Behind* spell (within one minute of casting this spell).



- Literacy III**—As *Literacy I*, except the caster has the reading level of the average literate man, and may write at a “ninth grade level” (equivalent to someone who has completed “secondary” education or finished a craft or trade apprenticeship). For the duration of the spell, the caster has the equivalent of skill rank 6 in the written form of the language.
- Dreams III**—As *Dream I*, except limit is 3 dreams per night on different topics.
- Commune I**—Caster receives (usually from his patron deity) a “yes” or a “no” answer to a question on a single topic. This spell may be used a maximum of once per day.
- Vision Behind II**—As *Vision Behind I*, except time range is up to 10 minutes per level of the caster (with an accuracy of ± 5 minutes) and the trance can last up to 1 minute per level of the caster.
- Literacy IV**—As *Literacy I*, except the caster may read relatively complex material and recognize (if not fully understand) the nature of archaic or unusual dialects and concepts. For the duration of the spell, the caster has the equivalent of skill rank 8 in the written form of the language.
- Vision Behind III**—As *Vision Behind I*, except time range is up to 1 hour per level of the caster (with an accuracy of ± 30 minutes) and the trance can last up to 5 minutes per level of the caster.
- Dreams IV**—As *Dream I*, except limit is 4 dreams per night on different topics.
- Commune III**—As *Commune I*, except caster receives answers to three questions.
- Vision Behind IV**—As *Vision Behind I*, except time range is up to 1 day per level of the caster (with an accuracy of ± 1 hour) and the trance can last up to 10 minutes per level of the caster.
- Vision Behind V**—As *Vision Behind I*, except time range is up to 1 month per level of the caster (with an accuracy of ± 1 day) and the trance can last up to 1 hour per level of the caster.
- Vision Behind VI**—As *Vision Behind I*, except time range is up to 1 year per level of the caster (with an accuracy of ± 1 week) and the trance can last up to 5 hours per level of the caster.
- Commune True**—As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only one concept.
- Dream Mastery**—As *Dream I*, except caster is able to manipulate his dream in a limited way to gain more information on a specific topic. For example, while he is in the dream he can ask a question (but there is no guarantee it will be answered).
- High Prayer**—Caster receives detailed information from his deity on a single topic question.

SPECIAL NOTE

See Chapter 16 for material on Dreams and Chapter 11 for details on handling *Vision Behind* spells.



STARLIGHTS

1. **Projected Light**—Beam of light (like a flashlight) springs from the caster's palm. This light has a 50' effective range. If the caster closes his fist, the light will "turn off"; when the fist is opened, the light will come back on (so long as the duration of the spell has not expired).
2. **Self Aura I**—Generates a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks against him.
3. **Light II**—Lights either one area of 20'R about the point touched or lights two areas of 10'R about two points touched. If a point is on a mobile object or being, the light will move with the object/being. Note the total radius which can be lit is 20'. See Section 7.1.7 (*Spell Law*).
4. **Light Eruption**—[RR Mod: -10] Causes a 10'R sphere of intense light, all within the radius of effect are stunned for 1 round per 5 failure.
5. **Shock Bolt I**—A bolt of intense, charged light is shot from the palm of the caster. The attack is resolved on the Shock Bolt Attack Table.
6. **Self Aura II**—As *Self Aura I*, except subtracts 10 from all attacks.
7. **Flare**—A 6" radius ball of light is shot from the palm of the caster. It will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area of radius equal to the range is lit if the flare can rise to its full range. The flare drops at 10' per round. If fired at a target, resolve the attack as a *Shock Bolt* that delivers Heat criticals.
8. **Utterlight I**—Lights a 10'R area about the point touched with equivalent illumination to full daylight. It also nullifies all magically created darkness for the duration in that area. If the point is on a mobile object or being, it will move with the object/being.
9. **Self Aura III**—As *Self Aura I*, except subtracts 15 from all attacks.
10. **Beacon V**—A ray of light (any color) springs from caster's palm. This ray can be up to 5 miles long.
11. **Light VI**—As *Light II*, except up to 6 areas can be lit with a total radius of 60'.
12. **Lesser Starbolt**—A bolt of intense coherent light (color chosen by the caster at time of casting, but may not be white) is shot from the caster's palm. The attack is resolved on the Fire Bolt Attack Table, with the following special rules: If the bolt hits a reflective surface (such as a mirror or a highly polished breastplate), the bolt will be harmlessly scattered; however the reflective surface will be burned/tarnished (losing its reflectivity until repaired or polished). If the bolt hits a surface which has the same color as the bolt (a green bolt strikes the target's green robes), the concussion hit damage delivered by the bolt is halved (round down; e.g., a result of 5 hits and an 'A' critical becomes 2 hits and an 'A' critical).
13. **Waiting Light II**—As *Light II*, except the caster can delay the effects of the spell and it can be triggered by one of the following (decided by caster at time of casting): elapsed time (up to 24 hours), specific movements, specific sounds, or touch.
14. **Lord Self Aura**—As *Self Aura I*, except subtracts 20 from all attacks.
15. **Flash**—A brilliant flash blinds the target for 1 round per 5 failure.
16. **Beacon X**—As *Beacon V*, except the ray can be up to 10 miles long.
17. **Lord Light**—As *Light II*, except up to 20 areas can be lit with a total radius of 200'.

ASTROLOGER BASE 17.2.3

STARLIGHTS

Lvl	Name	Area of Effect	Duration	Range	Type
1	Projected Light	50' beam	10 min/lvl	self	E
2	Self Aura I	caster	10 min/lvl	self	U
3	Light II	20'R	10 min/lvl	touch	E
4	Light Eruption	10'R	—	100'	F
5	Shock Bolt I	1 target	—	100'	DE
6	Self Aura II	caster	10 min/lvl	self	U
7	Flare	varies	3 rnd/lvl	500'	DE
8	Utterlight I	10'R	1 min/lvl	touch	E
9	Self Aura III	caster	10 min/lvl	self	U
10	Beacon V	5 miles	1 min/lvl	self	E
11	Light VI	60'R	10 min/lvl	touch	E
12	Lesser Starbolt	1 target	—	300'	DE
13	Waiting Light II	20'R	10 min/lvl	touch	E
14	Lord Self Aura	caster	10 min/lvl	self	U
15	Flash	1 target	—	100'	F
16	Beacon X	10 miles	1 min/lvl	self	E
17	Lord Light	200'R	10 min/lvl	touch	E
18	Utterlight V	50'R	1 min/lvl	touch	E
19	Greater Starbolt	1 target	—	1000'	DE
20	Self Aura True	caster	10 min/lvl	self	U
25	Starfires	1 point	C	500'	E
30	Starhand	1 point	1 rnd/lvl	6"	DE
50	Starfires True	1 point	Varies	Varies	DE

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

19. **Greater Starbolt**—As *Lesser Starbolt*, except the range is 1,000'.

20. **Self Aura True**—As *Self Aura I*, except subtracts 25 from all attacks.

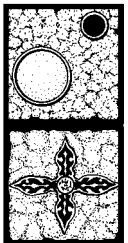
25. **Starfires**—Focuses starlight or moonlight as a lens that must be focussed initially on a fixed point. After 1 round, it can be moved at a rate of 1' per round. It will burn through a 1' diameter at a rate of 6" per round (for wood), 1" per round (for stone), or 0.5" per round (in metal). This spell cannot be used effectively in combat (as foes can easily move out of the way). However if used on an immobile foe, see *Starhand* for damage resolution process.

30. **Starhand**—As *Starfires*, except the range and focus must be within 6" from open palm of caster (and caster's arm is immune unless he fumbles an attack; see below) and it can be moved 10' per round. It can be used in melee; striking on the Fire Bolt Attack table with an OB equal to the caster's directed spell skill bonus with Starhand (with a special modification of +30 to the attack roll if the caster can touch the target). If the attack is fumbled (01-02 UM), the caster takes an automatic 'A' Heat Critical.

50. **Starfires True**—As *Starfires* or *Starhand*, except star/moonlight is not required.

SPECIAL NOTE

None of the *Self Aura* spells are cumulative with each other or with *Blur* or other *Aura* spells.

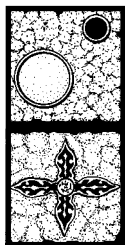


MENTALISM
COMPANION



STARLORE

Lvl	Name	Area of Effect	Duration	Range	Type
☐	1 Determine House	caster	—	self	I
☐	2 Ephemeris I	caster	—	self	I
☐	3 Interpret Natal Chart	1 chart	1 min	self	I
☐	4 Horary I	caster	1 min	self	I
☐	5 Ephemeris III	caster	—	self	I
☐	6 Determine Birth Place	1 target	—	10'	P
☐	7 Determine Birth Time	1 target	—	10'	P
☐	8 Horary II	caster	1 min	self	I
☐	9 Ephemeris V	caster	—	self	I
☐	10 Interpret Progression I	1 chart	1 min	self	I
☐	11 Calculate Aspects	caster	—	self	I
☐	12 Horary III	caster	1 min	self	I
☐	13 Ephemeris X	caster	—	self	I
☐	14 Draw Chart	1 chart	1 min	touch	E
☐	15 Interpret Progression II	1 chart	1 min	self	I
☐	16 Horary IV	caster	1 min	self	I
☐	17 Ephemeris XV	caster	—	self	I
☐	18 Interpret Synastry	1 chart/5 lvls	1 min	self	I
☐	19 Lord Ephemeris	caster	—	self	I
☐	20 Horary V	caster	1 min	self	I
☐	25 Ephemeris True	caster	—	self	I
☐	30 Horary True	caster	1 min	self	I
☐	50 Starlore	caster	—	self	I



MENTALISM
COMPANION



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- Determine House**—Determines the Ascendant and Midheaven for a given time at a given location to an accuracy of one angular minute (one-sixtieth of a degree), and determines the Sun Sign for that given time.
- Ephemeris I**—Determines the astrological positions of all culturally relevant celestial bodies for a given location on a given day up to one year into the past or up to one year into the future.
- Interpret Natal Chart**—Given a birth chart, the caster can correlate all the astrologically significant information to provide one of three types of interpretation of the celestial influences on the person described by that birth chart. The caster can provide a general character analysis of the person in terms of all areas of life, a detailed analysis of the person for one specific area of life (e.g., health, love, aspirations etc.), or a problem analysis considering the merits and demerits of that person with respect to some decision or undertaking. The duration of this spell represents the necessary time for the caster's mind to organize a description of the interpretation.
- Horary I**—Given a query concerning a decision, an action, an event, etc., the caster can provide an assessment of the outcome of querent's topic based upon the celestial influences beginning from the time at which the query was asked until ten minutes per level of the caster into the future. The caster's prediction will depend on the nature of the query, but might include whether the outcome will be positive or negative, the probable outcome, any "trends" which will probably develop in the time-frame. With longer time-frames, the predictions will fail to note the lesser trends or minor events. Only one *Horary* spell may be cast by the caster in any given 24-hour period, and failed spells count towards that limit. The prediction will be accurate 25% of the time plus 1% per level of the caster (otherwise, the results will be random). The duration of this spell is the time required to assess the celestial influences.
- Ephemeris III**—As *Ephemeris I*, except can be up to three years into the past or the future.
- Determine Birth Place**—Caster can determine the exact location of the target's birth to the nearest mile.

- Determine Birth Time**—Caster can determine the date of birth and time of birth of the target to the nearest minute.
- Horary II**—As *Horary I*, except the time frame which can be assessed is 1 hour per level of the caster into the future.
- Ephemeris V**—As *Ephemeris I*, except can be up to five years into the past or the future.
- Interpret Progression I**—Given a birth chart which has been progressed for a single month in a given year (either in the past or in the future), the caster can correlate all the astrologically significant information to provide an interpretation of the celestial influences upon the person described by the chart over the course of that month. The caster can provide a general summary of the trends in one specific area of life over the course of that month. The interpretation will not reveal the destination(s) involved nor the timings of the journeys. The duration of this spell represents the necessary time for the caster's mind to organize a description of the interpretation.
- Calculate Aspects**—Allows the caster to determine all the aspects in a given chart or charts which are considered relevant in the caster's system of astrology. This will usually include all conjunctions, oppositions, squares, trines, quincunx, sextiles, etc.
- Horary III**—As *Horary I*, except the time frame which can be assessed is 1 day per level of the caster into the future.
- Ephemeris X**—As *Ephemeris I*, except can be up to ten years into the past or the future.
- Draw Chart**—Based on available previously determined data (e.g., Ascendant, Midheaven, celestial positions), the caster can trace out an astrological chart (which is completely accurate given the available information) onto a suitable surface. The duration of this spell represents the time taken for the caster to trace out the chart.
- Interpret Progression II**—As *Interpret Progression I*, except the caster can either choose to have a general summary of the trends in all areas of life in the month of interest or can choose to have a detailed analysis of one specific area of life (e.g., travel). In the latter case, the interpretation will reveal events and trends of lesser importance and may disclose the timings of these events to the nearest day.
- Horary IV**—As *Horary I*, except the time frame which can be assessed is 1 week per level of the caster into the future.
- Ephemeris XV**—As *Ephemeris XV*, except can be up to fifteen years into the past or the future.
- Interpret Synastry**—Given a number of birth charts or progressed birth charts, the caster can correlate the astrologically significant information in terms of correspondences between or among the birth charts. The caster can then provide an analysis of how the persons described by the given charts will interact with each other based on the celestial influences exerted upon them either at their births or at a given time. A synastry interpretation might (in many cultures) be required to determine if a given marriage was astrologically advisable or to determine the soundness of a business partnership. The caster can only provide a synastry interpretation for a maximum of one chart per five levels of the caster (round up). The duration of this spell represents the necessary time for the caster's mind to organize a description of the interpretation.
- Lord Ephemeris**—As *Ephemeris I*, except can be up to twenty years into the past or the future.
- Horary V**—As *Horary I*, except the time frame which can be assessed is 1 month per level of the caster into the future.
- Ephemeris True**—As *Ephemeris I*, except can be up to two years per level of the caster into the past or the future.
- Horary True**—As *Horary I*, except the time frame which can be assessed is 1 year per level of the caster into the future.
- Starlore**—As *Ephemeris I*, except can be up to five years per level of the caster into the past or the future.

SPECIAL NOTE

See page 25 for notes.

STARSENSE

1. **Presence**—Caster is aware of the presence of all thinking/sentient beings within his range.
2. **Location I**—Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail. The object or place must be within 100' of the caster.
3. **Stareyes**—The caster can see on a clear night (when the stars or moonlight is visible) as if it were day. The range of the caster's vision is that of normal daylight vision. The caster must be outdoors for this spell to function.
4. **Location III**—As *Location I*, except the range is 300'.
5. **Mind Store**—Caster stores the mental pattern of a target (which must first have been detected by *Presence*). This can be used with other spells (both on this list and others). The caster can only have as many patterns stored as the sum of his Memory and Presence stats (not the bonuses). The caster can choose to release a pattern at any given time (the GM should require that a character keep track of all the patterns he has stored).
6. **Minor Finding**—Caster learns direction and distance to any unshielded mind for which he has a mental pattern from *Mind Store* and which is within 100' per level of the caster.
7. **Location V**—As *Location I*, except the range is 500'.
8. **Mind Typing**—Caster learns the race, profession, and level of a target. The target must have been located by the *Presence* spell.
9. **Direction**—Caster learns the direction to any unshielded mind for which he has a mental pattern from *Mind Store*, and which is within range of this spell.
10. **Starhearing**—On a clear night (under starlight or moonlight), the caster attunes himself to the "music of the spheres" and can hear the faintest of sounds by merely concentrating his attention to a given locale. The caster's range of hearing is up to the horizon. Note the caster must be outdoors for this spell to function, and he cannot concentrate his attention to areas that are not under the starlight or moonlight (e.g., within buildings, etc.).
11. **Transfer Mind Store**—The caster can transfer a copy of any one *Mind Stored* pattern to another spell user from the Mentalism realm (i.e., both casters now have the person stored). The target of this spell must know the *Mind Store* spell (but he needn't spend the PPs to cast *Mind Store*).
12. **Awareness**—As *Presence*, but the caster also gains general knowledge of the targets' actions. In a tactical situation, the caster can declare his actions after learning one of the targets' actions for the round (and in which "phase" they want to perform the action). This does not prevent the targets from changing their actions (with the appropriate penalty for changing their actions).
13. **Nighteyes**—As *Stareyes*, except the caster can see on a dark night (no stars visible and no moonlight) as if it were day. The darkness must be naturally occurring (not from any magical effects).
14. **Greater Location**—As *Location I*, except for the range.
15. **Starfinding**—As *Minor Finding*, except the range is unlimited if both the caster and the target are outdoors when the stars are visible.
16. **Finding I**—As *Minor Finding*, except for the range.
17. **Darkeyes**—As *Stareyes*, except the caster can see in magically created darkness as if it were day.
18. **Greater Direction**—As *Direction*, except for the range.
19. **Nighthearing**—As *Starhearing*, except the caster is able to attune himself to the "music of the spheres" on dark nights when there is neither starlight nor moonlight.
20. **Lord Location**—As *Location I*, except for the range.
25. **Direction True**—As *Direction*, except for the range.
30. **Finding True**—As *Minor Finding*, except for the range.

ASTROLOGER BASE 17.2.5

STARSENSE

Lvl	Name	Area of Effect	Duration	Range	Type
1	Presence *	10'R/lvl	C	self	U
2	Location I	1 target	—	100'	P
3	Stareyes	caster	10 min/lvl	self	U
4	Location III	1 target	—	300'	P
5	Mind Store *	1 target	—	10'/lvl	Pm
6	Minor Finding	caster	C	100'/lvl	Pm
7	Location V	1 target	—	500'	P
8	Mind Typing *	1 target	—	10'/lvl	Pm
9	Direction	caster	—	1000'/lvl	Pm
10	Starhearing	caster	10 min/lvl	self	U
11	Transfer Mind Store	1 target	—	touch	Pm
12	Awareness *	caster	C	10'/lvl	Pm
13	Nighteyes	caster	10 min/lvl	self	U
14	Greater Location	1 target	—	1 mi	P
15	Starfinding	caster	C	unlimited	Pm
16	Finding I	caster	C	1 mi/lvl	Pm
17	Darkeyes	caster	10 min/lvl	self	U
18	Greater Direction	caster	—	5 mi/lvl	Pm
19	Nighthearing	caster	10 min/lvl	self	U
20	Lord Location	1 target	—	20 mi	P
25	Direction True	caster	—	unlimited	Pm
30	Finding True	caster	C	unlimited	Pm
50	Starlocation	1 target	—	varies	P

50. **Starlocation**—As *Location I*, except the range is unlimited if both the caster and the target are outdoors while the stars are visible. If either the caster or the target (or both) are not outdoors, the range is 1 mile per level of the caster.

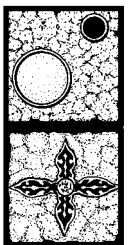
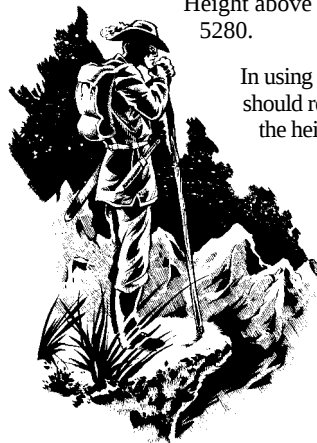
SPECIAL NOTE

When using *Location* spells, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, composition, etc.). Often it will take more than two other attributes to make the description "unique" (i.e., no other item can possibly match the description). The gamemaster may find the following formula for calculating the distance to the horizon useful.

$$\text{Distance to horizon (in miles)} = \sqrt{\frac{D \cdot H}{C}}$$

D=diameter of planet (in miles), H = Height above sea-level (n feet), and C = 5280.

In using this formula, the gamemaster should remember that the height is the height of the character's eyes above sea-level, so even if the feet are at sea level, the eyes will be five to six feet above. The gamemaster should also remember that the result of this formula is a maximum distance—buildings, landscape features, etc., will all block the field of view.



MENTALISM
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ASTROLOGER BASE 17.2.6

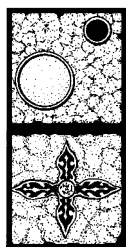
WAY OF THE VOICE

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1	Speech I	caster	C	self	U
☐ 2	Voice of Calming	1 target	varies	50'	Fm
☐ 3	Question	1 target	—	10'	Fm
☐ 4	Voice of Fear	1 target	varies	50'	Fm
☐ 5	Speech II	caster	C	self	U
☐ 6	Orate I	caster	1 min/lvl	self	U
☐ 7	Voice of Paralysis	1 target	varies	self	Fm
☐ 8	Voice of Command	1 target	varies	50'	Fm
☐ 9	Speech III	caster	C	self	U
☐ 10	Voice of Beguilement	1 target	varies	50'	Fm
☐ 11	Calming Oration	varies	varies	50'	Fm
☐ 12	Orate II	caster	1 min/lvl	self	U
☐ 13	Speech IV	caster	C	self	U
☐ 14	Fear Oration	varies	varies	self	Fm
☐ 15	Paralyzing Oration	varies	varies	50'	Fm
☐ 16	Commanding Oration	varies	varies	50'	Fm
☐ 17	Speech V	caster	C	self	U
☐ 18					
☐ 19	Beguiling Oration	varies	varies	50'	Fm
☐ 20	Voice of Dominion	1 target	1 day/lvl	50'	U
☐ 25	Common Speech	caster	C	self	U
☐ 30	Orate True	caster	1 min/lvl	self	U
☐ 50	Voice of Dominion Tr.	1 target	P	50'	Fm

WAY OF THE VOICE

- Speech I**—The caster is able to communicate basic ideas in the language of a specific being (e.g., hungry, thirsty, bathroom, peace, etc.). For the duration of the spell, the caster has the equivalent of skill rank 2 (spoken) in the language.
- Voice of Calming**—The target is calmed and cannot take aggressive (offensive) action, while the caster speaks to the target (requiring concentration of the caster). After the caster ceases to speak to the target, the effect will continue for as many rounds as the caster has already spoken. For example, if the caster speaks to a target for 3 rounds, the target will be calmed for those 3 rounds plus the following 3 rounds. Note the target must be able to hear and understand the caster. The caster may concentrate on this spell and a *Speech* or *Common Speech* spell at the same time.
- Question**—The target must answer a single-concept question truthfully (though he must be able to understand the question).
- Voice of Fear**—As *Voice of Calming*, except the target will become afraid of one person (including the caster), object, or place chosen by the caster at time of casting, and will flee in fear from the source of that fear at maximum pace for the duration of this spell. Note that unless the target is restrained (even in a minor way), he will attempt to run after one round.
- Speech II**—As *Speech I*, except the caster can communicate in more complex concepts, although there is a good chance of misinterpretation. For the duration of the spell, the caster has the equivalent of skill rank 4 (spoken) in the language.
- Orate I**—For the duration of this spell, the caster receives a special +10 bonus to all non-magical attempts to persuade and/or influence people.
- Voice of Paralysis**—As *Voice of Calming*, except the target can take no more than 10% action each round for the duration of this spell.

- Voice of Command**—As *Voice of Calming*, except the target will obey any actions suggested by the caster that are not totally alien to the target (e.g., no suicide commands, no blinding himself commands, etc.).
- Speech III**—As *Speech I*, except the caster is reasonably fluent in the language. The caster's accent is imperfect, but there is only a slight chance of misinterpretation. For the duration of the spell, the caster has the equivalent of skill rank 6 (spoken) in the language.
- Voice of Beguilement**—As *Voice of Calming*, except the target will believe that the reasoning and ideas put forward by the caster are correct and valid, and will be unable to doubt these beliefs for the duration of the spell. After the spell has ended, the target will continue to believe these ideas until either persuaded otherwise or presented with irrefutable evidence to the contrary.
- Calming Oration**—As *Voice of Calming*, except effects all within range who can hear and understand the caster.
- Orate II**—As *Orate I*, except the bonus is +20.
- Speech IV**—As *Speech I*, except the caster speaks the target language as if he were a native. For the duration of the spell, the caster has the equivalent of skill rank 8 (spoken) in the language.
- Fear Oration**—As *Voice of Fear*, except affects all within range who can hear and understand the caster.
- Paralyzing Oration**—As *Voice of Paralysis*, except effects all within range who can hear and understand the caster.
- Commanding Oration**—As *Voice of Command*, except effects all within range who can hear and understand the caster.
- Speech V**—As *Speech I*, except the caster has absolute fluency in the target language and all closely related dialects. For the duration of the spell, the caster has the equivalent of skill rank 10 (spoken) in the language.
- Beguiling Oration**—As *Voice of Beguilement*, except effects all within range who can hear and understand the caster.
- Voice of Dominion**—The target will consider the caster to be a staunch ally and friend, and will obey any commands directly issued by the caster which are not truly alien, and where no commands have been issued by the caster, the target will act in what he considers to be the caster's best interests. The caster must speak alone and without interruption with the target for at least one minute per level of the target, both the target and the caster must be within 50' of each other (and able to see each other), and the target must be able to hear and understand the caster (who may concentrate on *Speech* or *Common Speech* spells while establishing his hold over the target). The allegiance of the target can be prematurely terminated if dispelling magic is employed or if the target is presented with irrefutable evidence that the caster has betrayed him or if the caster orders the target to perform a truly alien act.
- Common Speech**—As *Speech V*, except all who can hear the caster will hear him in their native language, and the caster may concentrate on understanding a different language each round. Note the caster cannot simultaneously understand more than one language in any given round through using this spell.
- Orate True**—As *Orate I*, except the bonus is +50.
- Voice of Dominion True**—As *Voice of Dominion*, except the caster must speak with the target for ten minutes per level of the target, and the duration of the allegiance is permanent unless terminated prematurely as described in *Voice of Dominion*.



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SEEMING DEFENSES

1. **Cloak Sight**—[RR Mod = -50] Target makes an RR. Failure results in one being, chosen by the caster, becoming invisible to the target; others see the protected being normally. If the protected being makes an obvious action (e.g., talking, moving an object, etc.), the target may attempt another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the protected being takes). If the protected being attacks the target, he may make another RR with a +50 modifier.
2. **Cloak Hearing**—[RR Mod = -50] Target makes an RR. Failure results in one being, chosen by the caster, becoming inaudible to the target; others hear the protected being normally. If the protected being causes a sound arising from 1' beyond his body, the target may attempt another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the protected being takes). If the protected being attacks the target (e.g., casting a spell with a verbal component), he may make another RR with a +50 modifier.
3. **Minor Cloak I**—[RR Mod = -50] Target makes an RR. Failure results in one being, chosen by the caster, becoming invisible and inaudible to the target, as per *Cloak Sight* and *Cloak Hearing*.
4. **Cloak Feel/Taste/Smell**—[RR Mod = -50] Target makes an RR. Failure results in the target becoming unable to feel, taste, or smell one being, chosen by the caster; others sense the protected being normally. If the protected being attacks the target (e.g., by physically striking the target with a fist), he may make another RR with a +50 modifier. Note that if the target is attacked by the protected being, he will not know it (as he cannot feel the attack); he will still suffer the damage, but won't know why (though he will get another RR).
5. **Lesser Cloak I**—As *Minor Cloak I* and *Cloak Feel/Taste/Smell*, except the target cannot see, hear, smell, taste or feel the being chosen by the caster.
6. **Minor Cloak III**—As *Minor Cloak I*, except affects three targets. The caster makes one BAR that applies to all of the targets.
7. **Cloak Presence**—[RR Mod = -50] Target makes an RR. Failure results in the target becoming unable to detect the mental pattern of one being chosen by the caster through magical means (or special sense); others may perceive the protected being normally.
8. **Cloak Esoteric**—[RR Mod = -50] Target makes an RR. Failure results in the target becoming unable to detect one being, chosen by the caster, using unusual senses; others perceive the protected being normally. Examples of unusual senses might include sonar, magnetic senses, the life detection ability of undead etc.
9. **Lesser Cloak III**—As *Lesser Cloak I*, except affects 3 targets. The caster makes one BAR that applies to all of the targets.
10. **Greater Cloak I**—As *Lesser Cloak I*, except the target cannot perceive the being, chosen by the caster, using any senses possessed by the target.
11. **Minor Cloak V**—As *Minor Cloak I*, except affects 5 targets.
12. **Sphere of Cloaking I**—As *Minor Cloak I*, except affects all targets within a chosen 10'R. The caster makes one BAR which is applied to all of the targets.
13. **Lesser Cloak V**—As *Lesser Cloak I*, except affects 5 targets.
14. **Greater Cloak III**—As *Greater Cloak I*, except affects three targets. The caster makes one BAR which is applied to all the targets.
15. **Sphere of Cloaking III**—As either *Sphere of Cloaking I* except affects all targets within a chosen 30'R or as *Lesser Cloak I*, except affects all targets within a chosen 10'R. In either case, the caster makes one BAR which is applied to all of the targets.

ENCHANTER BASE 17.3.1

SEEMING DEFENSES

Lvl	Name	Area Of Effect	Duration	Range	Type
1	Cloak Sight	1 target	1 min/lvl	10'/lvl	Fm
2	Cloak Hearing	1 target	1 min/lvl	10'/lvl	Fm
3	Minor Cloak I	1 target	1 min/lvl	10'/lvl	Fm
4	Cloak Feel/Taste/Smell	1 target	1 min/lvl	10'/lvl	Fm
5	Lesser Cloak I	1 target	1 min/lvl	10'/lvl	Fm
6	Minor Cloak III	3 targets	1 min/lvl	10'/lvl	Fm
7	Cloak Presence	1 target	1 min/lvl	10'/lvl	Fm
8	Cloak Esoteric	3 targets	1 min/lvl	10'/lvl	Fm
9	Lesser Cloak III	3 targets	1 min/lvl	10'/lvl	Fm
10	Greater Cloak I	1 target	1 min/lvl	10'/lvl	Fm
11	Minor Cloak V	5 targets	1 min/lvl	10'/lvl	Fm
12	Sphere of Cloaking I	10'R	1 min/lvl	10'/lvl	Fm
13	Lesser Cloak V	5 targets	1 min/lvl	10'/lvl	Fm
14	Greater Cloak III	3 targets	1 min/lvl	10'/lvl	Fm
15	Sphere of Cloaking III	varies	1 min/lvl	10'/lvl	Fm
16	Minor Cloak X	10 targets	1 min/lvl	10'/lvl	Fm
17	Lesser Cloak X	10 targets	1 min/lvl	10'/lvl	Fm
18	Greater Cloak V	5 targets	1 min/lvl	10'/lvl	Fm
19	Sphere of Cloaking V	5 targets	1 min/lvl	10'/lvl	Fm
20	Mass Minor Cloak	1 target/lvl	1 min/lvl	varies	Fm
25	Mass Lesser Cloak	1 target/lvl	1 min/lvl	varies	Fm
30	Greater Cloak X	10 targets	1 min/lvl	10'/lvl	Fm
50	Mass Greater Cloak	1 target/lvl	1 min/lvl	varies	Fm

16. **Minor Cloak X**—As *Minor Cloak I*, except affects 10 targets.

17. **Lesser Cloak X**—As *Lesser Cloak I*, except affects 10 targets.

18. **Greater Cloak V**—As *Greater Cloak I*, except affects 5 targets.

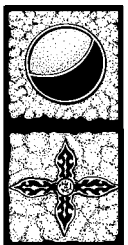
19. **Sphere of Cloaking V**—As either *Sphere of Cloaking I*, except affects all targets within a chosen 50'R or as *Lesser Cloak I*, except affects all targets within a chosen 30'R, or as *Greater Cloak I*, except affects all targets within a chosen 10'R. In any case, the caster makes one BAR which is applied to all of the targets.

20. **Mass Minor Cloak**—As *Minor Cloak I*, except affects one target per level of the caster and the range is only limited to the caster's field of vision.

25. **Mass Lesser Cloak**—As *Lesser Cloak I*, except affects one target per level of the caster and the range is only limited to the caster's field of vision.

30. **Greater Cloak X**—As *Greater Cloak I*, except affects ten targets.

50. **Mass Greater Cloak**—As *Greater Cloak I*, except affects one target per level of the caster and the range is only limited to the caster's field of vision.



MENTALISM
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SPECIAL NOTE

See page 25 for notes.

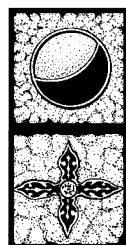


SEEMING ENHANCEMENT

Lvl	Name	Area Of Effect	Duration	Range	Type
☐ 1	Light Seeming	1 target	1 min/lvl (C)	100'	Fm
☐ 2	Sound Seeming	1 target	1 min/lvl (C)	100'	Fm
☐ 3	Detect Seeming	1 target	—	100'	Pm
☐ 4	Smell Seeming	1 target	1 min/lvl (C)	100'	Fm
☐ 5	Animal Seeming	1 spell	varies	self	U
☐ 6	Taste Seeming	1 target	1 min/lvl (C)	100'	Fm
☐ 7	Unseeming	1 spell	P	100'	F
☐ 8	Feel Seeming	1 target	1 min/lvl (C)	100'	Fm
☐ 9	Analyze Seeming	1 spell	—	100'	F
☐ 10	Dual Seeming	1 spell	varies	self	U
☐ 11					
☐ 12	Presence Seeming	1 target	1 min/lvl (C)	100'	Fm
☐ 13	Far Seeming I	1 spell	varies	self	U
☐ 14	Plant Seeming	1 spell	varies	self	U
☐ 15	Esoteric Seeming	1 target	1 min/lvl (C)	100'	Fm
☐ 16	Supernatural Seeming	1 spell	varies	self	U
☐ 17					
☐ 18	Far Seeming II	1 spell	varies	self	U
☐ 19					
☐ 20	Multi-Seeming	1 spell	varies	self	U
☐ 25	Far Seeming III	1 spell	varies	self	U
☐ 30	Multi-Seeming True	1 spell	varies	self	U
☐ 50	Far Seeming True	1 spell	varies	self	U

SEEMING ENHANCEMENT

- Light Seeming**—The caster can create a visual (static or dynamic) image which is perceived in the mind of one target for the duration of this spell. The caster can set up to one conditional action per level of the caster in the *Seeming* spell (this action requires no concentration by the caster). This action can be triggered on a given action by the target. The caster can concentrate and exercise dynamic control over what is perceived in the target's mind (thought the target must still be within range of the caster for this to work).
- Sound Seeming**—As *Light Seeming*, except the caster can create a set of sounds.
- Detect Seeming**—Caster can determine if the target is being affected by an *Overlay* or *Seeming* spell.



MENTALISM
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- Smell Seeming**—As *Light Seeming*, except the caster can create a set of smells.
- Animal Seeming**—This spell will allow the next *Overlay* or *Seeming* spell from either this list or *Seeming Law* to be able to affect animal targets (though the spell must be cast within one minute of completing this spell).
- Taste Seeming**—As *Light Seeming*, except the caster can create a set of tastes.
- Unseeming**—The caster can attempt to stop an *Overlay* or *Seeming* from effecting a given being (note that the *Overlay* or *Seeming* must already be “detected” with a *Detect Seeming* spell). The *Overlay* or *Seeming* spell is allowed a RR (at the level of its caster or the spell level if the former is unknown); if the RR is successful, it continues to affect the being. If the RR is failed, the spell will no longer effect this being, other targets will continue to be effected.
- Feel Seeming**—As *Light Seeming*, except the caster can create a set of tactile sensations.
- Analyze Seeming**—The caster can analyze a detected *Overlay* or *Seeming* spell to determine the nature of the spell in terms of the hallucination it is generating within the mind of the affected being. The analyzed spell is allowed a RR (at the level of its caster or the spell level if the former is unknown); if the RR is successful, no information is gained.
- Dual Seeming**—This spell will allow the caster to create up to two simultaneous streams of perceptual input when concentrating on the next *Overlay* or *Seeming* spell from either this list or *Seeming Law*. When providing two streams, the activity for concentrating on the enhanced spell is raised to 75%. Note that the *Overlay* or *Seeming* spell must be cast within one minute of completing this spell.
- Presence Seeming**—As *Light Seeming*, except the caster can create a mental pattern which can be detected by and interact with appropriate spells or special senses.
- Far Seeming I**—This spell will allow the caster to extend the range over which he can dynamically concentrate upon the next *Overlay* or *Seeming* spell. Such a spell will have a range of 100' per level of the caster. Note that the next *Overlay* or *Seeming* spell must be cast within one minute of completing this spell.
- Plant Seeming**—As *Animal Seeming*, except it will enable the enhanced *Overlay* or *Seeming* spell to effect sentient plants.
- Esoteric Seeming**—As *Light Seeming*, except the caster can create a set of sensations appropriate to a given esoteric sense. Examples of unusual senses would include sonar, magnetic senses, the life detection ability of undead etc.
- Supernatural Seeming**—As *Animal Seeming*, except it will enable the enhanced *Overlay* or *Seeming* spell to affect Elementals, Constructs, Golems, Spirits, Undead, and other supernatural beings with at least minimal intelligence.
- Far Seeming II**—As *Far Seeming I*, except the range for concentration is increased to 1,000 feet per level of the caster.
- Multi-Seeming**—As *Dual Seeming*, except the caster can supply up to three simultaneous distinct streams of perceptual input and the necessary level of concentration (for three streams) is increased to 90% activity.
- Far Seeming III**—As *Far Seeming I*, except the range for concentration is increased to one mile per level of the caster.
- Multi-Seeming True**—As *Dual Seeming*, except the caster can supply up to four simultaneous distinct streams of perceptual input and the necessary level of concentration (for four streams) is increased to 100% activity.
- Far Seeming True**—As *Far Seeming I*, except the range for concentration is ten miles per level of the caster.

SPECIAL NOTE

See page 25 for notes.

SEEMING LAW

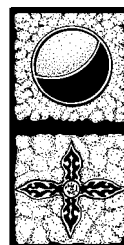
1. **Overlay II**—The caster can alter the visual appearance of an item, being, or place as perceived in the mind of one target for the duration of this spell. The other characteristics of the item, being, or place do not change. The nature of the item, place, or being does not change (e.g., a book will remain a book, a bridge will remain a bridge, etc.). The caster can set up to one conditional action per level of the caster in the *Overlay* spell (this action requires no concentration from the caster). The action is triggered on a given action by the target with the item, being, or place that has been overlaid. By concentrating, the caster can exercise dynamic control over what is perceived in the target's mind with regard to the affected item, being, or place (though the target must still be within range of the caster). The caster may choose one of the following options: a) an extra sense can be added to the *Overlay* (the corresponding *Seeming* spell from the *Seeming Enhancement* spell list must be known), b) an additional target may be affected, c) the duration can be doubled, d) the range can be doubled, or e) an additional item, being, or place may be altered.
2. **Seeming II**—The caster can create a visual (static or dynamic) image (e.g., of an item, being, or place) which is perceived in the mind of one target for the duration of this spell. The caster can set up to one conditional action per level of the caster in the *Seeming* spell (this action requires no concentration from the caster). This action is triggered on a given action by the target. By concentrating, the caster can exercise dynamic control over what is perceived in the target's mind (though the target must still be within range of the caster). The caster may choose one of the following options: a) an extra sense can be added to the *Seeming* (the corresponding *Seeming* spell from *Seeming Enhancement* spell list must be known), b) an additional target may be affected, c) the duration can be doubled, d) the range can be doubled, or e) an additional image (of an item, being or place) can be created.
3. **Overlay III**—As *Overlay II*, except the caster may choose two of the options.
4. **Seeming III**—As *Seeming II*, except any two of the options may be chosen.
5. **Waiting Overlay II**—As *Overlay II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following as a trigger for the spell: a) time period, b) specified movement, c) specified sound, d) specified touch, e) specified smell, f) specified taste, or g) other specified sensation perceived by the target.
6. **Waiting Seeming II**—As *Seeming II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following as a trigger for the spell: a) time period, b) specified movement, c) specified sound, d) specified touch, e) specified smell, f) specified taste, or g) other specified sensation perceived by the target.
7. **Overlay V**—As *Overlay III*, except four of the options may be chosen.
8. **Seeming V**—As *Seeming II*, except four of the options may be chosen.
9. **Waiting Overlay III**—As *Waiting Overlay I*, except the caster may choose two of the options.
10. **Waiting Seeming III**—As *Waiting Seeming II*, except two of the options can be chosen.
11. **Overlay X**—As *Overlay III*, except nine of the options may be chosen.
12. **Seeming X**—As *Seeming II*, except nine of the options may be chosen.

ENCHANTER BASE 17.3.3

SEEMING LAW

Lvl	Name	Area Of Effect	Duration	Range	Type
1	Overlay II	1 target	1 min/lvl (C)	100'	Fm
2	Seeming II	1 target	1 min/lvl (C)	100'	Fm
3	Overlay III	1 target	1 min/lvl (C)	100'	Fm
4	Seeming III	1 target	1 min/lvl (C)	100'	Fm
5	Waiting Overlay II	1 target	varies	100'	Fm
6	Waiting Seeming II	1 target	varies	100'	Fm
7	Overlay V	1 target	1 min/lvl (C)	100'	Fm
8	Seeming V	1 target	1 min/lvl (C)	100'	Fm
9	Waiting Overlay III	1 target	varies	100'	Fm
10	Waiting Seeming III	1 target	varies	100'	Fm
11	Overlay X	1 target	1 min/lvl (C)	100'	Fm
12	Seeming X	1 target	1 min/lvl (C)	100'	Fm
13	Waiting Overlay V	1 target	varies	100'	Fm
14	Waiting Seeming V	1 target	varies	100'	Fm
15	Overlay XV	1 target	1 min/lvl (C)	100'	Fm
16	Seeming XV	1 target	1 min/lvl (C)	100'	Fm
17	Waiting Overlay X	1 target	varies	100'	Fm
18	Waiting Seeming X	1 target	varies	100'	Fm
19	Lord Overlay	1 target	1 min/lvl (C)	100'	Fm
20	Lord Seeming	1 target	1 min/lvl (C)	100'	Fm
25	Lord Waiting Overlay	1 target	varies	100'	Fm
30	Lord Waiting Seeming	1 target	varies	100'	Fm
50	True Seeming	1 target	1 min/lvl (C)	100'	Fm

13. **Waiting Overlay V**—As *Waiting Overlay III*, except four of the options may be chosen.
14. **Waiting Seeming V**—As *Waiting Seeming II*, except four of the options can be chosen.
15. **Overlay XV**—As *Overlay III*, except fourteen of the options may be chosen.
16. **Seeming XV**—As *Seeming II*, except fourteen of the options may be chosen.
17. **Waiting Overlay X**—As *Waiting Overlay III*, except nine of the options may be chosen.
18. **Waiting Seeming X**—As *Waiting Seeming II*, except nine of the options can be chosen.
19. **Lord Overlay**—As *Overlay III*, except nineteen of the options may be chosen.
20. **Lord Seeming**—As *Seeming II*, except nineteen of the options may be chosen.
25. **Lord Waiting Overlay**—As *Waiting Overlay III*, except nineteen of the options may be chosen.
30. **Lord Waiting Seeming**—As *Waiting Seeming II*, except nineteen of the options can be chosen.
50. **True Seeming**—As either *Overlay III* or *Seeming II* except option per level of the caster may be chosen.



MENTALISM
COMPANION



SPECIAL NOTE

See page 25 for notes.

ENCHANTER BASE 17.3.4

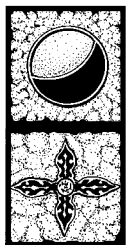
SEEMING MASTERY

Lvl	Name	Area of Effect	Duration	Range	Type
1	Detect Control	1 target	—	100'	Pm
2	Calm I	1 target	1 min/lvl	100'	Fm
3	Suggestion I	1 target	varies	10'	Fm
4	Emotion I	1 target	1 min/lvl	100'	Fm
5	Doubt	1 target	1 hr/lvl	10'	Fm
6	Obedience I	1 target	10 min/lvl	10'	Fm
7	Certainty	1 target	1 hr/lvl	10'	Fm
8	Calm III	3 targets	1 min/lvl	100'	Fm
9	Suggestion III	3 targets	varies	20'	Fm
10	Emotion III	3 targets	1 min/lvl	100'	Fm
11	Obedience II	2 targets	10 min/lvl	10'	Fm
12	Calm V	5 targets	1 min/lvl	100'	Fm
13	Suggestion V	5 targets	varies	30'	Fm
14	Emotion V	5 targets	1 min/lvl	100'	Fm
15	Obedience III	3 targets	10 min/lvl	20'	Fm
16	Calm X	10 targets	1 min/lvl	100'	Fm
17	Suggestion X	10 targets	varies	50'	Fm
18	Emotion X	10 targets	1 min/lvl	100'	Fm
19	Obedience V	5 targets	10 min/lvl	30'	Fm
20	Mass Calm	1 target/lvl	1 min/lvl	100'	Fm
25	Mass Suggestion	1 target/lvl	varies	100'	Fm
30	Mass Emotion	1 target/lvl	1 min/lvl	100'	Fm
50	Mass Obedience	1 target/lvl	10 min/lvl	100'	Fm

6. **Obedience I**—The target must obey the caster for the duration of this spell, as specified in *Suggestion I*.
7. **Certainty**—Caster can cause the target to believe, with complete certainty, an idea, reasoning, or “fact” implanted by the caster for the duration of this spell. The target may lose this belief prematurely if he is presented with irrefutable evidence of the falsehood of the belief or persuaded of its falsehood.
8. **Calm III**—As *Calm I*, except affects 3 targets.
9. **Suggestion III**—As *Suggestion I*, except affects 3 targets and the range is 20'.
10. **Emotion III**—As *Emotion I*, except affects 3 targets.
11. **Obedience II**—As *Obedience I*, except affects 2 targets.
12. **Calm V**—As *Calm I*, except affects 5 targets.
13. **Suggestion V**—As *Suggestion I*, except affects 5 targets and the range is 30'.
14. **Emotion V**—As *Emotion I*, except affects 5 targets.
15. **Obedience III**—As *Obedience I*, except affects 3 targets and the range is 20'.
16. **Calm X**—As *Calm I*, except affects 10 targets.
17. **Suggestion X**—As *Suggestion I*, except affects 5 targets and the range is 50'.
18. **Emotion X**—As *Emotion I*, except affects 10 targets.
19. **Obedience V**—As *Obedience I*, except affects 5 targets and the range is 30'.
20. **Mass Calm**—As *Calm I*, except affects 1 target per level of the caster.
25. **Mass Suggestion**—As *Suggestion I*, except affects 1 target per level of the caster and the range is 100'.
30. **Mass Emotion**—As *Emotion I*, except affects 1 target per level of the caster.
50. **Mass Obedience**—As *Obedience I*, except affects 1 target per level of the caster and the range is 100'.

SEEMING MASTERY

1. **Detect Control**—Detects if a target is under the influence of a charm or other mind control affect (generally speaking, that would include any spell with a sub-type of “m”). The mind control spell may resist detection by making an RR at the level of the caster of the charm spell (or the level of the charm spell).
2. **Calm I**—The target of this spell will take no offensive action, and will fight only in self-defence.
3. **Suggestion I**—Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
4. **Emotion I**—Causes the target to be affected by any one desired emotion chosen at time of casting. Possible emotions include hate, love, sadness, anger, fear, etc. The caster may choose the object of the induced emotion.
5. **Doubt**—Caster can cause the target to doubt the truth of one belief or fact chosen by the caster for the duration of this spell. The target may regain his belief prematurely if he is presented with irrefutable evidence of the doubted belief’s truth or persuaded of its veracity.



MENTALISM
COMPANION



SEEMING MEMORIES

1. **Relive Experience**—The caster causes the target to relive an experience chosen by the caster at time of casting. If the target is in a relaxed state of mind, the target will be in a reverie and oblivious to his surroundings unless disturbed (loud noise, physical prod, etc.). If the target is active, the target will remain active but be distracted by momentary flashbacks and the attempts of his mind to relate the experience to the current situation (-20 to all actions). This spell will also provide the target with a +25 bonus to recalling specific details of the remembered experience. This bonus is not cumulative with Force Recall or Recall spells.
2. **Memory Cue**—The caster can select a topic and obtain one cue per level of the caster from the target. Each cue will relate to an experience of the target with respect to the topic. These cues are used as the triggers for the Relive and Share Experience spells.
3. **Mind Tap**—Caster can assess the target's ability (in terms of skill ranks) with regard to one specific skill or spell list chosen at time of casting.
4. **Share Experience II**—As *Relive Experience*, except that a second target shares the remembering of the experience of the principal target. The caster must choose which target is to be the principal target at time of casting.
5. **Force Recall I**—Allows the caster to improve the target's memory for the duration of this spell. The caster may choose to limit the topics on which the improvement will be obtained. Any maneuver involving Memory receives a special bonus of +10. This is not cumulative with *Force Recall II*, *Recall* or *Relive Experience* spells.
6. **Tap Skill I**—Caster can temporarily tap the language skills of the target, enabling the caster to use one language at the level of fluency (spoken and written) of the target. The language must be chosen at time of casting. For the duration of this spell, the caster must use the target's skill at the given language, even if the target is less fluent than the caster in the chosen language.
7. **Share Experience III**—As *Share Experience II*, except three targets relive the chosen experience.
8. **Tap Skill II**—As *Tap Skill I*, except the caster can tap one purely mental skill of the target (that would be any skill that uses either Memory or Reasoning as one of its stat bonuses). For the duration, the caster replaces his skill rank bonus with that of the target, and recalculates the skill bonus for the skill.
9. **Share Experience V**—As *Share Experience II*, except five targets relive the chosen experience.
10. **Mind Scan**—Caster receives surface thoughts from target, learns the reasoning and the thought patterns behind the surface thoughts, and may additionally scan the target's conscious memories, at a rate of one scene every round. If the target makes his RR by more than 25, he realizes that someone is trying to read his thoughts. The caster can concentrate on a new target each round.
11. **Tap Skill III**—As *Tap Skill I*, except the caster can tap one physical (any skill that uses either Strength, Agility, or Constitution as one of its stat bonuses, except OB related skills) or mental skill of the target (as defined in *Tap Skill II*). For the duration, the caster replaces his skill rank bonus with that of the target, and recalculates the skill bonus for the skill.
12. **Remove Experience**—The caster can remove one thought or memory from the target's mind each round.
13. **Tap Skill IV**—As *Tap Skill I*, except the caster can tap one combat skill (OB related skill) of the target. For the duration, the caster replaces his skill rank bonus with that of the target, and recalculates the skill bonus for the skill.
14. **Copy Experience**—Caster can copy one thought or memory from the target into his own mind each round.

ENCHANTER BASE 17.3.5

SEEMING MEMORIES

Lvl	Name	Area Of Effect	Duration	Range	Type
1	Relive Experience	1 target	1 rnd/5 fail	100'	Fm
2	Memory Cue	1 target	—	100'	Fm
3	Mind Tap	1 target	—	100'	Fm
4	Share Experience II	2 targets	1 rnd/5 fail	100'	Fm
5	Force Recall I	1 target	1 rnd/lvl	100'	Fm
6	Tap Skill I	caster + 1 tgt	1 rnd/lvl	touch	Fm
7	Share Experience III	3 targets	1 rnd/5 fail	100'	Fm
8	Tap Skill II	caster + 1 tgt	1 rnd/lvl	touch	Fm
9	Share Experience V	5 targets	1 rnd/5 fail	100'	Fm
10	Mind Scan	1 target/rnd	1 rnd/lvl (C)	100'	Fm
11	Tap Skill III	caster + 1 tgt	1 rnd/lvl	touch	Fm
12	Remove Experience	1 target	1 rnd/lvl (C)	100'	Fm
13	Tap Skill IV	caster + 1 tgt	1 rnd/lvl	touch	Fm
14	Copy Experience	caster + 1 tgt	1 rnd/lvl (C)	touch	Fm
15	Tap Spell V	caster + 1 tgt	1 rnd/lvl	touch	Fm
16	Force Recall II	1 target	1 rnd/lvl	100'	Fm
17	Share Experience X	10 targets	1 rnd/5 fail	100'	Fm
18	Mind Probe	1 target/rnd	1 rnd/lvl (C)	100'	Fm
19	Implant Experience	1 target	1 rnd/lvl (C)	100'	Fm
20	Tap Spell X	caster + 1 tgt	1 rnd/lvl	touch	Fm
25	Mass Shared Exp.	1 target/lvl	1 rnd/5 fail	100'	Fm
30	Lord Tap Spell	caster + 1 tgt	1 rnd/lvl	touch	Fm
50	Tap Spell True	caster + 1 tgt	1 rnd/lvl	touch	Fm

15. **Tap Spell V**—Caster may use one spell list (chosen at time of casting) of the target accessing the spell knowledge up to 5th level or the number of skill ranks possessed by the target (whichever is lower). For the duration of this spell, the caster's knowledge of the spell list is limited to the knowledge possessed by the target. The caster must use his own PPs and must always make a Spell Casting Static Maneuver, with all appropriate penalties taken into consideration. Any failed spells suffer a special modification of +50 to all spell failure results (i.e., add +50 to all spell failure rolls).

16. **Force Recall II**—As *Force Recall I*, except any maneuver Memory receives a special bonus of +25.

17. **Share Experience X**—As *Share Experience II*, except ten targets relive the chosen experience.

18. **Mind Probe**—As *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).

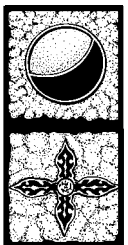
19. **Implant Experience**—As *Copy Experience*, except the caster can copy one thought or memory from his mind into the mind of the target.

20. **Tap Spell X**—As *Tap Spell V*, except the caster can access the spell knowledge up to 10th level or the number of skill ranks possessed by the target (whichever is lower).

25. **Mass Shared Experience**—As *Share Experience II*, except one target per level of the caster relive the chosen experience.

30. **Lord Tap Spell**—As *Tap Spell V*, except the caster can access the spell knowledge up to 20th level or the number of skill ranks possessed by the target (whichever is lower).

50. **Tap Spell True**—As *Tap Spell V*, except the caster can access the spell knowledge up to 50th level or the number of skill ranks possessed by the target (whichever is lower).



MENTALISM COMPANION



SPECIAL NOTE

See page 25 for notes.

SEEMING PROJECTION

Lvl	Name	Area Of Effect	Duration	Range	Type
1	Distractions	1 target	1 rnd/5 fail	100'	Fm
2	Dumbness	1 target	1 rnd/5 fail	100'	Fm
3	Wound A	1 target	1 rnd/5 fail	100'	Fm
4	Deafness	1 target	1 rnd/5 fail	100'	Fm
5	Paralyze Limb	1 target	1 rnd/5 fail	100'	Fm
6	Wound B	1 target	1 rnd/5 fail	100'	Fm
7	Minor Hypochondria	1 target	1 day/5 fail	100'	Fm
8	Blindness	1 target	1 rnd/5 fail	100'	Fm
9	Wound C	1 target	1 rnd/5 fail	100'	Fm
10	Sensory Loss	1 target	1 rnd/5 fail	100'	Fm
11	Paralyze	1 target	1 rnd/5 fail	100'	Fm
12	Wound D	1 target	1 rnd/5 fail	100'	Fm
13	Major Hypochondria	1 target	1 day/5 fail	100'	Fm
14	Sensory Loss True	1 target	1 rnd/5 fail	100'	Fm
15	Wound E	1 target	1 rnd/5 fail	100'	Fm
16	Waiting Projection	1 target	24 hours	100'	Fm
17	Projection V	5 targets	1 rnd/5 fail	100'	Fm
18	Waiting Wound	1 target	24 hours	100'	Fm
19	Wound V	5 targets	1 rnd/5 fail	100'	Fm
20	Projection X	10 targets	1 rnd/5 fail	100'	Fm
25	Wound X	10 targets	1 rnd/5 fail	100'	Fm
30	Mass Projection	1 target/lvl	1 rnd/5 fail	100'	Fm
50	Mass Wound	1 target/lvl	1 rnd/5 fail	100'	Fm

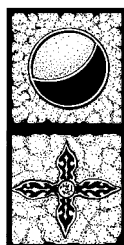
SEEMING PROJECTION

- Distractions**—The target suffers a special penalty of -30 to all actions.
- Dumbness**—The target is rendered unable to speak for the duration of the spell.
- Wound A**—The target will believe that he is afflicted with a wound of a type chosen by the caster (i.e., roll an 'A' severity critical on a chosen critical strike table). The target will perceive all the symptoms of the injury, but will not in reality suffer the effects. If as a result of the injury, the target falls "unconscious," the target will pass out due to mental shock for one round per level of the caster. If as a result of the injury, the target would "die," then the target will pass out from mental shock for one minute per level of the caster.
- Deafness**—The target loses his sense of hearing for the duration of this spell.
- Paralyze Limb**—A chosen limb of the target is numb and useless for the duration of this spell. If the limb is a leg, the target loses 40% of his movement. If the limb is an arm, the target suffers -40 to melee and missile fire using that arm.
- Wound B**—As *Wound A*, except the apparent wound can be up to a 'B' severity critical.
- Minor Hypochondria**—For the duration of this spell, the target will believe that he is suffering from the effects of one non-life-threatening illness (chosen by the caster).
- Blindness**—The target loses his sense of sight for the duration of this spell.
- Wound C**—As *Wound A*, except the apparent wound can be up to a 'C' severity critical.
- Sensory Loss**—The target loses one sense (other than sight or hearing) chosen by the caster at time of casting.

- Paralyze**—The target is completely paralyzed.
- Wound D**—As *Wound A*, except the apparent wound can be up to a 'D' severity critical.
- Major Hypochondria**—As *Minor Hypochondria*, except the target believes himself to be suffering from a life threatening disease.
- Sensory Loss True**—As *Sensory Loss*, except the target loses all senses (i.e., receives no sensory input whatsoever) for the duration of this spell.
- Wound E**—As *Wound A*, except the apparent wound can be up to an 'E' severity critical.
- Waiting Projection**—As any one of the non-*Wound* spells on this list below 15th level, except the effect of the projection upon the target can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following as triggers for this spell: a) time period, b) specified movement, c) specified sound, d) specified touch, e) specified smell, or f) specified taste perceived by the target.
- Projection V**—As any one of the non-*Wound* spells on this list below 15th level, except affects 5 targets. The caster makes one Base Attack Roll which is applied to all of the chosen targets.
- Waiting Wound**—As any one of the *Wound* spells on this list, except the effect of the *Wound* spell upon the target can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following as a trigger for this spell: a) time period, b) specified movement, c) specified sound, d) specified touch, e) specified smell, or f) specified taste perceived by the target.
- Wound V**—As any of the *Wound* spells, except affects 5 targets. The caster makes one BAR which is applied to all of the chosen targets. Separate rolls are made to determine the nature of the apparent wound on each target.
- Projection X**—As *Projection V*, except affects 10 targets.
- Wound X**—As *Wound V*, except affects 10 targets.
- Mass Projection**—As *Projection V*, except affects one target per level of the caster.
- Mass Wound**—As *Wound V*, except affects one target per level of the caster.

SPECIAL NOTE

These spells will affect any target with at least a rudimentary mind (i.e., an intelligence of Very Low or greater).



ARMOR MASTERY

- Shield**—Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc) except it does not occupy a hand. This spell cannot be combined with a “real” (i.e., physical) shield.
- Blur**—Causes target to appear blurred to attackers. This subtracts 10 from all attacks.
- Armor Enchantment**—Caster enchants a suit of armor which is to become his “Personal Armor.” This spell reduces the Minimum Maneuver Penalty, the Maximum Maneuver Penalty, the Missile Attack Penalty, and the Quickness Penalty of the armor by 1 per level of the caster (at the time of casting the spell). If the caster gains in level, and he wishes to reduce the penalties (to reflect the caster’s new level), he must recast this spell. None of the four modifiers may be reduced below zero using this spell. These benefits are only received when the suit of armor is worn by the owner. For the purposes of this spell, the suit of armor must be of AT 5 or higher (and does not apply to the caster’s “natural” AT).
- Greaves**—Creates greaves of force which protect the caster’s legs and arms. These do not interfere with spellcasting or maneuvers, nor do they raise the caster’s Defensive Bonus or Armor Type. For the purposes of critical resolution however, the caster should be treated as wearing full greaves protecting arms and legs, and material equivalent should be deemed as whichever of “leather” or “metal” is most beneficial to the caster for a given critical. The greaves cannot be combined with “real” (i.e., physical) greaves.
- Enchanted Shield I**—This temporarily enchants the caster’s shield conferring a special bonus of +10 to DB.
- Enchanted Armor I**—This temporarily enchants the caster’s Personal Armor conferring a special bonus of +10 to DB.
- Helm**—Creates a helm of force which protects the caster’s head. This will not interfere with spellcasting or maneuvers, nor will it raise the caster’s Defensive Bonus or Armor Type. For the purposes of critical resolution however, the caster should be treated as wearing a full metal helm. The helm cannot be combined with a “real” (i.e., physical) helm.
- Don/Doff Armor**—This spell allows the caster to don (put on) and doff (take off) his Personal Armor in one-fifth of the normal time. It will take a minimum of one full round to don or doff armor using this spell, and for the duration of this spell, all the caster’s activity will be used in donning/doffing the armor.
- Enchanted Shield II**—This temporarily enchants the caster’s shield conferring a special bonus of +20 to DB.
- Mystical Leather I**—The caster’s apparel (AT 1 or AT 2) is temporarily enchanted to protect as AT 8 for the duration of the spell.
- Enchanted Armor II**—This temporarily enchants the caster’s Personal Armor conferring a special bonus of +20 to DB.
- Fortress Armor I**—For the duration of the spell, the caster’s Personal Armor is enchanted such that any concussion hit damage delivered against the caster is halved (round up). For example, if the caster would have otherwise have suffered 5 points of concussion hit damage, this spell would reduce it to 3 points. Note a strike delivering 1 hit is not reduced through this spell.
- Enchanted Shield III**—This temporarily enchants the caster’s shield conferring a special bonus of +30 to DB.
- Protect Armor**—For the duration of this spell, the caster’s Personal Armor cannot be damaged through normal means or through sustaining hits or critical strikes. In addition, the Personal Armor receives an additional RR (at the level of the caster) against criticals, spells and Armor-slaying items which may destroy armor. This spell may also be cast separately upon the caster’s shield to provide similar protection. Note that this does not necessarily protect the caster (just the armor).

ARMSMASTER BASE 17.4.1

ARMOR MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Shield *	caster	1 min/lvl	self	U
2	Blur *	caster	1 min/lvl	self	U
3	Armor Enchantment	1 suit of armor	P	touch	F
4	Greaves *	caster	1 min/lvl	self	U
5	Enchanted Shield I	1 shield	1 min/lvl	touch	U
6	Enchanted Armor I	1 suit of armor	1 min/lvl	touch	U
7	Helm *	caster	1 min/lvl	self	U
8	Don/Doff Armor	1 suit of armor	varies	self	U
9	Enchanted Shield II	1 shield	1 min/lvl	touch	U
10	Mystical Leather I *	apparel	1 rnd/lvl	touch	U
11	Enchanted Armor II	1 suit of armor	1 min/lvl	touch	U
12	Fortress Armor I *	1 suit of armor	1 rnd/lvl	touch	U
13	Enchanted Shield III	1 shield	1 min/lvl	touch	U
14	Protect Armor	armor/shield	1 min/lvl	touch	U
15	Mystical Leather II *	apparel	1 rnd/lvl	touch	U
16	Enchanted Armor III *	1 suit of armor	1 min/lvl	touch	U
17					
18	Fortress Armor II *	1 suit of armor	1 rnd/lvl	touch	U
19					
20	Mystical Chain *	apparel	1 rnd/lvl	touch	U
25	Elemental Armor *	1 suit of armor	1 rnd/lvl	touch	U
30	Mystical Plate *	apparel	1 rnd/lvl	touch	U
50	Chivalrous Armor *	1 suit of armor	1 rnd/lvl	touch	U

15. **Mystical Leather II**—The caster’s apparel (AT 1 or AT 2) is temporarily enchanted to protect as AT 12 for the duration of the spell.

16. **Enchanted Armor III**—This temporarily enchants the caster’s Personal Armor conferring a special bonus of +30 to DB.

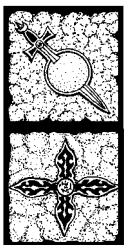
18. **Fortress Armor II**—For the duration of the spell, the caster’s Personal Armor is enchanted such that any concussion hit damage delivered against the caster is reduced to a third (round up). For example, if the caster would have otherwise have suffered 5 points of concussion hit damage, this spell would reduce it to 2 points. Note a strike delivering 1 hit is not reduced through this spell.

20. **Mystical Chain**—The caster’s apparel (AT 1 or AT 2) is temporarily enchanted to protect as AT 16 for the duration of the spell.

25. **Elemental Armor**—For the duration of the spell, the caster’s Personal Armor is enchanted so that any elemental critical strike made against the caster is reduced by one level of severity. Thus an ‘E’ becomes a ‘D’, a ‘D’ becomes a ‘C’, a ‘C’ becomes a ‘B’, a ‘B’ becomes an ‘A’, and ‘A’ criticals have a special modifier of -25 to the roll. This spell is only effective against one type of Elemental attack (Heat, Cold, Electricity or Impact) chosen at time of casting (and will not protect against Mana or Void criticals from *Arcane Companion*).

30. **Mystical Plate**—The caster’s apparel (AT 1 or AT 2) is temporarily enchanted to protect as AT 20 for the duration of the spell.

50. **Chivalrous Armor**—For the duration of the spell, the caster’s Personal Armor is enchanted such that any mundane critical strike made against the caster is reduced by one level of severity. Thus an ‘E’ becomes a ‘D’, a ‘D’ becomes a ‘C’, a ‘C’ becomes a ‘B’, a ‘B’ becomes an ‘A’, and ‘A’ criticals have a special modifier of -25 to the roll. This spell is only effective against one type of mundane critical strike attack (e.g., any of Slash, Puncture, Krush, etc.) chosen at time of casting.



MENTALISM
COMPANION



SPECIAL NOTE

See page 25 for notes.

ARMSMASTER BASE 17.4.2

BATTLE LAW

Lvl	Name	Area of Effect	Duration	Range	Type
1	Enlistment	1 target	P	touch	U
2	Identification	self	—	sight	I
3	Signaling	self	1 min/lvl	self	U
4	Battlelore	caster	varies	self	U
5	Mental Command	1 target	—	varies	Fm
6	Organization	caster	varies	self	U
7	Battle Awareness I	10'/lvl	1 rnd/lvl	self	U
8	Siege Craft	caster	varies	self	U
9	Tactics	caster	varies	self	U
10	Leadership	caster	varies	self	U
11	Mental Orders	1 target	—	varies	Fm
12	Battle Voice	50'R/lvl	1 min/lvl	self	E
13	Mass Mental Comm.	1 target/lvl	—	varies	Fm
14	Battle Perception	caster	1 min/lvl	self	U
15	Order	1 target/lvl	varies	varies	Fm
16	Battle Commun.	caster + 1 tgt	C	varies	Fm
17	Steadfast	1 target/lvl	1 min/lvl	varies	U
18	Mass Mental Orders	1 target/lvl	—	varies	Fm
19	Loyalty	1 target/lvl	—	varies	Fm
20	Battle Awareness II	100'/lvl	1 min/lvl	self	U
25	Battle Commun. True	varies	C	varies	Fm
30	Inspire	1 target/lvl	1 min/lvl	varies	U
50	Mission	1 target/lvl	Varies	varies	Fm

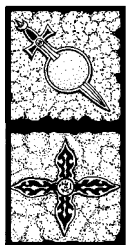
BATTLE LAW

- Enlistment**—This spell is used to bond junior officers or troops to a superior officer (to allow the Enlisted target to be the target of higher level spells on this list). The caster may only have as many Enlisted troops at any given time as he has levels, but he may discharge an Enlisted soldier at any time. Otherwise the Enlistment lasts until the caster or the target is dead. The process takes 1 minute per level of the target.
- Identification**—Caster learns the exact number of viewed troops and their general type (e.g., 60% infantry, 20% cavalry, 20% archers). Typing is based on visible equipment (and may not be entirely accurate).
- Signaling**—For the duration of this spell, the caster receives a special +25 bonus to all Signaling maneuvers. Spell does not provide the means (flags, trumpets, smoke signals etc).
- Battlelore**—The casting of this spell grants the caster a special bonus of +25 to his next History (Battles) maneuver (which must be made within one minute of casting this spell).
- Mental Command**—The caster can mentally send one command (maximum of one word per level of the caster) to a single Enlisted target (within range of this spell). The target is under no compulsion to follow the command, but will know who is the sender of the message. Communication is strictly one way.
- Organization**—The casting of this spell grants the caster a special bonus of +50 to his next Military Organization maneuver (which must be made within one minute of casting this spell).
- Battle Awareness I**—The caster is aware of the location of all living Enlisted targets within the area of effect for the duration of this spell.
- Siege Craft**—The casting of this spell grants the caster a special bonus of +50 to his next Siege Engineering maneuver (which must be made within one minute of casting this spell).
- Tactics**—The casting of this spell grants the caster a special bonus of +50 to his next Tactics maneuver (which must be made within one minute of casting this spell).

- Leadership**—The casting of this spell grants the caster a special bonus of +50 to his next Leadership maneuver (which must be made within one minute of casting this spell).
- Mental Orders**—As *Mental Command*, except the caster can mentally send a set of commands. The set of commands is limited to a maximum of one sentence per level of the caster.
- Battle Voice**—For the duration of the spell, the caster's voice is amplified so that it can be heard over the din of battle in the given area. This spell confers no command ability but merely allows the caster to be heard.
- Mass Mental Command**—As *Mental Command*, except any or all Enlisted targets can receive the command.
- Battle Perception**—The casting of this spell grants the caster a special bonus of +75 to all Situational Awareness (Combat) maneuvers made during the duration of this spell.
- Order**—Any or all Enlisted targets of the caster can be compelled to follow a command of the caster (maximum of one word per level of the caster) which is not totally alien to the targets, (i.e., no suicide suggestion, but extremely dangerous orders "Charge and attack the enemy archers on the hill" can be given). Note that the targets must be able to hear the command of the caster.
- Battle Communication**—Caster may mentally communicate with a single Enlisted target within range while both concentrate. The target will be aware of who is attempting to communicate. Communication is two-way, with neither party being under any compulsion to obey the other.
- Steadfast**—When cast on Enlisted troops, this provides the targets with a special bonus of +50 to all RRs versus fear and charm attacks (and provides them with unshakable morale for the duration of this spell). This will rally even previously routed troops. This spell does not protect the targets against *Order* or *Mission* spells.
- Mass Mental Orders**—As *Mental Orders*, except any or all Enlisted targets can receive the orders.
- Loyalty**—When cast on Enlisted troops, this will make the caster aware of the individual Enlisted troops' views on a given issue.
- Battle Awareness II**—As *Battle Awareness I*, except the caster is also aware of the general health status (unwounded, lightly or seriously wounded, unconscious, dying) of each Enlisted target for the duration of the spell.
- Battle Communication True**—As *Battle Communication*, except the caster may simultaneously mentally contact up to 1 Enlisted target per five levels of the caster (within range of this spell). Once established, communication is effectively a mental conference with all targets able to send and receive.
- Inspire**—Any or all Enlisted targets of the caster will receive a bonus equal to the level of the caster to all melee attacks, missile attacks and moving maneuvers for the duration of this spell. The caster must be alive and visible for the benefits to be received, and the caster himself does not receive these benefits.
- Mission**—As *Order*, except the caster can give a set of commands (maximum of one sentence per level of the caster) to the Enlisted targets. (This can include "suicide missions"—"Defend this position against the enemy until you have killed all the members of the enemy forces").

SPECIAL NOTES

- 1) Casters and recipients of the mental communication spells on this list do not need to speak verbally to transmit their messages.
- 2) The range of the spells (*Mental Command*, *Mental Orders*, *Mass Mental Command*, *Order*, *Battle Communication*, *Steadfast*, *Mass Mental Orders*, *Loyalty*, *Battle Communication True*, and *Mission*) have a range of "line of sight" if there are no intervening barriers between the caster and the target(s), and 10' per level of the caster otherwise. For the purposes of this list, intervening beings will not block "line of sight" (thus communications will be possible even in the press of melee), but such things as walls, houses, hills etc. will count as an intervening barrier. It is not necessary for the caster to physically see the targets of spells on this list (i.e., these spells will function at night, in poor visibility etc.) as long as there are no physical barriers.



MENTALISM
COMPANION



FORTRESS LAW

1. **Status**—Allows caster to determine the status of a fortification or camp that is under siege or attack (e.g., the castle walls have been breached, but the inner bailey gates are still holding).
2. **Alarm I**—The caster is alerted if any sentient being enters or and/or exits (chosen at time of casting) the area. The alarm may be silent (empathic) or audible (volume of alarm chosen at time of casting). If set to be audible, the alarm will sound for 1 minute per level of the caster before stopping.
3. **Seal Breach I**—The caster may seal one breach in the defences of a camp or fortress by forming an impassible wall of force up to 10' by 10' in size. This wall can itself be breached if it sustains 10 hits per level of the caster. Otherwise it must be dispelled, bypassed, or its duration must expire.
4. **Scrying Barrier**—This spell prevents all scrying magic from passing the barrier. Any scrying spell (this includes all informational spells) must make an RR versus the level of the caster (with a special modification of -30) or be cancelled. If the scrying spell makes its RR, it may cross the barrier unhindered.
5. **Element Barrier**—This spell prevents all elemental magic from passing the barrier. Any elemental spell (this includes all spells of type E, BE and DE) must make an RR versus the level of the caster (with a special modification of -30) or be cancelled. If the elemental spell makes its RR, it may cross the barrier unhindered.
6. **Transport Barrier**—This spell prevents all transportation and gating magic from passing the barrier. Any such spell (this includes *Teleport*, *Long Door*, *Leaving*, etc.) must make an RR versus the level of the caster (with a special modification of -30) or be cancelled. If the transport spell makes its RR, it may cross the barrier unhindered.
7. **Mantlet**—Caster creates a dome of force around a given point (which may be on a mobile object) to protect an area. This force shield can sustain 10 hits per level of the caster before being destroyed. Otherwise it must be dispelled (or its duration must expire).
8. **Mind Barrier**—This spell prevents any sentient being from passing the barrier. Any being attempting to cross must make an RR versus a Mentalism spell attack (at the caster's level) with a special modification of -30. If the being makes its RR, the being may cross the barrier unhindered.
9. **Spell Barrier**—This spell prevents any spell of one specific realm (chosen at time of casting; may not select Arcane as the realm) from passing the barrier. Any such spell must make an RR versus the level of the caster (with a special modification of -30) or be cancelled. If the spell makes its RR, it may cross the barrier unhindered.
10. **Palisade**—The caster can create an impassable wall of force in any shape desired (with a maximum length 5' per level of the caster and height 10'; usually to surround a camp or fortification). The *Palisade* will protect the area. The *Palisade* can sustain 20 hits per level of the caster before being destroyed. As this is effectively a wall, attackers may fly over it, tunnel beneath it, or fire missiles over it. Any attempt to "climb" over it has such maneuvers modified by -75. Otherwise the *Palisade* must be dispelled (or its duration must expire).
11. **Alarm II**—As *Alarm I*, except for the area of effect.
12. **Seal Breach III**—As *Spell Breach I*, except up to three breaches may be simultaneously sealed, and each wall of force will be able to sustain 15 hits per level of the caster.
13. **Scrying Barrier True**—As *Scrying Barrier*, except for the area of effect and the duration.
14. **Element Barrier True**—As *Element Barrier*, except for the area of effect and the duration.
15. **Bastion**—Caster creates an impassable spherical force

ARMSMASTER BASE 17.4.3

FORTRESS LAW

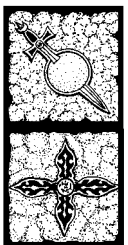
Lvl	Name	Area of Effect	Duration	Range	Type
1	Status *	caster	—	self	I
2	Alarm I *	5'R/lvl	10 min/lvl	touch	Fm
3	Seal Breach I *	varies	5 min/lvl (C)	50'	F
4	Scrying Barrier *	5'R/lvl	5 min/lvl (C)	touch	Fm
5	Element Barrier *	5'R/lvl	5 min/lvl (C)	touch	Fm
6	Transport Barrier *	5'R/lvl	5 min/lvl (C)	touch	Fm
7	Mantlet *	10'R	5 min/lvl (C)	touch	F
8	Mind Barrier *	5'R/lvl	5 min/lvl (C)	touch	Fm
9	Spell Barrier *	5'R/lvl	5 min/lvl (C)	touch	Fm
10	Palisade *	varies	5 min/lvl (C)	touch	F
11	Alarm II *	10'R/lvl	10 min/lvl	touch	Fm
12	Seal Breach III *	varies	5 min/lvl (C)	50'	F
13	Scrying Barrier True *	10'R/lvl	10 min/lvl	touch	Fm
14	Element Barrier True *	10'R/lvl	10 min/lvl	touch	Fm
15	Bastion *	5'R/lvl sphere	5 min/lvl (C)	touch	F
16	Transport Barrier True *	10'R/lvl	10 min/lvl	touch	Fm
17	Mantlet True *	1'R/lvl	10 min/lvl	touch	F
18	Mind Barrier True *	10'R/lvl	10 min/lvl	touch	Fm
19	Spell Barrier True *	10'R/lvl	10 min/lvl	touch	Fm
20	Alarm III *	15'R/lvl	10 min/lvl	touch	Fm
25	Seal Breach True *	varies	10 min/lvl	50'	F
30	Palisade True *	varies	10 min/lvl	touch	F
50	Bastion True *	20'R/lvl sphere	10 min/lvl	touch	F

shield which protects the enclosed volume (such as camp or fortress). The *Bastion* therefore protects against aerial and underground attacks. The *Bastion* can sustain 20 hits per level of the caster before being destroyed. Otherwise, the *Bastion* must be dispelled (or its duration must expire).

16. **Transport Barrier True**—As *Transport Barrier*, except for the area of effect and the duration.
17. **Mantlet True**—As *Mantlet*, except for the area of effect and the duration.
18. **Mind Barrier True**—As *Mind Barrier*, except for the area of effect and the duration.
19. **Spell Barrier True**—As *Spell Barrier*, except for the area of effect and the duration.
20. **Alarm III**—As *Alarm I*, except for the area of effect.
25. **Seal Breach True**—As *Seal Breach I*, except up to one breach per five levels of the caster may be simultaneously sealed, and each wall may sustain 20 hits per level of the caster.
30. **Palisade True**—As *Palisade*, except the maximum length of the wall is 20' per level of the caster, its height is 1' per level of the caster, and it may sustain 50 hits per level of the caster.
50. **Bastion True**—As *Bastion*, except for the area of effect, the duration, and the *Bastion* may now sustain 50 hits per level of the caster.

SPECIAL NOTE

See page 25 for notes.



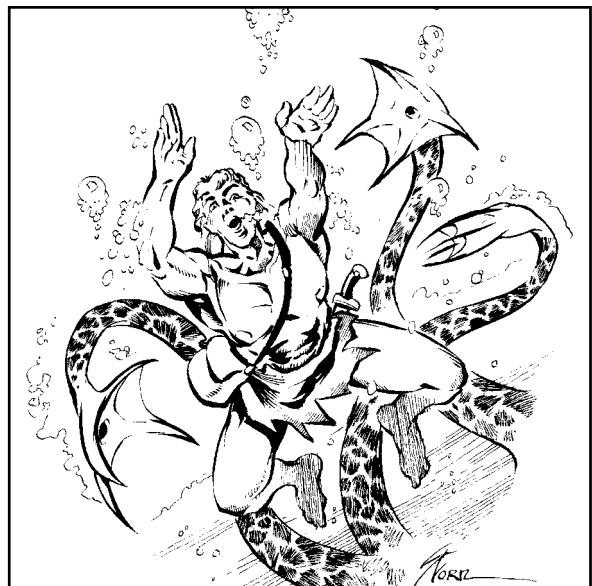
MENTALISM
COMPANION



ARMSMASTER BASE 17.4.4

MARTIAL LAW

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1	Forced March	caster	10 min/lvl	self	U
☐ 2	Riding	caster	10 min/lvl	self	U
☐ 3	Swimming I	caster	10 min/lvl	self	U
☐ 4	Forced Ride	1 steed	10 min/lvl	touch	U
☐ 5	Silent March	caster	10 min/lvl	self	U
☐ 6	Swimming II	caster	10 min/lvl	self	U
☐ 7	Battle Maneuver	caster	10 min/lvl	self	U
☐ 8	Silent Ride	1 steed + caster	10 min/lvl	touch	U
☐ 9	Flight	caster	10 min/lvl	self	U
☐ 10	Rapid Deployment I *	1 target	—	20'	U
☐ 11	Mass Forced March	1 target/lvl	10 min/lvl	20'	U
☐ 12	Mass Riding	1 target/lvl	10 min/lvl	20'	U
☐ 13	Mass Swimming I	1 target/lvl	10 min/lvl	20'	U
☐ 14	Mass Forced Ride	1 steed/lvl	10 min/lvl	20'	U
☐ 15	Rapid Deployment III *	3 targets	—	20'	U
☐ 16	Mass Silent March	1 target/lvl	10 min/lvl	20'	U
☐ 17	Mass Swimming II	1 target/lvl	10 min/lvl	20'	U
☐ 18	Mass Battle Maneuver	1 target/lvl	10 min/lvl	20'	U
☐ 19	Mass Silent Ride	varies	10 min/lvl	20'	U
☐ 20	Rapid Deployment V *	5 targets	—	20'	U
☐ 25	Mass Flight	1 target/lvl	10 min/lvl	20'	U
☐ 30	Rapid Deployment X *	10 targets	—	20'	U
☐ 50	Rapid Deploy. True *	1 target/lvl	—	20'	U



does not move; instead, he is stunned d10 rounds (the caster still expends the PPs for this spell). A barrier is defined as anything the target could not physically go through without manipulating an object (e.g., a closed door is a barrier, a pit is not).

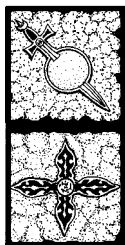
11. **Mass Forced March**—As *Forced March*, except caster can affect one target per level.
12. **Mass Riding**—As *Riding*, except caster can affect one target per level.
13. **Mass Swimming I**—As *Swimming I*, except caster can affect one target per level.
14. **Mass Forced Ride**—As *Forced Ride*, except caster can affect one steed per level.
15. **Rapid Deployment III**—As *Rapid Deployment I*, except caster can move 3 targets a distance of 15' per level instantly.
16. **Mass Silent March**—As *Silent March*, except caster can affect one target per level.
17. **Mass Swimming II**—As *Swimming II*, except caster can affect one target per level.
18. **Mass Battle Maneuver**—As *Battle Maneuver*, except caster can affect one target per level.
19. **Mass Silent Ride**—As *Silent Ride*, except caster can affect one steed and rider per level.
20. **Rapid Deployment V**—As *Rapid Deployment I*, except caster can move 5 targets a distance of 25' per level instantly.
25. **Mass Flight**—As *Flight*, except caster can affect one target per level.
30. **Rapid Deployment X**—As *Rapid Deployment I*, except caster can move 10 targets a distance of 50' per level instantly.
50. **Rapid Deployment True**—As *Rapid Deployment I*, except caster can move 1 target per level of the caster a distance of 100' per level instantly.

SPECIAL NOTES

- 1) See Section 7.1.12 (*Spell Law*) for notes on encumbrance limits for *Rapid Deployment* spells. Caster can transport targets whose individual mass does not exceed 150% of the caster's mass.
- 2) Most of the spells on this list are cancelled whenever the caster stops performing a specified action whether it be riding, marching, swimming, or flying. More correctly, the spell is cancelled whenever the caster stops "travelling" via this action. Thus, if a Merman decides to stop swimming to a given location to fight some enemies, his body will still be making the necessary swimming motions but he will not be "travelling" anywhere. The Gamemaster should be harsh with players who attempt to abuse this list by jogging in place while in combat to maintain *Forced March* spells (maybe by imposing extreme penalties on the OB of the offending character).

MARTIAL LAW

1. **Forced March**—This spell allows the caster to march (moving at double normal base rate), with no exhaustion points spent, for the duration. If he stops, the spell is cancelled.
2. **Riding**—This spell reduces the difficulty of riding maneuvers by 3 categories for the duration of the spell (e.g., Very Hard (-20) becomes Light (+10)). If the caster dismounts, the spell is cancelled.
3. **Swimming I**—This spell allows the caster to swim at base movement rate, with no exhaustion points spent, for the duration. If he stops swimming, the spell is cancelled.
4. **Forced Ride**—This spell allows the caster's steed to move at double its base rate, with no exhaustion points spent, for the duration. If the steed stops, the spell is cancelled.
5. **Silent March**—The caster may march at normal speed for the duration of this spell without making any sound. This will provide a special bonus of +10 to +50 to any Stalking maneuvers (GM discretion). If the caster stops marching, the spell is cancelled.
6. **Swimming II**—This spell allows the caster to swim at double his normal rate (i.e., as fast as he can run), with no exhaustion points spent, for the duration. If he stops swimming, the spell is cancelled.
7. **Battle Maneuver**—This spell reduces the difficulty of moving maneuvers by 3 categories for the duration of the spell (e.g., Very Hard (-20) becomes Light (+10)). This spell can only assist with maneuvers made in the same round as an attack is declared.
8. **Silent Ride**—The caster's steed may move at its base movement rate for the duration of this spell with neither the caster nor the steed making any sound. If the caster dismounts this spell is cancelled.
9. **Flight**—This spell allows the caster to fly at a rate of 50' per round (about 3 mph) for the duration of the spell. If the caster stops flying, the spell is cancelled.
10. **Rapid Deployment I**—With this spell a caster can move one target a distance of 5' per level (of the caster) instantly. There can be intervening barriers if the caster specifies exact distances. If the arrival point coincides with solid or liquid material, the target



MENTALISM
COMPANION



WARRIOR LAW

1. **Nightvision**—Caster can see 100' on a clear night as if it were day. At least some residual light is required for this spell to work.
2. **Heat Resistance**—Caster is protected from natural heat up to 170°F (treat as if caster were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the caster. Caster also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks).
3. **Cold Resistance**—Caster is protected from natural cold down to 20°F (treat as if caster were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the caster. Caster also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and cold attacks).
4. **Sustain Self**—Allows caster to go without food or water and not suffer damage as a result (i.e., provides nutrition and water for one day). If this spell is used for more than one day per level of the caster on a target, the target will start to suffer minor penalties from not eating (a cumulative -5 to all actions for that day; -10 on the next day; -15 on the next day; etc.).
5. **Fast Clotting**—Clots wound to reduce bleeding (i.e., hits per round) by one per every four full levels of the caster as long as caster concentrates or is immobile. Thus a 5th level caster could reduce bleeding by one hit per round (a 3 hits per round wound would become a 2 hits per round wound), whereas an 8th level caster could reduce bleeding by 2 hits per round (a 3 hits per round wound would become a 1 hit per round wound). Regardless of caster's level, this spell will always reduce bleeding by a minimum of one hit per round. This effect is permanent after 10 minutes (if the caster moves before this, the bleeding will resume at the previous rate). If caster is unconscious, the spell will operate without concentration.
6. **Landing**—Allows caster to land safely in a fall up to 20' per level, and to take that distance off the severity of any greater fall.
7. **Banish Fatigue**—Caster is immediately refreshed, recovering all Exhaustion Points (up to his usual maximum). In addition, the caster is also cured of any minor intoxications (e.g., hangovers, etc.).
8. **Stoic Warrior**—Relieves caster of one round's worth of accumulated stun per five full levels of the caster. Thus, an 8th level caster would be relieved of one round of stun, whereas a 10th level caster would be relieved of two rounds of stun. Regardless of caster's level, this spell will always relieve the caster of a minimum of one round's worth of accumulated stun.
9. **Underwater Breathing**—Caster can breathe normally under water. This spell will not function with any liquid but water.
10. **Warrior's Healing**—For every five full levels of the caster, the caster will heal one hit per minute of concentration. Thus, a 10th level caster could heal at a rate of 2 hits per minute, whereas a 15th level caster would heal at a rate of 3 hits per minute. Regardless of caster's level, this spell will always heal a minimum of one hit each minute. If the caster is unconscious, this spell will operate without concentration (ending when the caster reaches consciousness).
11. **Detect Ambush I**—Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).
12. **Awake**—Will awake the caster from any unnatural sleep (e.g., *Sleep* spell, sleeping drug etc.). Caster takes one round to awaken.
13. **Poison Resistance**—For the duration of this spell, the caster receives an additional RR against any poison(s), and the effect of any poison which does enter or is already present in the caster's system is delayed for the duration.
14. **Disease Resistance**—For the duration of this spell, the caster receives an additional RR against any disease(s), and the effect of any disease which does enter or is already present in the caster's system is delayed for the duration.

ARMSMASTER BASE 17.4.5

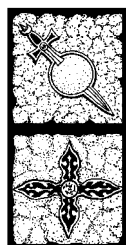
WARRIOR LAW

Lvl	Name	Area of Effect	Duration	Range	Type
1	Nightvision	caster	10 min/lvl	self	U
2	Heat Resistance	caster	10 min/lvl	self	U
3	Cold Resistance	caster	10 min/lvl	self	U
4	Sustain Self	caster	1 day	self	U
5	Fast Clotting *	caster	varies	self	Us
6	Landing *	caster	varies	self	U
7	Banish Fatigue	caster	—	self	U
8	Stoic Warrior *	caster	varies	self	Us
9	Underwater Breathing	caster	10 min/lvl	self	U
10	Warrior's Healing *	caster	varies	self	Us
11	Detect Ambush I	50'R	10 min/lvl (C)	self	I
12	Awake *	caster	—	self	Us
13	Poison Resistance	caster	10 min/lvl	self	U
14	Disease Resistance	caster	10 min/lvl	self	U
15	Lion's Heart I *	caster	1 min/lvl	self	U
16	Nightvision True	caster	10 min/lvl	self	U
17	Gas Breathing	caster	10 min/lvl	self	U
18	Detect Ambush II	100'R	10 min/lvl (C)	self	I
19	Feign Death	caster	1 min/lvl	self	U
20	Magical Resistance	caster	1 min/lvl	self	U
25	Awake True *	caster	—	self	Us
30	Lion's Heart II *	caster	1 min/lvl	self	U
50	Immunity	caster	1 day	self	U

15. **Lion's Heart I**—The caster may ignore the effects of the first critical strike made against him. At the end of this spell's duration, all effects apply normally.
16. **Nightvision True**—As *Nightvision*, except range is the range of normal daylight vision.
17. **Gas Breathing**—For the duration, the caster can breathe any gas as normal air.
18. **Detect Ambush II**—As *Detect Ambush I*, except the area of effect is 100'R.
19. **Feign Death**—Caster may appear to be dead to all mundane and some magical means of detecting life. For the duration of this spell, the caster will be immobile, show no response to stimuli such as being struck, have no discernible pulse, will not appear to breathe, etc., nor will he possess any signs of mental activity detectable by *Presence* spells nor will he be detected by *Detect Life* spells. However *Detect Mentalism*, etc., spells will detect active magic. The duration of this spell is set at time of casting, and can only be terminated earlier than this by dispelling magic.
20. **Magical Resistance**—For the duration of this spell, the caster receives a special +25 bonus to RRs versus spells from a particular realm of power, chosen at time of casting. This spell will not function against the realm of Arcane.
25. **Awake True**—As *Awake*, except there is no delay and it can be used with normal sleep and set to be triggered by any activity (e.g., attack, danger, etc.).
30. **Lion's Heart II**—As *Lion's Heart I*, except caster can ignore the effects of the first two critical strikes made against him.
50. **Immunity**—For the duration of this spell, the caster is under the effects of *Sustain Self*, *Heat Resistance*, *Cold Resistance*, *Poison Resistance*, and *Disease Resistance*; except any bonuses granted from these spells is equal to +30 (this applies to *Heat Resistance*, *Cold Resistance*, *Poison Resistance*, and *Disease Resistance*).

SPECIAL NOTE

The caster can only have one *Lion's Heart* spell (either *Lion's Heart I* or *Lion's Heart II*) active at any given time.



MENTALISM
COMPANION



ARMSMASTER BASE 17.4.6

WEAPON MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1	Weapon Enchantment	1 weapon	P	touch	F
☐ 2	Initiative II *	caster	1 rnd	self	U
☐ 3	Weapon Expertise I	caster	1 min/lvl	self	U
☐ 4	Draw Weapon *	1 weapon	—	self	U
☐ 5	Loyal Weapon	1 weapon	P	touch	F
☐ 6	Cleaving Weapon	1 weapon	1 min/lvl	touch	F
☐ 7	Initiative IV *	caster	1 rnd	self	U
☐ 8	Mighty Strike I *	1 weapon	1 rnd	touch	F
☐ 9	Weapon Expertise II	caster	1 min/lvl	self	U
☐ 10	Chivalrous Blow I *	1 weapon	1 rnd	touch	F
☐ 11	Initiative VI *	caster	1 rnd	self	U
☐ 12	Elemental Strike I *	1 weapon	1 rnd	touch	E
☐ 13	Recall Weapon *	1 weapon	varies	100'	U
☐ 14	Protect Weapon	1 weapon	1 rnd/lvl	touch	F
☐ 15	Chivalrous Blow II *	1 weapon	1 rnd	touch	F
☐ 16	Weapon Expertise III	caster	1 min/lvl	self	U
☐ 17	Initiative VIII *	caster	1 rnd	self	U
☐ 18	Mighty Strike II *	1 weapon	1 rnd	touch	F
☐ 19	Elemental Strike II *	1 weapon	1 rnd	touch	E
☐ 20	Chivalrous Blow III *	1 weapon	1 rnd	touch	F
☐ 25	Elemental Strike III *	1 weapon	1 rnd	touch	E
☐ 30	Chivalrous Blow IV *	1 weapon	1 rnd	touch	F
☐ 50	Nemesis Weapon *	1 weapon	1 rnd/lvl	touch	E

WEAPON MASTERY

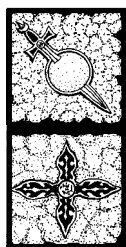
- Weapon Enchantment**—Caster enchants a melee weapon which is to become his “Personal Weapon.” This spell grants the weapon a special bonus equal to +1 per level of the caster to any attacks made with this weapon. The cost to cast this spell is equal to the level of the caster. If the caster gains a level and he wishes the bonus to be increased, he must recast this spell. The weapon only gains its bonus in the hands of its owner. The special bonus is cumulative with any non-magical bonuses the weapon may possess (material, construction, and/or quality) but not with magical enhancements such as *Bladerunes*.
- Initiative II**—Caster adds 2 to his initiative roll next round.
- Weapon Expertise I**—The caster gains a surer grip on any weapon wielded during the spell duration, lowering its fumble range by 1 (to a minimum of 1).
- Draw Weapon**—The caster’s Personal Weapon leaps into his hand, negating any penalties for drawing a weapon.
- Loyal Weapon**—Caster “ties” his Personal Weapon to himself. The fumble range of the weapon will be raised by +1 per level of the caster for anyone other than the caster who attempts to wield the weapon in combat. If the caster gains in level, and he wishes the penalty to be increased as well, he must recast this spell.
- Cleaving Weapon**—Allows caster’s Personal Weapon to cut wood as well as an axe, break stone as well as a mattock, or dig earth as well as a spade (must be designated at time of casting).
- Initiative IV**—Caster adds 4 to his initiative roll next round.
- Mighty Strike I**—If the caster makes an attack using his Personal Weapon, in the same round as this spell is cast and is successful in delivering concussion hit damage to his opponent, the amount of concussion hit damage will be doubled.
- Weapon Expertise II**—The caster gains a surer grip on any weapon wielded during the spell duration, lowering its fumble range by 2 (to a minimum of 1).
- Chivalrous Blow I**—If the caster makes an attack using his Personal Weapon, in the same round as this spell is cast, any

critical strike will be treated as “Magic” for the purposes of resolution (note that this is usually only applicable against Large and Super Large creatures).

- Initiative VI**—Caster adds 6 to his initiative roll next round.
- Elemental Strike I**—If the caster makes an attack using his Personal Weapon, in the same round as this spell is cast, and that attack delivers a critical strike to the opponent, an additional elemental critical (using the same roll) of two levels less in severity will be delivered. Thus an ‘E’ critical strike will yield an additional ‘C’ strike, a ‘D’ will yield an additional ‘B’, a ‘C’ will yield an additional ‘A’ critical, and ‘A’ and ‘B’ criticals will yield no extra critical. The type of elemental critical must be chosen at time of casting and may only be one of the following: Heat, Cold, Electricity or Impact (Mana and Void criticals from *Arcane Companion* may not be chosen).
- Recall Weapon**—The caster’s Personal Weapon will fly through the air to his outstretched hand at a rate of 100' per round. Suitable barriers (with no openings that the weapon can physically fit through) will cause this spell to fail (e.g., the caster is in a windowless cell with a closed door).
- Protect Weapon**—For the duration of this spell, the caster’s Personal Weapon cannot be broken normally (i.e., is not subject to the normal breakage rules). In addition, the Personal Weapon receives an additional RR (at the level of the caster) against criticals, spells and Weaponslaying items which break weapons.
- Chivalrous Blow II**—If the caster makes an attack using his Personal Weapon, in the same round as this spell is cast, any critical strike will be treated as “Mithril” for the purposes of resolution (note that this is usually only applicable against Large and Super Large creatures).
- Weapon Expertise VI**—The caster gains a surer grip on any weapon wielded during the spell duration, lowering its fumble range by 6 (to a minimum of 1).
- Initiative VIII**—Caster adds 8 to his initiative roll next round.
- Mighty Strike II**—If the caster makes an attack using his Personal Weapon, in the same round as this spell is cast and is successful in delivering concussion hit damage to his opponent, the amount of concussion hit damage will be tripled.
- Elemental Strike II**—As *Elemental Strike I*, except the critical is only one less in severity.
- Chivalrous Blow III**—If the caster makes an attack using his Personal Weapon, in the same round as this spell is cast, any critical strike will be treated as “Holy” for the purposes of resolution (note that this is usually only applicable against Large and Super Large creatures).
- Elemental Strike III**—As *Elemental Strike I*, except the critical is of equal severity.
- Chivalrous Blow IV**—If the caster makes an attack using his Personal Weapon, in the same round as this spell is cast, any critical strike will be treated as “Slaying” for the purposes of resolution (the creature type must be chosen at time of casting; note that this is usually only applicable against Large and Super Large creatures).
- Nemesis Weapon**—As any one of the *Mighty Strike*, *Elemental Strike*, or *Chivalrous Blow* spells per round (they may change each round).

SPECIAL NOTES

- The caster may only possess one “Personal Weapon” at a time. If the caster wishes to “change” his personal weapon to another weapon, he must break the bond between himself and his other weapon. This results in the caster operating at a special penalty of -30 to all actions for one week. However, the caster may immediately create a new personal weapon.
- With all *Mighty Strike*, *Elemental Strike*, and *Chivalrous Blow* spells, the attack must be made in the same round as the spell is cast.
- Mighty Strike*, *Elemental Strike*, and *Chivalrous Blow* spells are not cumulative with any enchanted abilities of similar effect (though potentially differing in power) which may be embedded through normal Alchemy in the caster’s Personal Weapon.



MENTALISM
COMPANION



ANIMAL BONDING

1. **Animal Bonding**—This spell allows the caster to make a pact of friendship and mutual aid with one animal. The animal will kill and even sacrifice its own life willingly to fulfill its end of the pact. If either party is ever killed, the surviving member will be at -30 to all actions for one week, -20 to all actions for one week, and then at -10 to all actions for one week until the shock wears off. In addition to the friendship pact, the caster and the bonded animal can mentally communicate with each other within the bond range (normally 5' per level of the caster). Mentalism-based casters need not actually "speak" their communication aloud, but non-Mentalism casters and the animals will find it necessary to speak (making whatever sounds the animal normally makes; the caster will understand the croaks, barks, or whatever as if they were speech). This spell does not grant either the caster or the animal the ability to communicate with other members of their partner's species. A caster may have up to one bonded animal per every five levels (round up), but each such bonding requires a separate casting of this spell. This spell does not provide the caster with an animal, and takes one hour to complete.
2. **Detect Bonding**—Detects if any animal in the area of effect is currently bonded. Caster may concentrate on a different 5'R each round.
3. **Sustain Bonded**—Allows a bonded animal to go without food and water for one day without taking damage from lack of "real" nutrition.
4. **Bond Extension II**—For the duration of this spell, the bond range of the caster is extended to 10' per level.
5. **Heal Bonded I**—Using this spell, the caster can heal the following injuries on any one of his bonded animals: d10 hits per level of the caster, a bleeding wound that is bleeding no more than 1 hit for every five full levels of caster (i.e., a sixth level caster could stop a 1 per round bleeding wound; while a tenth level caster could stop a 2 per round bleeding wound), or mild frostbite or burns (one area per level of the caster). For the purpose of this spell, an area of moderate frostbite or burn damage counts as two areas of mild damage, and an area of severe frostbite or burn damage counts as three areas of mild damage.
6. **Sense Through Bonded**—For the duration of this spell, caster can perceive the world through any or all of the senses of any one of his bonded animals. The caster is limited in perception by the limitations of the animal's senses (so if the animal has no color vision, the caster will not perceive color through the animal's eyes). The caster's understanding of the available sensory data is further limited to the perceptive faculties that he himself possesses (i.e., if the caster is borrowing the sonar sense of a bat and does not possess sonar himself, gibberish is received).
7. **Call Bonded**—Caster can call (summon) any one of his bonded animals which will then try and come to him. The range of this call is ten times the caster's current bond range.
8. **Bond Extension III**—For the duration of this spell, the bond range of the caster is extended to 15' per level.
9. **Conceal Bonding**—For the duration of this spell, the fact that the target animal is bonded to the caster is concealed from magical detection.
10. **Heal Bonded II**—Using this spell, the caster can heal the following injuries on any one of his bonded animals (recovery time given in parentheses): one damaged muscle (1 hour), one damaged tendon (1 hour), one sprain (1 hour), any cartilage damage (1 hour), any one broken bone (1 day), or any one shattered bone or joint (1 week). This spell can only repair an injury (it cannot replace a body part).
11. **Unbonding**—The caster can choose to release any one of his bonded animals from the Bonding. The bonded animal may resist this spell. If released, the bonded animal may remain friendly to the caster but may not remain long in his presence (depending on the circumstances and its treatment during the bonded period).
12. **Bond Extension IV**—For the duration of this spell, the bond range of the caster is extended to 20' per level.
13. **Locate Bonded**—Gives the direction and distance to any one of the caster's bonded animals.
15. **Heal Bonded III**—Using this spell, the caster can heal the

MENTALISM TRAINING PACKAGE 17.5.1

ANIMAL BONDING

Lvl	Name	Area of Effect	Duration	Range	Type
1	Animal Bonding	1 animal	P	touch	Fm
2	Detect Bonding	5'R	1 min/lvl	50'	P
3	Sustain Bonded	1 animal	1 day	touch	U
4	Bond Extension II	all bonds	1 min/lvl	self	U
5	Heal Bonded I	1 animal	P	touch	U
6	Sense Through Bonded	1 animal	C	varies	P
7	Call Bonded	1 animal	—	varies	U
8	Bond Extension III	all bonds	1 min/lvl	self	U
9	Conceal Bonding	1 animal	10 min/lvl	varies	E
10	Heal Bonded II	1 animal	P	touch	U
11	Unbonding	1 animal	P	varies	U
12	Bond Extension IV	all bonds	1 min/lvl	self	U
13	Locate Bonded	1 animal	C	self	I
14					
15	Heal Bonded III	1 animal	P	touch	U
16	Bond Extension V	all bonds	1 min/lvl	self	U
17	Blood Bond	1 animal	1 min/lvl	varies	U
18					
19	Spell Bond	1 animal	varies	varies	U
20	Cure Bond	1 animal	P	touch	U
25	Bond Extension X	all bonds	1 min/lvl	self	U
30	Heal Bond True	1 animal	P	touch	U
50	Bond Extension True	all bonds	1 min/lvl	self	U

following injuries on any one of his bonded animals (with the recovery time given in parentheses): one damaged nerve (1 day), one area of paralysis (1 day), minor organ damage (such as a sensory organ; 1 day), or major organ damage (1 week). This spell can only repair damage (it cannot replace a body part).

16. **Bond Extension V**—For the duration of this spell, the bond range of the caster is extended to 25' per level.

17. **Blood Bond**—For the duration of this spell, the caster and one of his bonded animals may interchange energy at a rate of up to one concussion hit per level of the caster or two exhaustion points per level of the caster (per round). This spell will not allow either party to gain more concussion hits or exhaustion points than their normal maximum.

19. **Spell Bond**—The next spell with a fixed duration (i.e., not instant or concentration) to affect the caster will affect one of his bonded animals. The duration of the spell will be halved to reflect the sharing of magical energies. Thus, an *Invisibility* spell will last (at most) 12 hours. The bonded animal is subject to all the normal limitations on spells.

20. **Cure Bond**—Using this spell, the caster can cure the following on any one of his bonded animals: one disease, one poison, or one mental illness. Any damage already sustained as a result of the disease, poison, or illness remains.

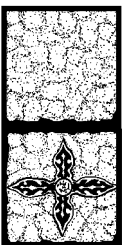
25. **Bond Extension X**—For the duration of this spell, the bond range of the caster is extended to 50' per level.

30. **Heal Bond True**—Using this spell, the caster can heal any injury on any one of his bonded animals, including regeneration of body parts. The recovery time will vary (d100 hours) depending on the nature of the injury (GM's discretion). If the injury is such that it would prove fatal to the bonded animal if not immediately healed, the bonded animal will remain unconscious for the duration of the recovery time (but will be healed of the damage at the end of the recovery time).

50. **Bond Extension True**—For the duration of this spell, the bond range of the caster is extended to 100' per level.

SPECIAL NOTE

See page 25 for notes.



MENTALISM
COMPANION



BODY SHIFTING

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1	Study Plant	1 plant	P	100'	P
☐ 2	Study Animal	1 animal	P	100'	P
☐ 3	Size Shift	caster	10 min/lvl	self	U
☐ 4	Study Race	1 being	P	100'	P
☐ 5	Study Person	1 being	P	100'	P
☐ 6	Face Shift	caster	10 min/lvl	self	U
☐ 7	Body Shift	caster	10 min/lvl	self	U
☐ 8	Study Beast	1 Beast	P	100'	P
☐ 9	Plant Shift	caster	10 min/lvl	self	U
☐ 10	Animal Shift I	caster	10 min/lvl	self	U
☐ 11	Animal Shift II	caster	10 min/lvl	self	U
☐ 12	Race Shift	caster	10 min/lvl	self	U
☐ 13	Partial Shift I	caster	10 min/lvl	self	U
☐ 14	Person Shift	caster	10 min/lvl	self	U
☐ 15	Beast Shift I	caster	10 min/lvl	self	U
☐ 16	Plant Shift True	caster	10 min/lvl	self	U
☐ 17	Partial Shift II	caster	10 min/lvl	self	U
☐ 18	Beast Shift II	caster	10 min/lvl	self	U
☐ 19	Animal Shift True	caster	10 min/lvl	self	U
☐ 20	Race Shift True	caster	10 min/lvl	self	U
☐ 25	Person Shift True	caster	10 min/lvl	self	U
☐ 30	Beast Shift True	caster	10 min/lvl	self	U
☐ 50	Shapeshifting True	caster	24 hours	self	U

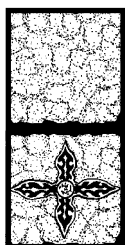
BODY SHIFTING

- Study Plant**—Caster studies and memorizes the form of one type of plant for use with other spells on this list.
- Study Animal**—Caster studies and memorizes the form of one type of animal for use with other spells on this list.
- Size Shift**—Caster can either increase his mass (and usually height) by 10% or reduce his mass (and usually height) by 10% per level (to a maximum of 90%). When increasing, there is no proportional increase in strength other than for movement purposes; when decreasing there is no proportional decrease in strength.
- Study Race**—Caster studies and memorizes the form of one type of humanoid race for use with other spells on this list.
- Study Person**—Caster studies and memorizes the form of one specific individual of a given humanoid race for use with other spells on this list.
- Face Shift**—Allows the caster to alter the features of his face in his current form. If he has used *Study Person* on a being, he can take on that being's exact facial form.
- Body Shift**—Allows the caster to alter his build in his current form (down to one-half and up to double current mass). If he has used *Study Person* on a being, he can take on that being's exact physical build.
- Study Beast**—Caster studies and memorizes the form of one type of magical, mythical, or legendary beast (e.g., Dragon, Unicorn, etc.) for use with other spells on this list.
- Plant Shift**—Caster can shift his form to that of any one plant he has studied. The caster will look and feel like the plant, and will gain the scent and physical abilities of the plant.
- Animal Shift I**—Caster can shift his form to that of any one land-bound animal he has studied. The caster will look and feel like the animal, and will gain the scent, physical abilities, and movement abilities of the animal.
- Animal Shift II**—As *Animal Shift I*, except that the caster can shift to the form of a flying, gliding, or aquatic animal he has studied. Caster will gain the flight capabilities and/or water breathing abilities (increased lung capacity/gills) of the studied animal.

- Race Shift**—Caster can shift his form to that of any one humanoid race he has studied. The caster will look and feel like a member of that race, and will gain the scent, and movement abilities associated with that race. Includes flight capabilities and/or water breathing abilities if pertinent.
- Partial Shift I**—Allows the caster to alter exterior parts of his body such as skin color, hands to claws (or vice versa), adding/removing limbs or tails, etc. Caster may only make alterations using components of stored patterns (thus, a caster could only add a reptilian tail if he had previously stored a creature or being with a reptilian tail).
- Person Shift**—As *Race Shift*, except that the caster can shift his form to that of any one specific individual he has studied.
- Beast Shift I**—Caster can shift his form to that of any one land-bound legendary, magical, or mythical beast he has studied. The caster will look and feel like the beast, and will gain the scent, physical abilities, and movement abilities of the beast.
- Plant Shift True**—As *Plant Shift*, except the caster also gains any perceptive abilities, movement abilities, physical attacks, and armor type of the studied plant.
- Partial Shift II**—As *Partial Shift I*, except the caster can alter the internals of his body (e.g., adjusting his eyes and brain for infravision, adding gills for underwater breathing, acquiring superior resistance to poison etc.), and alterations can only be made using components of stored patterns. Thus, a caster would need an Elf pattern stored, say, to alter his vision for *Nightvision*.
- Beast Shift II**—As *Beast Shift I*, except that the caster can shift to the form of a flying, gliding, or aquatic beast he has studied. Caster will gain the flight capabilities and/or water breathing abilities (increased lung capacity/gills) of the studied beast.
- Animal Shift True**—As either *Animal Shift I* or *Animal Shift II*, except the caster also gains the perceptive abilities, physical attacks, and natural armor type of the studied animal.
- Race Shift True**—As *Race Shift*, except the caster also gains the perceptive abilities, racial physical abilities, any natural physical attacks (natural weaponry only), and natural armor type of the studied race.
- Person Shift True**—As *Person Shift*, except the caster also gains the perceptive abilities, racial physical abilities, any natural physical attacks, and natural armor type of the studied individual's race. At GM discretion, the caster may also gain any purely physical talents possessed by the studied individual, and/or physical stat bonuses and penalties from the race.
- Beast Shift True**—As *Beast Shift I* or *Beast Shift II*, except the caster also gains the perceptive abilities, physical attacks, and natural armor type of the studied beast.
- Shapeshifting True**—As any of the lower level *Shift* spells except the caster can change form to any *Studied* form (by concentrating for one round) at any time during the duration of this spell.

SPECIAL NOTES

- The caster can only have as many physical and mental patterns stored as his temporary Memory stat (not stat bonus). GMs should require players to record which patterns have been stored. Patterns may be released at any time.
- Study* spells take one minute to perform.
- Spells providing physical, movement, or perceptive abilities do not provide more than a minimum of skill in their use, and no skill is provided with respect to physical attacks. Caster must either develop such skills.
- When in a given form, caster must seek appropriate nourishment for that form. In addition, while the caster will maintain his normal mental facilities, his sensory facilities will be completely replaced by the new form.
- Shift* spells only change the caster's form—in particular they do not transform clothes, weapons, armor etc.
- When masquerading as a typical member of a given species, the caster's personal build and facial features will transfer into the new form, unless *Body Shift* or *Face Shift* spells are employed. Thus, a thin tall caster with a long nose while in Dwarven form be still be relatively thin, tall, and possess a long nose.



CHARADES

1. **Gauge Mark**—Allows the caster to gauge what the tastes of the target are (e.g., is he a collector of rare books, old maps or vintage wines, etc.).
2. **Item Charade I**—The caster causes one target to perceive the item as the caster wishes. Any and all senses may be changed as the illusion is all in the target's mind. However the nature of the item may not be changed (e.g., a book will remain a book, a map will still be a map).
3. **Loquaciousness I**—Causes the caster to be more convincing than normal, providing a +25 bonus to the caster's next attempt to influence someone verbally. This bonus lasts for the whole of the next attempt and may be applied to any appropriate maneuver (at the GM's discretion; e.g., Duping, Seduction etc.).
4. **Personal Charade I**—As *Item Charade I*, except allows the caster to completely change how he is physically perceived by one target.
5. **Minor Magic Sense**—Caster's skin becomes sensitive to magic. Whenever a spell is cast on him during the duration of this spell, his skin will tingle. He will gain no information about the spell at all, only that he was the target of magic.. This will detect even Passive or Informational spells.
6. **Creature Charade I**—As *Item Charade I*, except the target will perceive any one animal as any animal of the same type (e.g., a cat will still look like a cat, but it can be any type of cat of the same basic size).
7. **Glibness**—Causes the next lie the caster tells to be free of the normal signs used to detect lies. This results in a special modification of -25 to any non-magical attempts at lie detection and a special bonus of +25 to any RRs versus magical attempts at lie detection.
8. **Mental Charade I**—Allows the caster to alter one of the following to magical/mental detections: his race, profession, or level.
9. **Lesser Magic Sense**—As *Minor Magic Sense*, except the caster's skin is sensitive enough to detect magic in or on objects which he touches.
10. **Item Charade II**—As *Item Charade I*, except the caster can affect 2 targets.
11. **Loquaciousness II**—As *Loquaciousness I*, except the bonus is +50.
12. **Personal Charade II**—As *Personal Charade I*, except the caster can affect 2 targets.



MENTALISM TRAINING PACKAGE 17.5.3

CHARADES

Lvl	Name	Area Of Effect	Duration	Range	Type
1	Gauge Mark	target	—	10'	P
2	Item Charade I	1 target	1 min/lvl	50'	Fm
3	Loquaciousness I	caster	varies	self	U
4	Personal Charade I	1 target	1 min/lvl	50'	Fm
5	Minor Magic Sense	caster	1min/lvl	self	I
6	Creature Charade I	1 target	1 min/lvl	50'	Fm
7	Glibness	caster	1 rnd/lvl	self	U
8	Mental Charade I	caster	1 min/lvl	self	F
9	Lesser Magic Sense	caster	1min/lvl	self	I
10	Item Charade II	2 targets	1 min/lvl	50'	Fm
11	Loquaciousness II	caster	varies	self	U
12	Personal Charade II	2 targets	1 min/lvl	50'	Fm
13	Creature Charade II	2 targets	1 min/lvl	50'	Fm
14	Greater Magic Sense	caster	1min/lvl	self	I
15	Mental Charade II	caster	varies	self	F
16	Item Charade III	3 targets	1 min/lvl	50'	Fm
17	Loquaciousness III	caster	varies	self	U
18	Personal Charade III	3 targets	1 min/lvl	50'	Fm
19	Creature Charade III	3 targets	1 min/lvl	50'	Fm
20	Far Magic Sense	5' R	1 min/lvl	50'	I
25	Mental Charade III	caster	varies	50'	Fm
30	Item Charade True	varies	1 min/lvl	50'	Fm
50	Personal Charade Tr.	varies	1 min/lvl	50'	Fm

13. **Creature Charade II**—As *Creature Charade I*, except the caster can affect 2 targets.

14. **Greater Magic Sense**—As *Lesser Magic Sense*, except the caster learns the realm of magic and the direction from whence the spell came (if appropriate).

15. **Mental Charade II**—As *Mental Charade I*, except the caster can alter two of the following to magical/mental detections: his level, race, or profession. Alternatively, the caster can choose only one of the items and double the duration of this spell.

16. **Item Charade III**—As *Item Charade I*, except the caster can affect 3 targets.

17. **Loquaciousness III**—As *Loquaciousness I*, except the bonus is +75.

18. **Personal Charade III**—As *Personal Charade I*, but the caster can affect 3 targets.

19. **Creature Charade III**—As *Creature Charade I*, except the caster can affect 3 targets.

20. **Far Magic Sense**—As *Greater Magic Sense*, except the caster can choose an area in which to detect. He will detect any spells cast on the area after this spell is cast and any magic items that enter the area (but will not discover any magics which encompass an area larger than this spell).

25. **Mental Charade III**—As *Mental Charade I*, except the caster can alter his race, profession, and level to magical and mental detections. Alternatively, the caster can choose two of the above and double the normal duration; or the caster can choose only one of the above and triple the normal duration.

30. **Item Charade True**—As *Item Charade I*, except the caster can manipulate the perceptions of a number of targets up to a maximum of caster's level divided by 5.

50. **Personal Charade True**—As *Personal Charade I*, except the caster can manipulate the perceptions of a number of targets up to a maximum of caster's level divided by 5.



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DREAM LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Sleep	1 target	—	50'	Fm
2	Store Dream Pattern	1 target	P	varies	Pm
3	Store Dreamer Pattern	1 target	P	50'	Pm
4	Observe Waking Dream	1 target	1 min/lvl (C)	50'	Pm
5	Observe Sleeping Dream	1 target	1 min/lvl (C)	varies	Pm
6	Induce Daydream	1 target	varies	50'	Fm
7	Locate Dreamer I	caster	—	100'/lvl	Pm
8	Induce Dream	1 target	varies	varies	Fm
9	Dream Guard	1 target	sleep	50'	U
10	Induce Nightmare	1 target	varies	varies	Fm
11	Weave Daydream	caster	C	self	U
12	Undream	1 target	—	50'	Fm
13	Weave Dream	caster	C	self	U
14	Locate Dreamer II	caster	—	1,000'/lvl	Pm
15	Weave Nightmare	caster	C	self	U
16					
17	Insomnia	1 target	1 day/10 fail	50'	Fm
18	Mass Daydream	1 target/lvl	1 rnd/lvl	50'	Fm
19					
20	Locate Dreamer III	caster	—	1 mi/lvl	Pm
25	Mass Dream	1 target/lvl	varies	varies	Fm
30	Mass Nightmare	1 target/lvl	varies	varies	Fm
50	Locate Dreamer True	caster	—	unlimited	Pm

DREAM LAW

- Sleep**—The target falls into natural sleep. The first round is a magical sleep (the target cannot be awakened through normal means).
- Store Dream Pattern**—The caster may store the dream pattern of a daydream or sleeping dream of a given target for future use. The caster may only have as many daydream patterns and as many sleeping dream patterns stored as his Memory stat (not the stat bonus) and may release a stored pattern at any given time. The caster's player is responsible for recording which patterns are stored. Note that the caster cannot be the target of this spell.
- Store Dreamer Pattern**—The caster may store the dream-self pattern of a given target (for use with spells on this list and on the Dream Lore list). The caster must also be asleep at time of casting. The caster may only have as many dream-self patterns stored as his Memory stat (not stat bonus) and may release a stored pattern at any given time. The caster's player is responsible for recording which patterns are stored.
- Observe Waking Dream**—The caster can passively share (by concentrating upon this spell) any daydreams experienced by the target during the spell's duration. He will receive not only the events of the daydream but the reactions and surface thoughts which arise as a result of the daydream.
- Observe Sleeping Dream**—The caster can passively share (by concentrating upon this spell) any sleeping dreams experienced by the target during the spell's duration.
- Induce Daydream**—The caster may induce a daydream in the target's mind, distracting the target for as long as the target entertains the daydream (or perhaps as long as the daydream entertains the target!). The caster may elect to either induce a random daydream (allowing the target's mind to supply the topic and the details), a daydream on a specific topic (the target's mind supplies the details), or a daydream pattern previously stored by the caster.

7. **Locate Dreamer I**—The caster can locate the chosen target in terms of both direction and distance. The caster must have previously stored the target's dream-self pattern, the target must be asleep, and the target must be within 100' per level of the caster at time of casting.

8. **Induce Dream**—The caster may induce a dream (not of nightmarish aspect) in a sleeping target. The caster may elect to either induce a dream on a specific topic (the target's mind supplies the details) or to use a dream pattern previously stored by the caster.

9. **Dream Guard**—This spell causes a portion of the target's subconscious mind to monitor any attempts by others to detect, store, observe, or manipulate the target's dream-self pattern (or his dreams) for the duration of his sleep cycle. Such spells must make an RR versus the level of the caster (if the RR is successful the detection, etc., may proceed normally). If the RR fails, the target's subconscious is alerted to the nature of the incoming spell and it relays this information to the caster's conscious mind (and the incoming spell fails). The caster of this spell must be awake and within 50' of the target to receive any warnings.

10. **Induce Nightmare**—As *Induce Dream*, except the caster may induce a nightmare (with ramifications at the GM's discretion).

11. **Weave Daydream**—By concentrating with this spell, the caster can create a daydream on any topic he desires with the level of detail limited by the caster's imagination, and the duration of the spell limited only by the caster's ability to concentrate. Once the caster has completed his weaving, he must concentrate for a further round to store the parameters for future use (this counts as a dream stored with the *Store Dream Pattern* spell). If the caster's concentration is interrupted or ends before the creation is complete, the daydream will also be incomplete. Note the caster can decide to leave certain aspects of the dream to be created spontaneously by the minds of targets in which the daydream is later induced.

12. **Undream**—The target of this spell will be unable to dream during his next sleep cycle if he fails to resist this spell.

13. **Weave Dream**—As *Weave Daydream*, except the caster weaves a normal dream (not a nightmare).

14. **Locate Dreamer II**—As *Locate Dreamer I*, except the range is 1,000' per level of the caster.

15. **Weave Nightmare**—As *Weave Dream*, except the caster weaves a nightmare.

17. **Insomnia**—The target of this spell will be unable to sleep, and will therefore forfeit any benefits that the lost sleep would have provided (healing, PP recovery, etc.).

18. **Mass Daydream**—As *Daydream*, except affects one target per level of the caster chosen at time of casting and the caster may only induce a specific daydream pattern which will be shared by all the targets.

20. **Locate Dreamer III**—As *Locate Dreamer I*, except the range is 1 mile per level of the caster.

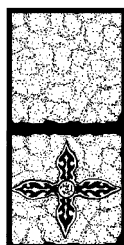
25. **Mass Dream**—As *Dream*, except affects one target per level of the caster chosen at time of casting and the caster may only induce a specific dream pattern which will be shared by all the targets.

30. **Mass Nightmare**—As *Nightmare*, except affects one target per level of the caster chosen at time of casting and the caster may only induce a specific dream pattern which will be shared by all the targets.

50. **Locate Dreamer True**—As *Locate Dreamer I*, except the range is unlimited.

SPECIAL NOTES

- See Chapter 16 for a fuller discussion of dreams.
- For the *Store*, *Observe*, and *Induce* spells on this list, either the caster must be within 50' of the target (and be able to see the target), or the target must have been located using a *Locate Dreamer* spell.



DREAM LORE

1. **Awaken Self**—This subconsciously activated spell will awaken the caster from any form of sleep (magical or nonmagical). The caster will require only one round to come fully awake. This spell works by assimilating sensory cues from the caster's surroundings and allowing the caster's subconscious to determine if the caster should awaken in response.
2. **Dream I**—Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 3 hours) for this spell to work.
3. **Sleep Control**—By casting this spell prior to retiring, the caster can fully control his next sleep cycle, allowing him to fall asleep at his own pace (instantly or gradually; even in noisy or otherwise disruptive environments) and to set the duration of the sleep cycle.
4. **Store Own Dream Pattern**—The caster may store the parameters of one of his own dreams for use with spells later on this list and on the Dream Law spell list. The caster can only store as many sleeping dream patterns equal to his Memory stat (not stat bonus). The caster may release a dream pattern at any time. The caster's player is responsible for noting which dream patterns are stored.
5. **Dream Communication I**—The caster can communicate via dream-speech with a single target chosen by the caster prior to retiring. The caster must have previously stored the target's Dreamer Pattern. In addition the target must be asleep, must be able to dream (i.e., is not under an *Undream* or equivalent spell), and the target's pattern must not be concealed (i.e., is not under the effects of a *Dream Cloak*, *Dream Masquerade*, *Dream Invisibility*, or equivalent spell). The target must be no further than 100' per level (of the caster) distant. The communication is two-way although recipients who are not Mentalism spell users will (at GM's discretion) "talk in their sleep" while conversing.
6. **Dream II**—As *Dream I*, except the limit is 2 dreams per sleep cycle on different topics.
7. **Enter Dreams I**—The caster can enter the sleeping dreams or nightmares of one or more targets chosen at time of casting prior to retiring. The caster must have previously stored each target's Dreamer Pattern. In addition, each target must be asleep, must be able to dream (i.e., is not under an *Undream* or equivalent spell), and each target's pattern must not be concealed (i.e., is not under the effects of a *Dream Cloak*, *Dream Masquerade*, *Dream Invisibility*, or equivalent spell). The target(s) must be no further than 100' per level of the caster away. The caster may only enter the dreams or nightmares of more than one target if all the desired targets are experiencing the same dream or nightmare. Upon entry to a target's dreams, the caster may choose merely to passively observe or to interact with the dream and/or dreamer.
8. **Lucid Dream I**—As *Dream I*, except the caster has a "lucid" dream which will initially relate to a topic decided upon just before retiring. Alternatively the caster may choose to repeat a stored Dream pattern.
9. **Dream Sentry**—By casting this spell just before retiring, the caster assigns a portion of his subconscious mind to monitor any attempts by others to detect, store, observe or manipulate the caster dream-self pattern or his dreams for the duration of his sleep cycle. Such spells must make an RR versus the caster's level. If the RR succeeds, the attempt may proceed normally. If the RR fails, the caster's subconscious is alerted to the nature of the incoming spell and the attempt fails.
10. **Dream III**—As *Dream I*, except the limit is 3 dreams per sleep cycle on different topics.
11. **Dream Healing II**—By casting this spell just before retiring, the caster increases the rate at which his body heals during the sleep cycle, regaining twice as many concussion hits as normal. Additionally other injuries heal at twice normal rate during the healing sleep.
12. **Dream Communication II**—As *Dream Communication I*, except for the range.
13. **Dream Cloak**—By casting this spell before retiring, the caster can conceal his dream-self pattern and any dreams he may experience for the duration of his sleep cycle. This

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DREAM LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Awaken Self *	caster	—	self	Us
2	Dream I	caster	sleep	self	I
3	Sleep Control	caster	sleep	self	U
4	Store Own Dream Patt.*	caster	P	self	Ps
5	Dream Commu. I	1 target	C	100'/lvl	Fms
6	Dream II	caster	sleep	self	I
7	Enter Dreams I	varies	C	100'/lvl	Fms
8	Lucid Dream I	caster	sleep	self	I
9	Dream Sentry	caster	sleep	self	F
10	Dream III	caster	sleep	self	I
11	Dream Healing II	caster	sleep	self	U
12	Dream Comm II	1 target	C	1000'/lvl	Fms
13	Dream Cloak	caster	sleep	self	E
14	Enter Dreams II	varies	C	1000'/lvl	Fms
15	Lord Dreams	caster	sleep	self	I
16	Lucid Dream II	caster	sleep	self	I
17					
18	Dream Comm. III	1 target	C	1 mi/lvl	Fms
19	Dream Healing III	caster	sleep	self	U
20	Enter Dreams III	varies	C	1 mi/lvl	Fms
25	Lucid Dreams III	caster	sleep	self	I
30	Dream Comm. Tr.	1 target	C	10 mi/lvl	Fms
50	Enter Dreams True	varies	C	10 mi/lvl	Fms

prevents others from storing the caster's dream-self pattern, observing or storing his dreams and will cause *Dream Communication*, *Enter Dream*, *Locate Dreamer*, and other spells which require a detectable dream-self pattern to fail.

14. **Enter Dreams II**—As *Enter Dreams I*, except for the range.

15. **Lord Dreams**—As *Dream I*, except the limit is 5 dreams per sleep cycle on any combination of topics chosen by the caster.

16. **Lucid Dream II**—As *Lucid Dream I*, except the limit is 2 "lucid" dreams per sleep cycle on different topics.

18. **Dream Communication III**—As *Dream Communication I*, except for the range.

19. **Dream Healing III**—As *Dream Healing II*, except the caster recovers three times normal concussion hits and other injuries heal at three times normal rate.

20. **Enter Dreams III**—As *Enter Dreams I*, except for the range.

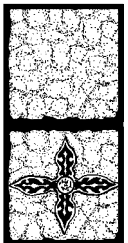
25. **Lucid Dreams III**—As *Lucid Dream I*, except the limit is 3 "lucid" dreams per sleep cycle on different topics.

30. **Dream Communication True**—As *Dream Communication I*, except for the range.

50. **Enter Dreams True**—As *Enter Dreams I*, except for the range.

SPECIAL NOTE

The caster may only use one *Dream*, *Lucid Dream*, *Dream Communication*, *Enter Dreams*, or *Dream Healing* spell in a given sleep cycle (e.g., the caster cannot use *Dreams III* in combination with a *Dream Healing II* spell in the same sleep cycle). Concisely, the difference in role playing terms between a *Dream* spell and a *Lucid Dream* spell is that the player only selects the dream topic and the Gamemaster narrates the dream for Dream spells, whereas in a *Lucid Dream* the player selects the dream topic for the character, and the player and the Gamemaster interact to describe the dream experience. See Chapter 16 for a fuller discussion of dreams.



MENTALISM
COMPANION



DREAM TRAVEL

Lvl	Name	Area of Effect	Duration	Range	Type
☐	1 Dream Anchor	1 target	1 sleep	touch	U
☐	2 Dream Empowerment I	1 target	10 min/lvl	touch	Us
☐	3 Dream Spell I	1 target	10 min/lvl	touch	Us
☐	4 Sustain Dreamer	1 target	1 day/lvl	touch	Us
☐	5 Enter Dream World	1 target	—	100'	Fms
☐	6 Exit Dream World	1 target	—	100'	Fms
☐	7 Dream Empowerment II	1 target	10 min/lvl	touch	Us
☐	8 Dream Spell III	1 target	10 min/lvl	touch	Us
☐	9 Warn Dreamer	1 target	10 hr/lvl	touch	Us
☐	10 Dream Teleport I	1 target	—	100'	Us
☐	11 Find Dreamer	caster	—	varies	Pms
☐	12 Dream Spell V	1 target	10 min/lvl	touch	Us
☐	13 Dream Empowerment III	1 target	10 min/lvl	touch	Us
☐	14 Summon Dream Beast	1 target	10 mn/lvl	varies	Fms
☐	15 Dream Trap	1 target	1 hr/10 fail	100'	Us
☐	16 Summon Dream Being	1 target	10 min/lvl	varies	Fms
☐	17 Charm Dream Beast	1 target	10 min/lvl	100'	Fms
☐	18 Dream Spell X	1 target	10 min/lvl	touch	Us
☐	19 Charm Dream Being	1target	10min/lvl	100'	Fms
☐	20 Dream Empowerment Tr.	1 target	10 min/lvl	touch	Us
☐	25 Mass Dream Teleport	1 target/lvl	—	100'	Us
☐	30 Lord Dream Spell	1 target	10 min/lvl	touch	Us
☐	50 Dream Spell True	1 target	10 min/lvl	touch	Us

DREAM TRAVEL

- 1. Dream Anchor**—When cast on a target before sleep, this spell prevents the target's dream self from entering or being drawn into the dream world for the duration of the target's sleep period.
- 2. Dream Empowerment I**—When cast on a target (either before or after entry to the dream world), this spell allows the target to use his skills and innate abilities at 25% of their normal value within the dream world (for the duration of this spell). This spell does not allow the caster to cast spells while in the dream world. Without an Empowerment spell, a dream-self persona cannot manipulate the dream world.
- 3. Dream Spell I**—For the duration of this spell, the target is able to cast first level spells while in the dream world. This spell can be cast either before or after entry to the dream world. Without this spell, the target's spells will have no effect in the dream world.
- 4. Sustain Dreamer**—Allows the caster to slow down the metabolism of the target's real body for the duration of the spell. The target's body does not require nourishment for the duration

of the spell. The spell only functions while the target remains in the dream world.

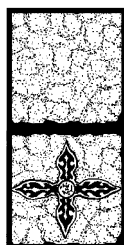
- 5. Enter Dream World**—Allows the caster to draw the dream self of a sleeping target into a specific location in the dream world chosen at time of casting. The target will remain in the dream world for the duration of his sleep, unless an *Exit Dream World* spell

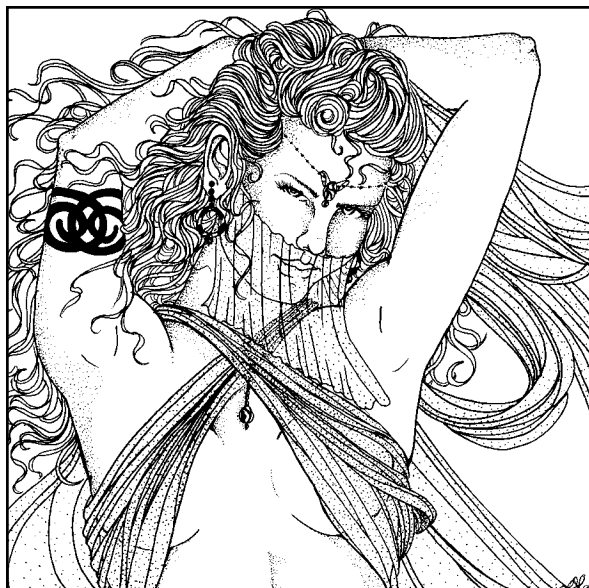
is employed or the dream-self is prematurely expelled. The target enters the dream world with only his mental capabilities and the dream-self's pseudo-body, and needs *Dream* spells and y spells to manipulate the dream world.

- 6. Exit Dream World**—Allows the caster to force a target's dream self out of the dream world. The target will waken in one round after being ejected. This spell cannot be used to eject a creature belonging to the dream world.
- 7. Dream Empowerment II**—As *Dream Empowerment I*, except the target can use his skills and abilities at 50% of their normal value.
- 8. Dream Spell III**—As *Dream Spell I*, except the target can cast up to third level spells.
- 9. Warn Dreamer**—When cast on a target, this spell will provide the target's subconscious mind with a warning of any danger to the target's physical body for the duration of the spell.
- 10. Dream Teleport I**—The caster may teleport one target to a location within the dream world with which the caster is either familiar or is familiar with its real world equivalent. The risk of this spell depends on the caster's familiarity with the destination. The following chances for failure exist: Never seen place (but has had described) = 50%; Been briefly (one hour or less) = 25%; Studied (been in for 24 hours) = 10%; Studied carefully (7 days) = 1%. In the case of failure, first determine the direction of the error (roll randomly) The amount of error is then determined by making a d100 (open-ended) roll to determine the distance of the error in feet.
- 11. Find Dreamer**—This spell will inform the caster of the location in the dream world of the dream-self of a single chosen target who must be in the dream world at time of casting and known to the caster.
- 12. Dream Spell V**—As *Dream Spell I*, except the target can cast up to fifth level spells.
- 13. Dream Empowerment III**—As *Dream Empowerment I*, except the target can use his skills and abilities at 75% of their normal value.
- 14. Summon Dream Beast**—Allows the caster to summon a dream beast. The dream beast may or may not be friendly towards the caster, and the caster may or may not be able to summon a specific type or individual dream beast dependent on the nature of the dream world.
- 15. Dream Trap**—The target's dream-self will be prevented from returning to his physical body. The target may make additional RRs to break free if the physical body is attacked or endangered during the duration of this spell.
- 16. Summon Dream Being**—As *Summon Dream Beast*, except the caster can summon an intelligent denizen of the dream world.
- 17. Charm Dream Beast**—The target dream beast will believe the caster is a good friend.
- 18. Dream Spell X**—As *Dream Spell I*, except the target can cast up to tenth level spells.
- 19. Charm Dream Being**—As *Charm Dream Beast*, except this spell affects intelligent denizens of the dream world.
- 20. Dream Empowerment True**—As *Dream Empowerment I*, except the target can use his skills and abilities at 100% of their normal value.
- 25. Mass Dream Teleport**—As *Dream Teleport I*, except the caster may teleport up to one target per level of the caster.
- 30. Lord Dream Spell**—As *Dream Spell I*, except the target can cast up to twentieth level spells.
- 50. Dream Spell True**—As *Dream Spell I*, except the target can cast up to fiftieth level spells.

SPECIAL NOTE

Normally, the caster can only cast spells from this list while in any given dream world. See Section 16.5 for a discussion of dream worlds.





HOURI'S BEGUELEMENT

1. **Enhance Beauty I**—Adds +20 to the caster's Appearance. This cannot raise the caster's Appearance above 100.
2. **Analyze Individual**—Caster learns details about the target's romantic emotional attachments (if any) and sexual preferences.
3. **Seduce I**—Adds +25 to any Seduction maneuvers for the duration of this spell.
4. **Silver Tongue**—The target will believe everything the caster says, unless the target has prior (or incontrovertible evidence) to the contrary.
5. **Study Individual**—Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shifting True* or *Change* type spell. The caster can only have as many forms studied as he has levels.
6. **Face Shifting True**—Allows the caster to alter the form of his face. If he has used *Study Individual*, he can take on the exact facial form.
7. **Influence I**—Adds +15 to any maneuvers using any skill in the Influence skill category (except Seduction).
8. **Entertain I**—The caster receives a +15 bonus to all performing skills (in the Artistic • Active category) for the duration of this spell.
9. **Body Shifting True**—As *Face Shifting True*, except the caster can alter his build and the shape of his body.
10. **Enhance Beauty II**—As *Enhance Beauty I*, except the bonus is +40 and the maximum is 101.
11. **Racial Change**—Caster can alter his entire body to the form of another humanoid race (no increase in mass). This spell is insufficient in itself to allow the caster to impersonate a specific being.
12. **Entertain II**—As *Entertain I*, except the bonus is +30.
13. **Influence II**—As *Influence I*, except the bonus is +30.
14. **Change Sex**—Caster changes to become a member of the opposite sex in terms of purely physical factors. The caster is sterile for the duration of this spell. This spell can be used in combination with *Racial Change* and other spells.

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HOURI'S BEGUELEMENT

Lvl	Name	Area of Effect	Duration	Range	Type
1	Enhance Beauty I	caster	10 min/lvl	self	U
2	Analyze Individual	1 target	—	10'	Pm
3	Seduce I	caster	10 min/lvl	self	U
4	Silver Tongue	1 target	C	50'	Fm
5	Study Individual	caster	—	10'	I
6	Face Shifting True	caster	1 hr/lvl	self	U
7	Influence I	caster	10 min/lvl	self	U
8	Entertain I	caster	10 min/lvl	self	U
9	Body Shifting True	caster	1 hr/lvl	self	U
10	Enhance Beauty II	caster	10 min/lvl	self	U
11	Racial Change	caster	10 min/lvl	self	U
12	Entertain II	caster	10 min/lvl	self	U
13	Influence II	caster	10 min/lvl	self	U
14	Change Sex	caster	1 month/lvl	self	U
15	Seduction II	caster	10 min/lvl	self	U
16	Entertain III	caster	10 min/lvl	self	U
17	Timeless	caster	1 month/lvl	self	U
18	Enhance Beauty III	caster	10 min/lvl	self	U
19	Influence III	caster	10 min/lvl	self	U
20	Entertain IV	caster	10 min/lvl	self	U
25	Seduction True	caster	10 min/lvl	self	U
30	Change Sex True	caster	1 month/lvl	self	U
50	True Youth	caster	P	self	U

15. **Seduction II**—As *Seduction I*, except the bonus is +50.
16. **Entertain III**—As *Entertain I*, except the bonus is +45.
17. **Timeless**—Caster may appear to be any age desired, chosen at time of casting.
18. **Enhance Beauty III**—As *Enhance Beauty I*, except the bonus is +40 and the maximum is 103.
19. **Influence III**—As *Influence I*, except the bonus is +45.
20. **Entertain IV**—As *Entertain I*, except the bonus is +60.
25. **Seduction True**—As *Seduction I*, except the bonus is +75.
30. **Change Sex True**—As *Change Sex*, except the caster becomes a true member of the opposite sex (i.e., genetics, personality, and all psychological factors are also changed, and the caster may choose whether to be sterile for the duration (choice must be made at time of casting).
50. **True Youth**—Caster has two years of his age "removed" (i.e., rejuvenation). If the spell fails, the caster is killed and the total true age returns immediately. The spell may be cast repeatedly and effects are cumulative; however, each time it is cast on the caster, the unmodified failure chance increases by 1.



MENTALISM
COMPANION



HOURI'S KISSES

Lvl	Name	Area of Effect	Duration	Range	Type
☐	1 Kiss of Captivation *	1 target	1 hr/10 fail	touch	Fm
☐	2 Kiss of Pain *	1 target	—	touch	Fm
☐	3 Kiss of Impotence *	1 target	1 day/10 fail	touch	Fm
☐	4 Kiss of Ecstasy *	1 target	1 min/10 fail	touch	Fm
☐	5 Kiss of Fire *	1 target	—	touch	Fm
☐	6 Kiss of Sleep *	1 target	1 hr/10 fail	touch	Fm
☐	7 Kiss of Jealousy *	1 target	1 day/10 fail	touch	Fm
☐	8 Kiss of Agony *	1 target	—	touch	Fm
☐	9 Kiss of Weakness *	1 target	1 hr/10 fail	touch	Fm
☐	10 Minor Kiss *	1 spell	varies	self	U
☐	11 Kiss of Blinding *	1 target	1 hr/10 fail	touch	Fm
☐	12 Kiss of Torment *	1 target	—	touch	Fm
☐	13 Kiss of Impotence Tr.*	1 target	P	touch	Fm
☐	14 Kiss of Enslavement *	1 target	1 day/10 fail	touch	Fm
☐	15 Lesser Kiss *	1 spell	varies	self	U
☐	16 Kiss of Hate *	1 target	1 day/10 fail	touch	Fm
☐	17 Kiss of Amnesia *	1 target	1 day/10 fail	touch	Fm
☐	18 Kiss of Love *	1 target	1 day/10 fail	touch	Fm
☐	19 Kiss of Coma *	1 target	1 day/10 fail	touch	Fm
☐	20 Greater Kiss *	1 spell	varies	self	U
☐	25 Delayed Kiss *	1 spell	varies	self	U
☐	30 Blown Kiss *	1 spell	varies	self	U
☐	50 Kiss of Death *	1 target	varies	touch	Fm



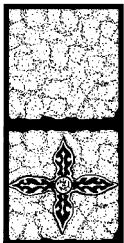
13. **Kiss of Impotence True**—As *Kiss of Impotence*, except the duration is permanent.
14. **Kiss of Enslavement**—The target will obey the caster in any suggested act that is not completely alien to him (e.g., no suicide orders, no blinding himself, etc.).
15. **Lesser Kiss**—As *Minor Kiss*, except enables the next *Kiss* spell (if cast within 1 minute) to affect a target of any sex belonging to another humanoid race.
16. **Kiss of Hate**—As *Kiss of Jealousy*, except the emotion is hate.
17. **Kiss of Amnesia**—The target is an amnesiac, remembering nothing of his past for the duration of his spell.
18. **Kiss of Love**—As *Kiss of Jealousy*, except the emotion is love.
19. **Kiss of Coma**—The target falls into a deep coma.
20. **Greater Kiss**—As *Minor Kiss*, except enables the next *Kiss* spell (if cast within 1 minute) to affect any sentient target of any sex.
25. **Delayed Kiss**—Causes the effect of the next *Kiss* spell (if cast within 1 minute) to be delayed for up to 1 minute per level of the caster.
30. **Blown Kiss**—Causes the next *Kiss* spell (if cast within 1 minute) to have a range of 50'.
50. **Kiss of Death**—As *Kiss of Coma*, except the target will die immediately if he fails his RR by more than -50.

HOURI'S KISSES

1. **Kiss of Captivation**—The target believes the caster is a good friend.
2. **Kiss of Pain**—The target loses 20% of his remaining concussion hits.
3. **Kiss of Impotence**—The target is totally impotent.
4. **Kiss of Ecstasy**—The target is in “seventh heaven” (i.e., extreme ecstasy, joy, etc.), and may only spend 50% activity for the duration of this spell (i.e., he does not have a full 100% activity each round). The pleasure engendered is addictive and the target may act irrationally or allow himself to be manipulated to obtain a further “dose.”
5. **Kiss of Fire**—As *Kiss of Pain*, except the target loses 40% of his remaining hits.
6. **Kiss of Sleep**—The target falls into a deep natural sleep. The first d10 rounds are magical (i.e., the target cannot be awakened by normal means).
7. **Kiss of Jealousy**—The target is extremely jealous of a person chosen by the caster and will act on this emotion according to his (the target's) nature.
8. **Kiss of Agony**—As *Kiss of Pain*, except the target loses 60% of his remaining hits.
9. **Kiss of Weakness**—The target feels physically drained. His Strength stat bonus reduced by 10.
10. **Minor Kiss**—Enables the next *Kiss* spell (if cast within 1 minute) to affect a target of the same sex and race as the caster.
11. **Kiss of Blinding**—The target is blinded.
12. **Kiss of Torment**—As *Kiss of Pain*, except the target loses 90% of his remaining hits.

SPECIAL NOTES

- 1) *Kiss* spells, unless otherwise stated or empowered by one of *Minor Kiss*, *Lesser Kiss*, or *Greater Kiss*, will only affect members of the same race as and opposite sex to the caster.
- 2) If the caster of a *Kiss* spell actually kisses a target, a special modification of -30 is applied to the target's RR in addition to normal modifications. It is also not possible to claim this modification if the *Kiss* has been enhanced by the *Blown Kiss* spell.
- 3) At the GM's discretion, casters may be allowed to “stack” *Delayed Kiss* and/or *Blown Kiss* with one of *Minor Kiss*, *Lesser Kiss*, or *Greater Kiss*. Caster must successfully cast all the desired spells within one minute for this to work.



KNOWLEDGE MASTERY

1. **Afterthoughts**—Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
2. **Learn Language II**—Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DPs spent), results in two ranks being learned. It is assumed that this spell is cast and in effect while the language is being learned.
3. **Language Lore**—Caster learns what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work previously.
4. **Study III**—Caster can read at three times the normal rate (resulting in 3 pages per minute while this spell is active).
5. **Recall I**—Allows the caster to access his memory as if he had total recall. Any maneuver involving Memory receives a special bonus of +25.
6. **Manuscript Lore**—Caster gains information regarding one manuscript including type of paper/parchment, type of binding (if any), type of ink, date of writing/printing, date of binding (if any), magical or normal, etc. No information will be provided on the content of the text.
7. **Observation I**—Caster gains insights or facts by observing a person or thing with intense concentration. Gives the caster a +50 modification to an appropriate Awareness maneuver.
8. **Learn Language III**—As *Learn Language II*, except rate is tripled (and three ranks are gained for every one).
9. **Study V**—Caster can read at five times the normal rate (resulting in 5 pages per minute while this spell is active).
10. **Correlations I**—Caster is able to correlate known facts to obtain conclusions. Any maneuver involving Reasoning receives a special bonus of +25.
11. **Passage Origin I**—Caster can read a piece of text and tell if it is a translation: and if so, what the original language was and possibly the author if he was noteworthy or the caster has seen his work before.
12. **Copy Pages**—This spell copies a document that the caster is examining. The caster merely concentrates and touches the document with one hand and a blank sheet with his other hand. The copy is exact and in full color. Note the caster does not have to be able to read the document. The process occurs at a rate of one page per round.
13. **Revitalise Manuscript I**—Allows caster to reduce the effects of time upon a given book, scroll, or parchment (and similar objects) by one year per caster's level. This spell will



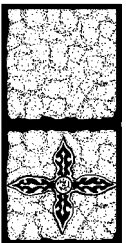
MENTALISM TRAINING PACKAGE 17.5.9

KNOWLEDGE MASTERY

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1	Afterthoughts	caster	—	self	I
☐ 2	Learn Language II	caster	C	self	U
☐ 3	Language Lore	caster	—	self	I
☐ 4	Study III	caster	C	self	U
☐ 5	Recall I	caster	C	self	U
☐ 6	Manuscript Lore	caster	—	10'	I
☐ 7	Observation I	caster	C	self	U
☐ 8	Learn Language III	caster	C	self	U
☐ 9	Study V	caster	C	self	U
☐ 10	Correlations I	caster	C	self	U
☐ 11	Passage Origin I	caster	—	self	I
☐ 12	Copy Pages	varies	1min/lvl	touch	U
☐ 13	Revitalise Manuscript I	1 manuscript	P	touch	F
☐ 14	Study X	caster	C	self	U
☐ 15	Learn Language IV	caster	C	self	U
☐ 16	Recall II	caster	C	self	U
☐ 17	Study True	caster	C	self	U
☐ 18	Observation II	caster	C	self	U
☐ 19	Passage Origin II	caster	—	self	I
☐ 20	Correlations II	caster	C	self	U
☐ 25	Learn Language V	caster	C	self	U
☐ 30	Revitalise Manuscript II	1 manuscript	P	touch	F
☐ 50	Learn Language X	caster	C	self	U

also repair all damage to the manuscript towards restoring it to its proper condition: including rips, tears, punctures, stains, crush damage, ink spills, water and heat damage, cracks, binding problems, etc. It will not replace missing pages, binding or covers. Magical manuscripts may also be revitalised though this spell will not restore power or spells (active or inactive—it will restore spell knowledge inscribed) to the manuscript.

14. **Study X**—Caster can read at ten times the normal rate (resulting in 10 pages per minute while this spell is active).
15. **Learn Language IV**—As *Learn Language II*, except rate is four times normal (and four ranks are gained for every one).
16. **Recall II**—As *Recall I*, except the bonus of +50. Not cumulative with *Recall I*.
17. **Study True**—As *Study II*, except caster can read as fast as he can glance at a page.
18. **Observation II**—As *Observation I*, except virtually every detail in even a large situation is noted, and the bonus is +100. Not cumulative with *Observation I*.
19. **Passage Origin II**—As *Passage Origin I*, except the caster can tell how many times the text has been translated, what languages the text has been through, who the translators were, and who the original author was.
20. **Correlations II**—As *Correlations I*, except the bonus is +50. Not cumulative with *Correlations I*.
25. **Learn Language V**—As *Learn Language II*, except rate is five times normal (and five ranks are gained for every one).
30. **Revitalise Manuscript II**—As *Revitalise Manuscript I*, except the time reduction is ten years per caster's level.
50. **Learn Language X**—As *Learn Language II*, except rate is ten times normal (and ten ranks are gained for every one).



MENTALISM
COMPANION



MEDICAL LAW

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1	Detect Disease	1 target	—	10'	P
☐ 2	Detect Poison	1 target	—	10'	P
☐ 3	Detect Physical Malady	1 target	—	10'	P
☐ 4	Incision	1 target	10 min/lvl	touch	U
☐ 5	Close Wound	1 target	P	touch	U
☐ 6	Clean Wound	1 target	—	10'	P
☐ 7	Detect Mental Malady	1 target	P	10'	U
☐ 8	Suppress Disease	1 target	1 hr/lvl	10'	U
☐ 9	Set Bones	1 target	P	touch	U
☐ 10	Suppress Poison	1 target	1 hr/lvl	10'	U
☐ 11	Disease Analysis	1 target	—	10'	I
☐ 12	Poison Analysis	1 target	—	10'	I
☐ 13	Remove Infection	1 target	P	touch	U
☐ 14	Analyze Phys. Malady	1 target	—	10'	I
☐ 15	Resuscitation	1 target	P	touch	U
☐ 16	Analyze Mental Malady	1 target	—	10'	I
☐ 17	Local Anesthesia	1 target	10 min/lvl	touch	Fm
☐ 18	Preserve Body	1 target	1 day/lvl	touch	U
☐ 19					
☐ 20	Biovoyance	1 target	—	touch	I
☐ 25	Phase Surgery	1 target	10 min/lvl (C)	touch	U
☐ 30	General Anesthesia	1 target	10 min/lvl	touch	Fm
☐ 50	Resuscitation True	1 target	P	touch	U

MEDICAL LAW

- 1. Detect Disease**—Caster learns if any illness or disease is effecting the target. Caster also learns the number of illnesses/diseases, but not their nature.
- 2. Detect Poison**—Caster learns if any poison is effecting the target. Caster also learns the number of toxins, but not their nature.
- 3. Detect Physical Malady**—Caster learns if any physical malady (i.e., broken bone, sprains, tendon/muscle damage, internal bleeding etc. but not diseases or poisons) is effecting the target. Caster also learns the number of illnesses/diseases and a general location of each malady.
- 4. Incision**—Creates clean incision into living material a predetermined length and depth. The incision will not bleed for the duration of the spell.
- 5. Close Wound**—Closes any one wound (leaving only a small scar). In the case of a normal wound (i.e., not caused by an *Incision*), the binding should be treated as a sewn wound (which may reopen under stress).
- 6. Clean Wound**—Removes any foreign material from an open wound.
- 7. Detect Mental Malady**—Caster learns if any mental illness or disease is affecting the target. Caster also learns the number of such problems, but not their nature.
- 8. Suppress Disease**—Stops infection/spread of one disease in the target. No further damage will occur in uninfected areas of the body for the duration of this spell. Damage already sustained is not cured. The disease must be specified at time of casting. This spell can be used preemptively to prevent the infection of a healthy person (this results in any RRs versus the specified disease being modified by +50).

9. **Set Bones**—Allows the caster to set any bone or joint (simple or compound fracture, or shatters) in the correct position for natural healing. Appropriate support will be necessary to ensure the bone or joint stays in place until healing is well underway.

10. **Suppress Poison**—Stabilises one poison in the system of the target. No further damage will occur for the duration of this spell. Damage already sustained is not cured. The poison must be specified at time of casting. This spell can be used preemptively to prevent the infection of a healthy person (this results in any RRs versus the specified poison being modified by +50).

11. **Disease Analysis**—Caster acquires complete knowledge of one disease affecting the target including name, type, and expected effect(s) of the disease, and cure and necessary treatment required. The spell does not give the caster the skill, the power or the materials to effect the cure.

12. **Poison Analysis**—Caster acquires complete knowledge of one poison effecting the target including name, type, and expected effect(s) of the poison, and cure and necessary treatment required. The spell does not give the caster the skill, the power or the materials to effect the cure.

13. **Remove Infection**—Allows a caster to completely clean one wound of any type of natural infection. The spell will not keep an open wound clean and it will be necessary to remove the material causing the infection.

14. **Analyze Physical Malady**—Caster acquires complete knowledge of one physical malady affecting the target including name, type, exact location and expected effect(s) of the malady, and cure and necessary treatment required. The spell does not give the caster the skill, the power, the tools or the materials to effect the cure.

15. **Resuscitation**—The caster can revive the target after any sudden lapse in bodily functions (due to drowning, heart attack, shock, etc.), but the bodily functions cannot have lapsed for more than 1 round per level of the caster. This spell will restore bodily functions to normal heart rate, breathing, etc. Body must have proper attention and the cause of the lapse must be removed to prevent a recurrence.

16. **Analyze Mental Malady**—Caster acquires complete knowledge of one mental problem affecting the target including name, type, and expected effect(s) of the malady, and cure and necessary treatment required. The spell does not give the caster the skill, the power or the materials to effect the cure.

17. **Local Anesthesia**—Completely numbs part or all of a target's body for surgical procedures for the duration of the spell. The target is not rendered unconscious.

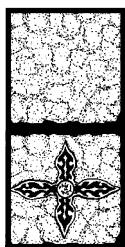
18. **Preserve Body**—Will perfectly preserve a body or portion thereof (even if the portion is separated from a living host). The tissue is preserved in exactly the same condition it was in at time of casting.

20. **Biovoyance**—Gives the caster a mental "still picture" of the interior of a target's body, which may be of the entire body or a specific region. If the picture is of the entire body, it will reveal broken bones, massive trauma etc, while if it is of a specific bodily part, it may show detail at the level of blocked blood vessels, damaged muscles etc.

25. **Phase Surgery**—Caster causes the target to become transparent and insubstantial, allowing the caster to imbed his hands inside the target, without causing any harm, and perform minor surgery or remove alien objects (caster can concentrate to make any portion of the target substantial enough to perform the surgery or procedure). Caster must still use any required tools or spells. The spell only affects living tissue.

30. **General Anesthesia**—As *Local Anesthesia*, except the target is rendered deeply unconscious for the duration.

50. **Resuscitation True**—As *Resuscitation*, except the lapse can be up to 1 minute per level of the caster.



MIND SHIFTING

1. **Study Mind**—Caster gains and stores all mental and emotional information about target. This information is only accessible via the higher level spells on this list.
2. **Probe Emotion I**—Allows caster to know the general emotions/outlook of a studied humanoid, either in terms of a typical member of the race or the specific individual.
3. **Probe Emotion II**—Allows caster to know the general emotions/outlook of a studied sentient plant, animal or beast, either in terms of a typical member of the species or the specific individual.
4. **Probe Memory I**—Allows caster to know the gender, race, profession and level (if any) of a studied individual at time of *Study*.
5. **Probe Memory II**—Allows caster to know the number, nature, and value of all skills (excluding spell lists; if any) possessed by a studied individual at time of *Study*.
6. **Probe Memory III**—Allows caster to know the number, nature, and levels known of all spell lists (if any) and special mental abilities (if any) possessed by an individual at time of *Study*.
7. **Probe Memory True**—Caster can consult the conscious memories and experiences of a studied individual at a rate of one “scene” per round.
8. **Emotion Shift I**—Caster can mimic the emotions/outlook of a studied humanoid, either in terms of a typical member of the race or the specific individual.
9. **Emotion Shift II**—Caster can mimic the emotions/outlook of a studied sentient plant, animal or beast, either in terms of a typical member of the species or the specific individual.
10. **Mental Shift I**—Caster can mentally become the gender, race, level and/or profession of any *Studied* race or individual, and will register as such by magical detections. Caster retains his own skills, profession, and racial bonuses. Also, any attribute that the caster does not choose to shift, he will retain. For example, a male Gnomish Shapeshifter (10th level Mentalist) has previously *Studied* a female Wood Elf Ranger (12th level), and now elects to *Mental Shift*, choosing to shift only race and profession. Assuming the spell is successful, he will now detect as a male 10th level Wood Elf Ranger (and may think like a Wood Elf Ranger).
11. **Memory Shift I**—Caster can draw upon the conscious memories of the *Studied* pattern in response to current stimuli.
12. **Language Shift**—Caster can use the studied individual’s native language to the level of fluency (spoken and written) of the individual at time of *Study*.
13. **Skill Shift I**—Caster can use one purely mental skill (a skill that uses any combination of the following stat bonuses: Memory, Reasoning, Empathy, Intuition, or Presence) of a *Studied* individual at the skill bonus of that individual at time of *Study*.
14. **Skill Shift II**—Caster can use one non-combat (not OB related) physical or mental skill of a *Studied* individual at the skill bonus of that individual at time of *Study*.
15. **Skill Shift III**—Caster can use one combat skill (OB related) of a *Studied* individual at the skill bonus of that individual at time of *Study*.
16. **Mystical Shift I**—Caster may use one spell list known by a *Studied* individual to the level known by that individual at time of *Study*. However, the caster must use his own PPs and must always make a Spell Casting Static Maneuver, with all appropriate penalties taken into consideration. Should the spell casting maneuver fail, the spell failure roll will receive a special modification of +50.
18. **Language Shift True**—Caster can use any language known by the studied individual to the level of fluency (spoken and written) of the individual at time of *Study*.
19. **Skill Shift I True**—As *Skill Shift I*, except the caster can use up to one purely mental skill per level from a single *Studied* individual.
20. **Skill Shift II True**—As *Skill Shift II*, except the caster can use up to one non-combat physical or mental skill per level from a single *Studied* individual.
25. **Skill Shift III True**—As *Skill Shift III*, except the caster can use up to one combat skill per level from a single *Studied* individual.
30. **Mystical Shift True**—As *Mystical Shift I*, except the caster can use up to one spell list per level from a single *Studied* individual.

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MIND SHIFTING

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Study Mind	1 target	P	touch	Fm
2	Probe Emotion I	caster	—	self	U
3	Probe Emotion II	caster	—	self	U
4	Probe Memory I	caster	—	self	U
5	Probe Memory II	caster	—	self	U
6	Probe Memory III	caster	—	self	U
7	Probe Memory True	caster	1 rnd/lvl	self	U
8	Emotion Shift I	caster	10 min/lvl	self	U
9	Emotion Shift II	caster	10 min/lvl	self	U
10	Mental Shift I	caster	10 min/lvl	self	U
11	Memory Shift I	caster	10 min/lvl	self	U
12	Language Shift	caster	10 min/lvl	self	U
13	Skill Shift I	caster	10 min/lvl	self	U
14	Skill Shift II	caster	10 min/lvl	self	U
15	Skill Shift III	caster	10 min/lvl	self	U
16	Mystical Shift I	caster	10 min/lvl	self	U
17					
18	Language Shift True	caster	10 min/lvl	self	U
19	Skill Shift I True	caster	10 min/lvl	self	U
20	Skill Shift II True	caster	10 min/lvl	self	U
25	Skill Shift III True	caster	10 min/lvl	self	U
30	Mystical Shift True	caster	10 min/lvl	self	U
50	Mindshifting True	caster	24 hours	self	U

50. **Mindshifting True**—As any of the lower level *Shift* spells except caster can mind shift to a different pattern at any time during the 24 hours by concentrating for one full round.

SPECIAL NOTES

- 1) The caster can only have as many physical and mental patterns stored as his temporary Memory stat (not stat bonus). GMs should require players to record which patterns have been stored. Patterns may be released at any time.
- 2) The *Study Mind* spells takes one full hour to perform, during which the caster will be in a deep trance. If the caster is disturbed, or physical contact with the target is broken (however briefly), or the target resists the spell, or the *Study* is otherwise prematurely ended, the spell fails.
- 3) When using *Mind Shift* spells, the caster can elect either to “run” in parallel with the studied pattern or in submission to it at time of casting. If the former, the caster can choose to act or think as the *Studied* individual would or as the caster would ordinarily act or think. Naturally this continual deliberation will slow the caster down, and may be noticeable, and easily fatal in the wrong situations (i.e., the caster will only have 90% activity each round while doing this). If the latter, then the caster must act or think (within the limits of the changes wrought by the *Mind Shift*) as the *Studied* individual would (e.g., always use a specific attacking style, pepper his speech with slang terms, etc.).
- 4) When using *Language Shift* spells, the caster must possess adequate sensory and speech organs to communicate. Thus, there is little purpose in shifting to the language of dolphins if you cannot hear most of their “speech” nor respond in kind.
- 5) With *Skill Shift* spells, the caster should suffer a -50 penalty to using the designated physical or combat skill when in the wrong racial form (i.e., wielding a Dwarfven axe with the skill of Thorin Oakenshield in human form is very foolish) and a -25 penalty if not in the exact physical form of the *Studied* individual (i.e., wielding a Dwarfven axe with the skill of Thorin Oakenshield in the form of any other Dwarf is also non-optimal).



MENTALISM
COMPANION



PHYSICKS

Lvl	Title	Area of Effect	Duration	Range	Type
☐ 1	Analyze Physick/Poison	1 sample	—	10'	I
☐ 2	Analgesic Physick	1 dose	1 hr	self	F
☐ 3	Relieving Physick	1 dose	1 hr	self	F
☐ 4	Anesthetic Physick	1 dose	1 hr	self	F
☐ 5	Cleansing Physick	1 dose	1 hr	self	F
☐ 6	Lesser Antidote	1 dose	2 hrs	self	F
☐ 7	Fertility/Infert. Physick	1 dose	2 hrs	self	F
☐ 8	Lesser Disease Curative	1 dose	2 hrs	self	F
☐ 9	Surface Restorative	1 dose	2 hrs	self	F
☐ 10	Blood Clotter	1 dose	2 hrs	self	F
☐ 11	Skin Restorative	1 dose	3 hrs	self	F
☐ 12	Cartilage Restorative	1 dose	3 hrs	self	F
☐ 13	Cosmetic Restorative	1 dose	3 hrs	self	F
☐ 14	Muscle Restorative	1 dose	3 hrs	self	F
☐ 15	Tendon Restorative	1 dose	3 hrs	self	F
☐ 16	Bone Knitter	1 dose	4 hrs	self	F
☐ 17	Antidote	1 dose	4 hrs	self	F
☐ 18	Disease Curative	1 dose	4 hrs	self	F
☐ 19	Nerve Restorative	1 dose	4 hrs	self	F
☐ 20	Joint Knitter	1 dose	4 hrs	self	F
☐ 25	Haemorrhage Curative	1 dose	5 hrs	self	F
☐ 30	Organ Restorative	1 dose	6 hrs	self	F
☐ 50	Brain Restorative	1 dose	7 hrs	self	F

PHYSICKS

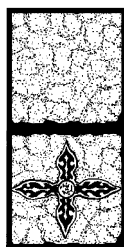
- Analyze Physick/Poison**—Allows caster to determine from a sample the nature of a medicine or poison including origins, purity, general value, effect, plus type and antidote (if any) in the case of poisons.
- Analgesic Physick**—Caster produces one dose of a medication which acts as an analgesic, providing temporary relief from minor muscular pain (i.e., allowing the beneficiary to ignore any one penalty of -10 or less due to muscular pain). The effects will last ten minutes per level of the caster.
- Relieving Physick**—Caster produces one dose of a medication which will temporarily alleviate one symptom of a minor ailment or illness (determined at time of casting). Examples include alleviating the queasiness and vertigo associated with nausea, alleviating sneezing, rashes, watery eyes etc. associated with an allergic reaction (because of pollen, animal hair, etc.), reducing a fever by one degree per level of the caster etc. The effects will last ten minutes per level of the caster.
- Anesthetic Physick**—Caster produces one dose of a medication which acts as an anesthetic, inducing unconsciousness, stupor, or insensitivity to pain (rendering the patient unable to act). The effects will last ten minutes per level of the caster.
- Cleansing Physick**—Caster produces one dose of a medication which will reduce the effects of an infection or parasitic infestation, killing bacteria, viruses, or parasites on contact. The effects will last thirty minutes per level of the caster.
- Lesser Antidote**—Caster produces one dose of an antidote to one specific poison (of 10th level or less). The specific poison must be specified at time of casting. Damage already sustained is not cured. This spell has its failure chance raised by 1 per level of the poison.
- Fertility/Infertility Physick**—Caster produces one dose of a medication which will either render the target fertile or infertile. A fertility medication will ensure conception will occur, whereas an infertility medication will act as a contraceptive. The effects will last one day per level of the caster.
- Lesser Disease Curative**—Caster produces a medication which will cure any one disease (of 10th level or less). The specific disease

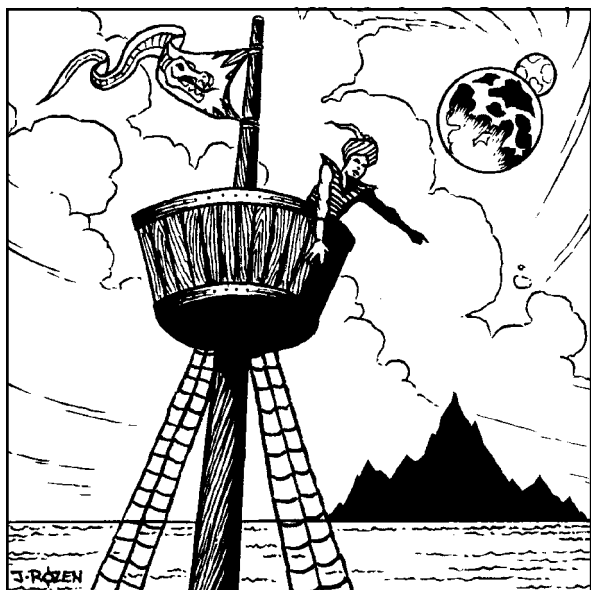
must be specified at time of casting. The recovery period is one day. Damage already sustained is not cured. This spell has its failure chance raised by 1 per level of the disease.

- Surface Restorative**—Caster produces a medication which will heal 3d10 concussion hits.
- Blood Clotter**—Caster produces a medication which will stop any blood loss from one wound.
- Skin Restorative**—Caster produces a physick which will heal any one area of skin damage (scarring, burn, etc.). The recovery period is up to an hour (depending on the severity of the injury).
- Cartilage Restorative**—Caster produces a medication which will repair damaged cartilage. The recovery period is one day.
- Cosmetic Restorative**—Caster produces a physick which will heal any hair or nail loss or damage. The recovery period is one day.
- Muscle Restorative**—Caster produces a physick which will repair a damaged muscle. The recovery period is up to 10 hours dependent on the severity of the injury.
- Tendon Restorative**—Caster produces a physick which will repair a damaged tendon. The recovery period is up to 10 hours dependent on the severity of the injury.
- Bone Knitter**—Caster produces a medication which will repair a damaged, broken (simple or compound fractures) or shattered bone (but not joints). The recovery period is up to 10 days dependent on the severity of the damage (e.g., a simple fracture would take one day, a shattered bone ten days to heal).
- Antidote**—As *Lesser Antidote*, except the poison can be any level.
- Disease Curative**—As *Lesser Disease Curative*, except the disease can be of any level.
- Nerve Restorative**—Caster produces a medicine which repairs a damaged nerve. The recovery period is one day.
- Joint Knitter**—Caster produces a medication which will repair a damaged, broken (simple or compound fracture) or shattered joint. The recovery period is up to 10 days dependent on the severity of the damage (e.g., a chipped joint would take one day, a shattered joint ten days to heal).
- Haemorrhage Curative**—Caster produces a medication which will halt any blood loss from one internal injury.
- Organ Restorative**—Caster produces a physick which will repair any one damaged organ (except the brain). The recovery period is up to 10 days dependent on the severity of the injury.
- Brain Restorative**—Caster produces a physick which will heal any damage to the brain, restoring memory loss and removing insanity (but not possession or mental curses). The recovery period is up to days dependent on the severity of the injury.

SPECIAL NOTES

- Each spell allows the caster to create one dose of a specific medicine or drug (i.e., a physick).
- Where spells have variable effects, the caster must choose the desired effect prior to commencing the creation of the dose.
- The caster must specify how the dose is to be taken, either ingested (eaten, drunk, inhaled, etc.) or applied to the appropriate bodily part.
- The created medication will have an Addiction Factor equal to the level of the spell cast to create the medication.
- The duration listed represents the time to create the dose. Once created, the medication will, if kept sealed and away from extremes of heat or cold, last for one month per level of the caster before losing its effectiveness.
- A laboratory and equipment will be needed to utilize these spells. The cost of this laboratory should be at least 50 gold pieces (subject to the Gamemaster's vision of the role of physicks in his world).
- The cost of herbal and other materials for a given physick should be at least gone silver piece per level of the relevant spell. This takes into account the silver-based economy proposed as a standard in *Treasure Companion*. High-quality medicines might be more expensive.
- For those desiring greater detail, suggestions for suitable ingredients for these medications may be found in *Essence Companion*.





SAILING MASTERY

1. **Helmsman's Sextant**—Allows caster to know his current location in the ocean to within $\pm d10$ miles. The caster can also tell which way is north.
2. **Helmsman's Almanac**—Allows caster to determine the height of the tide, whether it is coming in or going out, the maximum height (or depth) and the time it will reach apogee (or perigee).
3. **Helmsman's Leads**—Allows the caster to determine the depth of the water within range at any point. The information will include maximum, minimum, and average depth.
4. **Nightvision**—Caster can see 100' on a clear night as if it were day. At least some residual light is required for this spell to work.
5. **Swimming II**—This spell allows the caster to swim at double his normal base movement rate (i.e., as fast as he can run), with no exhaustion points spent, for the duration. If he stops swimming, the spell is cancelled.
6. **Forced Row**—This spell allows the caster to row at double normal rate, with no exhaustion points spent, for the duration. If he stops rowing, the spell is cancelled.
7. **Silent Row**—This spell allows the caster to make no sound while rowing at the normal rate for the duration (i.e., there will be no sound from the rowlocks nor from the entry/exit of the oar into the water). If he stops rowing, the spell is cancelled.
8. **Fogvision**—As *Nightvision*, except caster can see 100' in any precipitation or gas.
9. **Ghost Swim**—This spell allows the caster to make no sound while swimming at normal rate, and "camouflages" the caster against the water, making him difficult to spot (-50 to Awareness maneuvers to notice the caster). If the caster stops swimming, the spell is cancelled.
10. **Sailing**—For the duration of this spell, the caster receives a special +25 bonus to all Sailing maneuvers.
11. **Water Running**—Caster may run on water (i.e., move at double his normal base pace) and will expend exhaustion points as normal. GMs may require maneuver rolls if the water is rough.
12. **Chartmaker**—For the duration of this spell, the caster receives a special +25 bonus to all Drafting, Mapping, and/or Cartography maneuvers.

MENTALISM TRAINING PACKAGE 17.5.13

SAILING MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Helmsman's Sextant	caster	—	self	I
2	Helmsman's Almanac	caster	—	self	I
3	Helmsman's Leads	10'/lvl R	C	self	I
4	Nightvision	caster	10 min/lvl	self	U
5	Swimming II	caster	10 min/lvl	self	U
6	Forced Row	caster	10 min/lvl	self	U
7	Silent Row	caster	10 min/lvl	self	U
8	Fogvision	caster	10 min/lvl	self	U
9	Ghost Swim	caster	10 min/lvl	self	U
10	Sailing	caster	1 min/lvl	self	U
11	Water Running	caster	1 min/lvl	self	U
12	Chartmaker	caster	1 min/lvl	self	U
13	Water Survival	caster	1 min/lvl	self	U
14	Navigator	caster	1 min/lvl	self	U
15	Mariner's Vision	caster	10 min/lvl	self	U
16	Pilot	caster	1 min/lvl	self	U
17	Mass Swimming II	1 target/lvl	10 min/lvl	20'	U
18	Mass Forced Row	1 target/lvl	10 min/lvl	20'	U
19	Mass Silent Row	1 target/lvl	10 min/lvl	20'	U
20	Mass Ghost Swim	1 target/lvl	10 min/lvl	20'	U
25	Mass Water Running	1 target/lvl	1 min/lvl	20'	U
30	Mass Water Survival	1 target/lvl	1 min/lvl	20'	U
50	The Sailing Master	caster	10 min/lvl	self	U

13. **Water Survival**—For the duration of this spell, the caster can see underwater to a distance of 10'/lvl (some residual light must be available). In addition, the caster may also breathe water as well as air.
14. **Navigator**—For the duration of this spell, the caster receives a special +25 bonus to all Navigation maneuvers.
15. **Mariner's Vision**—As *Nightvision* and *Fogvision*, except the caster's range of vision is normal daylight range (i.e., to the horizon).
16. **Pilot**—For the duration of this spell, the caster receives a special +25 bonus to all Boat Piloting maneuvers.
17. **Mass Swimming II**—As *Swimming II*, except caster can affect one target per level.
18. **Mass Forced Row**—As *Forced Row*, except caster can affect one target per level.
19. **Mass Silent Row**—As *Silent Row*, except caster can affect one target per level.
20. **Mass Ghost Swim**—As *Ghost Swim*, except caster can affect one target per level.
25. **Mass Water Running**—As *Water Running*, except caster can affect one target per level.
30. **Mass Water Survival**—As *Water Survival*, except caster can affect one target per level.
50. **The Sailing Master**—For the duration of this spell, the caster receives a special +50 bonus to all Sailing, Drafting, Mapping, Cartography, Navigation and Boat Pilot maneuvers.



MENTALISM
COMPANION



SEA MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Predict Winds	1 mi/lvl R	—	self	I
2	Predict Precipitation	1 mi/lvl R	—	self	I
3	Predict Storms	1 mi/lvl R	—	self	I
4	Predict Weather I	1 mi/lvl R	—	self	I
5	Clear Fog	10'/lvl R	P	self	F
6	Call Fog	10'/lvl R	10min/lvl	100'	E
7	Waveshield	special	10min/lvl	self	F
8	Predict Weather III	3 mi/lvl R	—	self	I
9	Weathershield	special	10min/lvl	self	F
10	Command Current I	special	C	self	E
11	Clear Fog True	100'/lvl R	P	self	F
12	Predict Weather V	5 mi/lvl R	—	self	I
13	Call Fog True	100'/lvl R	10min/lvl	100'	E
14	Stormshield	special	10min/lvl	self	F
15	Command Winds	1 mi R	10min/lvl	self	E
16	Predict Weather True	5 mi/lvl R	—	self	I
17	Command Waves	1 mi R	10min/lvl	self	E
18					
19	Command Weather	1 mi R	10min/lvl	self	E
20	Command Storms	1 mi R	varies	self	E
25	Command Current V	special	C	self	E
30	Command Weather Tr.	1 mi/lvl R	10min/lvl	1 mi/lvl	E
50	Command Storms Tr.	1 mi/lvl R	varies	1 mi/lvl	E

SEA MASTERY

- Predict Winds**—Gives caster a 95% chance of predicting the time (± 15 minutes), direction (within one point on the compass), and speed of winds (± 5 mph) over the next 24 hour period in an area designated at time of casting.
- Predict Precipitation**—Gives caster a 95% chance of predicting the time (± 15 minutes) and type of precipitation over the next 24 hour period in an area designated at time of casting.
- Predict Storms**—Gives caster a 95% chance of predicting the time (± 15 minutes) and type of storms over the next 24 hour period in an area designated at time of casting.
- Predict Weather I**—Gives caster a 95% chance of predicting the time (± 15 minutes), type, and severity of weather over the next 24 hour period in an area designated at time of casting.
- Clear Fog**—All fog or mist in the area is dissipated.

Magically created fog or mist may receive an RR (GM's discretion).

6. Call Fog—Caster causes fog to arise that obscures all vision in and through the area. Normal vision inside the fog is limited to approximately 1'. All missile attacks into or out of the fog are modified at -10 to -50 (GM discretion).

7. Waveshield—The area of effect for this spell is 1' per level around the boat that the

caster is currently on. All incoming waves are reduced in size by up to 1' per level (of the caster). Wave action created as a result of magic may receive an RR (GM's discretion).

8. Predict Weather III—As Predict Weather I, except the area of the forecast is 3 miles per level of the caster in radius.

9. Weathershield—As *Waveshield*, except this spell protects the ship from all inclement weather (but not winds). Thus fogs, mists, rain, snow etc., will not affect the ship (i.e., no rain will fall in the protected area, fog will remain outside the protected area). Weather created as a result of magic may receive an RR (GM's discretion).

10. Command Current I—The area of effect for this spell is the water immediately surrounding the boat or ship the caster is on. For as long as the caster concentrates, the speed of the ship or boat can be increased by 50' per round (approximately 3 miles per hour).

11. Clear Fog True—As *Clear Fog*, except for the area.

12. Predict Weather V—As *Predict Weather I*, except for the area.

13. Call Fog True—As *Call Fog*, except for the area.

14. Stormshield—As *Weathershield*, except this spell protects the ship from all inclement weather including storms, gales, and winds.

15. Command Winds—Caster may control the speed and direction of the wind. Caster can increase or decrease wind speed by 1 mph times his level (e.g., assuming the current wind speed was 20 mph, a 15th level caster could set the wind speed to any speed between 5 mph and 35 mph). By directing the wind against missile attacks, he can cause a -1 modification for each mph of wind. Note that the caster can also control the direction of the flow of gases and/or clouds. The caster may elect to control wind speed in a specified area or to center it upon himself for a mobile radius of effect.

16. Predict Weather True—As *Predict Weather V*, except the caster has a 95% chance of predicting the weather over a period equal to his level divided by five (round down) in days.

17. Command Waves—As *Waveshield*, except the caster may elect to control the waves in a specified area or to center it upon himself for a mobile radius of effect.

19. Command Weather—As *Command Winds*, except the caster may indicate the weather conditions in the area, modifying wind speeds by ± 1 mph per level, and setting the intensity of precipitation, fog, cloud cover, etc. Caster may call for shifts in the patterns by concentrating, but any change will take at least d10 minutes. The caster may elect to control the weather in a specified area or to center it upon himself for a mobile radius of effect.

20. Command Storms—The caster can summon the forces of nature in a fierce sea storm with wind speeds up to twice his level, waves of 20'-50', and heavy rain. The storm can be delayed up to 1 hour per level. After the storm is summoned, it will dissipate normally. This spell may only be cast at sea (at least 1 mile away from a coastline).

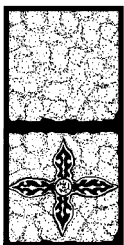
25. Command Current V—As *Command Current I*, except the speed of the ship or boat can be increased by 250' per round (approximately 15 miles per hour).

30. Command Weather True—As *Command Weather*, except for the area of effect and range.

50. Command Storms True—As *Command Storms*, except for the area of effect and range.

SPECIAL NOTE

All weather generating spells cause weather to gradually form over a period of d10 minutes. In addition, weather generating spells will have no effect when cast in areas where there are no normally occurring weather patterns (inside ships, buildings etc.). All weather generating spells on this list may only be used when the caster is on a large body of water (e.g., the ocean, a sea, a large inland lake or a large river).



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... The witch stirred the disgusting components in her basin. The goat's eye was starting to melt into the small pool of newt's blood; the eagle's feather was heavily matted by the viscous fluids all around it. The Chancellor waited impatiently. At last the gnarled witch looked up. "Yes. Your king will do well this season; I have seen his rise to power..."

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