



SPELL LAW II



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INTRODUCTION



Welcome to **RMC's Spell Law II**. Since the release of **RMC** and **RMX**, we have published a number of PDF only products known as *Express Additions* (EAs). Many of these PDFs contained new rules and options and spell lists that expand and supplement both **RMC** and **RMX**.

We have collected everything magic-related that cannot be found in the core **RMC** rules and compiled it here along with some new material so that you can have it all in one place.

Within these pages, you will find the official rules for Arcane magic, as well as the Archmage, the only spell user who can learn Arcane spell lists as Base Lists. We have also included an official Druid profession. There are 13 professions in total, including conversions of many the semi-spell using professions from **RMFRP**, and a revised version of the classic Ranger.

Next is a collection of spell lists. Most of the spell lists belong to the various professions contained in this product. Some are

included as part of the options from later in the book.

The final section of this product is the Chapter on options. This section includes many options that can enhance your gaming experience. However, as always, when dealing with options, caution is needed because certain combinations can disrupt the balance of the game completely. These options include some of the alternative level bonus options for these professions, realm based spell lists, options for casting times, for creating priestly orders and for creating spell folios for the Mage and Mentat professions, and lots, lots more.

To use this book, you will need to own the **RMC Spell Law**. Additionally, the **RMC Combat Companion** will be helpful for using the Revised Ranger and for the optional spell list selection available to the Paladin, but it isn't required.

Enjoy!

PROFESSIONS



ARCHMAGE (AMAGE)

| | | | |
|------------------------------|-----------------------|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 9 | Spell Lists | 2/* |
| Rigid Leather | 9 | Runes | 1/4 |
| Chain | 10 | Staves & Wands | 1/4 |
| Plate | 11 | Channeling | 2/5 |
| | | Directed Spells | 2/6 |
| Special Skills: | | General Skills: | |
| Ambush | 9 | Climbing | 6 |
| Linguistics | 1/* | Swimming | 3 |
| Adrenal Moves | 5 | Riding | 3 |
| Adrenal Defense | 15 | Disarming Traps | 8 |
| Martial Arts | 6 | Picking Locks | 8 |
| Body Development | 8 | Stalking & Hiding | 5 |
| PP Dev. (Optional) | 1/3 | Perception | 2 |
| Weapon Skills: | 9; 20; 20; 20; 20; 20 | | |

The Archmage is a practitioner of Arcane Magic (see p. 79 for more details on handling Arcane Magic), this essentially makes him the equivalent of being a hybrid spell user in all three realms. Unlike other spell users, the Archmage has no set Base Spell Lists. Instead he is allowed to select 6 Base Lists from the Base Lists of any realm and from the Arcane Spell Lists. Once selected, these 6 Base Lists may not be changed.

Prime Stats: Empathy, Intuition, and Presence

BEASTMASTER (BSTMSTR)

| | | | |
|------------------------------|----------------------|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 1/* | Spell Lists | 4/* |
| Rigid Leather | 1/* | Runes | 5 |
| Chain | 3/* | Staves & Wands | 6 |
| Plate | 4/* | Channeling | 8 |
| | | Directed Spells | 15 |
| Special Skills: | | General Skills: | |
| Ambush | 3/8 | Climbing | 2/4 |
| Linguistics | 3/* | Swimming | 2/4 |
| Adrenal Moves | 2/7 | Riding | 2/5 |
| Adrenal Defense | 20 | Disarming Traps | 4 |
| Martial Arts | 4 | Picking Locks | 4 |
| Body Development | 2/7 | Stalking & Hiding | 2/4 |
| PP Dev. (Optional) | 5 | Perception | 1/5 |
| Weapon Skills: | 3/6; 3/8; 6; 6; 6; 9 | | |

The Beastmaster is a semi-spell user of the realm of Mentalism who uses his affinity for animals to bind them to his service. Between them and his own combat abilities, the Beastmaster is a formidable opponent. The Beastmaster has no compunctions about using his animals in combat to ensure victory.

The Beastmaster has 5 Base spell lists:

Animal Ways: Allows the caster to deal with animals; summoning, healing, and talking to them

Beastmastery: Spells that allow the caster to bond with and

make friends with animals.

Combat: This is an offensive spell list, used to enhance the combat capabilities of the Beastmaster.

Movement Enhancement: This list contains spells that enhance the character's movement capabilities.

Sensing: This list contains spells that enhance the character's sensing capabilities.

Prime Stats: Strength and Presence

DABBLER

| | |
|------------------------------|------------------------|
| Maneuvering in Armor: | Magical Skills: |
| Soft Leather 5/* | Spell Lists 4/* |
| Rigid Leather 6/* | Runes 4 |
| Chain 10/* | Staves & Wands 5 |
| Plate 11/* | Channeling 20 |
| | Directed Spells 6 |
| Special Skills: | General Skills: |
| Ambush 3 | Climbing 3/5 |
| Linguistics 3/* | Swimming 3 |
| Adrenal Moves 2/7 | Riding 3 |
| Adrenal Defense 20 | Disarming Traps 2/7 |
| Martial Arts 4 | Picking Locks 2/7 |
| Body Development 2/7 | Stalking & Hiding 1/5 |
| PP Dev. (Optional) 5 | Perception 2/7 |
| Weapon Skills: | 3/9; 6; 8; 10; 15; 15 |

Dabblers are semi spell users who combine the realms of Essence and Arms. Their base spells deal with stealth, detection, perception, movement and manipulating locks and traps.

The Dabbler has 6 base lists. However, unless the GM is using the *Extended Semi Base Lists* option (p. 82) that allows for a Semi spell user to have 6 base lists, the Dabbler may only select 5 of the given spell lists as his Base Spell Lists. The remaining spell list is treated as if it were an Open Spell List.

Concealment Mastery: Hiding things and making things harder to find.

Influences: Affecting targets & their thought processes.

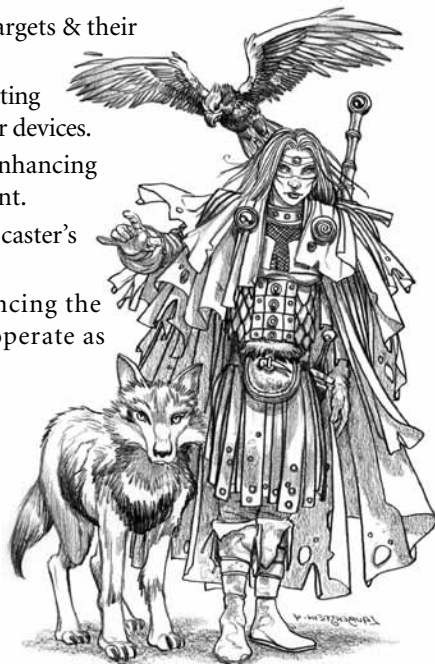
Mechanisms: Manipulating locks, traps, and other devices.

Movement Mastery: Enhancing the caster's movement.

Senses: Enhancing the caster's sensory capabilities.

Thieving Law: Enhancing the caster's ability to operate as a thief.

Prime Stats: Agility and Empathy



DRUID

| | |
|------------------------------|------------------------|
| Maneuvering in Armor: | Magical Skills: |
| Soft Leather 2/* | Spell Lists 1/* |
| Rigid Leather 3/* | Runes 2/6 |
| Chain 10 | Staves & Wands 2/6 |
| Plate 11 | Channeling 2/5 |
| | Directed Spells 3 |
| Special Skills: | General Skills: |
| Ambush 8 | Climbing 4 |
| Linguistics 2/* | Swimming 3 |
| Adrenal Moves 5 | Riding 1/3 |
| Adrenal Defense 20 | Disarming Traps 8 |
| Martial Arts 6 | Picking Locks 8 |
| Body Development 4 | Stalking & Hiding 3 |
| PP Dev. (Optional) 1/4 | Perception 3 |
| Weapon Skills: | 6; 7; 9; 9; 9; 20 |

The Druid is a pure Channeling spell user with a more militant outlook towards protecting nature than that of the Animist. He puts a heavy reliance on his home-made staff as he works as a defender, protector, and healer of nature, and as an emissary of peace.

The Druid has 10 Base Lists. He may select his lists from the 6 lists given below, from the Animist's Base Lists, and from the Open and Closed Channeling Base Lists.

Animal Law: Spells for controlling, and healing animals.

Druid's Peace: This list allows the Druid to turn potentially dangerous situations towards a more peaceful resolution.

Druidstaff: This list is what allows the Druid to create his most potent and versatile weapon, his Druidstaff.

Nature's Forms: This list allows the caster to take the forms of plants and animals.

Stone Mastery: This list allows the caster to have mastery over stone and to use it as a weapon.

Tree Mastery: This list allows the caster to speed the growth of trees and to interact with sentient trees.

Prime Stats: Memory and Intuition

MAGE

| | |
|------------------------------|------------------------|
| Maneuvering in Armor: | Magical Skills: |
| Soft Leather 9 | Spell Lists 1/* |
| Rigid Leather 9 | Runes 1/4 |
| Chain 10 | Staves & Wands 1/4 |
| Plate 11 | Channeling 7 |
| | Directed Spells 2/6 |
| Special Skills: | General Skills: |
| Ambush 8 | Climbing 7 |
| Linguistics 2/* | Swimming 3 |
| Adrenal Moves 6 | Riding 3 |
| Adrenal Defense 20 | Disarming Traps 7 |
| Martial Arts 9 | Picking Locks 8 |
| Body Development 8 | Stalking & Hiding 5 |
| PP Dev. (Optional) 1/4 | Perception 3 |
| Weapon Skills: | 9; 20; 20; 20; 20; 20 |

The Mage is a pure Essence spell user. Unlike other professions, the Mage does not have a fixed set of Base Lists to select from. Additionally, the Mage does **not** get 10 Base Spell Lists like other pure

spell users. Instead, the GM, using the *Folio* option (page 83), creates a specific Folio of 15 spell lists from which the Mage selects his 8 Base Spell Lists. Folios for this specific profession are usually based upon the culture that the character is from and the organization.

Prime Requisites: Empathy and Reasoning

MAGENT

| | | | |
|------------------------------|--------------------|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 2/* | Spell Lists | 4/* |
| Rigid Leather | 2/* | Runes | 4 |
| Chain | 4/* | Staves & Wands | 5 |
| Plate | 5/* | Channeling | 15 |
| | | Directed Spells | 6 |
| Special Skills: | | General Skills: | |
| Ambush | 3/6 | Climbing | 3/7 |
| Linguistics | 3/* | Swimming | 2/6 |
| Adrenal Moves | 2/7 | Riding | 2/6 |
| Adrenal Defense | 20 | Disarming Traps | 2/5 |
| Martial Arts | 3 | Picking Locks | 2/5 |
| Body Development | 3/7 | Stalking & Hiding | 1/5 |
| PP Dev. (Optional) | 5 | Perception | 2/6 |
| Weapon Skills: | 3/7; 4; 6; 7; 8; 9 | | |

Magents are Semi spell users who combine the realms of Mentalism and Arms. Their base spells deal with information gathering, subterfuge, and performing stealthy missions.

The Magent has 6 base lists. However, unless the GM is using the *Extended Semi Base Lists* option (page 82) that allows for a Semi spell user to have 6 base lists, the Magent may only select 5 of the given spell lists as his Base Spell Lists. The remaining spell list is treated as an Open Spell List.

Assassination Mastery: Enhancing the caster's ability to perform missions.

Disguise Mastery: Changing the caster's appearance.

Escapes: Allowing the caster to get free from various types of bonds.

Gathering Secrets: Gathering information in various forms.

Misdirections: Redirecting target(s) senses to cause confusion and misconceptions.

Poison Mastery: Working with and resisting poisons.

Prime Stats: Reasoning and Presence



MENTAT

| | | | |
|------------------------------|----------------------|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 4/* | Spell Lists | 1/* |
| Rigid Leather | 5/* | Runes | 2/5 |
| Chain | 6/* | Staves & Wands | 2/5 |
| Plate | 7/* | Channeling | 8 |
| | | Directed Spells | 2/6 |
| Special Skills: | | General Skills: | |
| Ambush | 9 | Climbing | 5 |
| Linguistics | 2/* | Swimming | 3 |
| Adrenal Moves | 6 | Riding | 2 |
| Adrenal Defense | 20 | Disarming Traps | 7 |
| Martial Arts | 3 | Picking Locks | 8 |
| Body Development | 6 | Stalking & Hiding | 5 |
| PP Dev. (Optional) | 1/4 | Perception | 3 |
| Weapon Skills: | 6; 8; 15; 20; 20; 20 | | |

The Mentat is a Pure Mentalism spell user. Unlike other professions, the Mentat does not have a fixed set of Base Lists to select from. Additionally, the Mentat does **not** get 10 Base Spell Lists like other pure spell users. Instead, the GM, using the *Folio* option (page 83), creates a specific Folio of 15 spell lists from which the Mentat selects his 8 Base Spell Lists. Folios for this specific profession are usually based upon the culture that the character is from and the organization that it is associated with.

Prime Requisites: Presence and Self Discipline

PALADIN

| | | | |
|------------------------------|-----------------------|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 2/* | Spell Lists | 4/* |
| Rigid Leather | 2/* | Runes | 4 |
| Chain | 3/* | Staves & Wands | 6 |
| Plate | 3/* | Channeling | 3 |
| | | Directed Spells | 6 |
| Special Skills: | | General Skills: | |
| Ambush | 9 | Climbing | 3/8 |
| Linguistics | 3/* | Swimming | 2/6 |
| Adrenal Moves | 2/7 | Riding | 1/5 |
| Adrenal Defense | 20 | Disarming Traps | 6 |
| Martial Arts | 3/8 | Picking Locks | 8 |
| Body Development | 2/7 | Stalking & Hiding | 3/7 |
| PP Dev. (Optional) | 5 | Perception | 2/7 |
| Weapon Skills: | 3/5; 3/8; 5; 7; 9; 15 | | |

Paladins are semi spell users who combine the realm of Arms with the realm of Channeling. Their base spells primarily deal with combat and protection. An example of a Paladin (from literature) might be Lancelot or Percival (from King Arthur's knights).

The Paladin has six base lists. However, unless the GM is using the *Extended Semi Base Lists* option (page 82) that allows for a Semi spell user to have six base lists, the Paladin may only select five of the given spell lists as his Base Spell Lists. The remaining spell list is treated as an Open Spell List for the Paladin.

Note: A GM may, if they wish, allow the Paladin to select his Base Lists from these lists and those given for the Champion in the Combat Companion. If this is allowed, any of the following lists that are not selected as Base Lists should be treated as Open spell lists for the Paladin.

Communion: Gathering information and canceling (including dispelling) magic.

Exorcism: Repelling undead and banishing demons.

Holy Arms: Increasing offensive combat ability.

Holy Healing: Healing a variety of types of damage.

Holy Shields: Increasing defensive combat ability.

Inspiring Ways: Influencing others in a variety of ways.

Prime Stats: Self Discipline and Intuition

PATHFINDER (PATH)

| | | | |
|------------------------------|----------------------|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 1/* | Spell Lists | 4/* |
| Rigid Leather | 2/* | Runes | 4 |
| Chain | 3/* | Staves & Wands | 6 |
| Plate | 4/* | Channeling | 15 |
| | | Directed Spells | 6 |
| Special Skills: | | General Skills: | |
| Ambush | 3/9 | Climbing | 2/5 |
| Linguistics | 3/* | Swimming | 2/5 |
| Adrenal Moves | 2/5 | Riding | 2/6 |
| Adrenal Defense | 20 | Disarming Traps | 4 |
| Martial Arts | 4 | Picking Locks | 4 |
| Body Development | 2/7 | Stalking & Hiding | 1/5 |
| PP Dev. (Optional) | 5 | Perception | 1/5 |
| Weapon Skills: | 3/7; 3/9; 6; 6; 6; 9 | | |

The Pathfinder is a semi-spell user of the realm of Mentalism. The Pathfinder focuses on spells that aid him in traversing the wilderness and surviving long periods away from civilization.

The Pathfinder has 6 base lists. However, unless the GM is using the *Extended Semi Base Lists* option (page 82) that allows for a Semi spell user to have six base lists, the Pathfinder may only select five of the given spell lists as his Base Spell Lists. The remaining spell list is treated as an Open Spell List for the Pathfinder.

Healing: Allows the caster to repair damage to his body.

Pathfinding: Discovering and gathering information about paths and creating new paths.

Pathfinder's Arms: Allows the caster to make weapons using what nature provides as well as enhances his combat capabilities.

Pathfinder's Movement: Moving in the wilderness, crossing barriers and moving with stealth.

Sensing: Enhances the caster's sensing capabilities.

Survival Mastery: Finding food, water, and shelter in the wilderness.

Prime Requisites: Presence and Self Discipline



PRIEST

| | | | |
|------------------------------|-------------------|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 2/* | Spell Lists | 1/* |
| Rigid Leather | 3/* | Runes | 2/6 |
| Chain | 10 | Staves & Wands | 2/6 |
| Plate | 11 | Channeling | 1/4 |
| | | Directed Spells | 3/8 |
| Special Skills: | | General Skills: | |
| Ambush | 8 | Climbing | 5 |
| Linguistics | 2/* | Swimming | 3 |
| Adrenal Moves | 5 | Riding | 3 |
| Adrenal Defense | 20 | Disarming Traps | 8 |
| Martial Arts | 6 | Picking Locks | 8 |
| Body Development | 5 | Stalking & Hiding | 5 |
| PP Dev. (Optional) | 1/4 | Perception | 3 |
| Weapon Skills: | 6; 7; 9; 9; 9; 20 | | |

A Priest is a pure Channeling spell user who has concentrated on spells that require the direct power from deities. Priests must belong to a specific Religious Order (created using the option on page 86) and their spell lists are directly related to Spheres of Influence associated with his deity. Priests get to select 8 Base Lists. These Base lists may come from the lists provided by their specific religious order, and/or from the Open and Closed spell lists from the realm of Channeling.

Prime Requisites: Intuition and Memory

RANGER REVISED (RANGERR)

| | | | |
|------------------------------|----------------------|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 1/* | Spell Lists | 4/* |
| Rigid Leather | 2/* | Runes | 5 |
| Chain | 3/* | Staves & Wands | 6 |
| Plate | 4/* | Channeling | 3 |
| | | Directed Spells | 15 |
| Special Skills: | | General Skills: | |
| Ambush | 3/8 | Climbing | 2/4 |
| Linguistics | 3/* | Swimming | 2/4 |
| Adrenal Moves | 2/7 | Riding | 2/5 |
| Adrenal Defense | 20 | Disarming Traps | 4 |
| Martial Arts | 4 | Picking Locks | 4 |
| Body Development | 2/7 | Stalking & Hiding | 1/4 |
| PP Dev. (Optional) | 5 | Perception | 1/5 |
| Weapon Skills: | 3/6; 3/8; 6; 6; 6; 9 | | |

The Ranger is at a disadvantage in both RMC and RMX. He is supposed to be a master of the outdoors; someone who is at home in the wilderness, yet he is the weakest of the semi-spell using professions. His skill costs are too high for the areas in which he is supposed to be a specialist.

In addition to being short-changed in his skill costs, the Ranger is also short-changed in regards to his spell lists. The Bard has spells that are useful in combat, as does the Monk. However, the Ranger is not so blessed. He has a very few defensive spells, but nothing that would aid him in combat.

In addition to the skill cost changes listed the tables for the Ranger (Revised), we have also made some changes to his spell list selection. Instead of giving an alternate collection of lists for the Ranger (Revised), we are presenting a group of Spell Lists and the player

should select 5 of those lists (6 if using the *Extended Semi Base List* option from page 82) to become his Base Lists. Any lists not selected are treated normally (i.e. as an Open, Closed, or Base list belonging to another profession), as if they were never part of the selectable list.

- Animal Mastery** (Animist Base)
- Combat*** (Venturer Base**)
- Combat Ways** (Warrior Mage Base)
- Creations** (Closed Channeling)
- Faith's Shield*** (Champion Base**)
- Faith's Weapon*** (Champion Base**)
- Inner Walls** (Ranger Base)
- Locating Ways** (Closed Channeling)
- Lore** (Closed Channeling)
- Moving Ways** (Ranger Base)
- Nature's Guises** (Ranger Base)
- Nature's Protection's** (Animist Base)
- Nature's Way** (Ranger Base)
- Path Mastery** (Ranger Base)
- Pathfinding** (Pathfinder Base)
- Pathfinder's Arms** (Pathfinder Base)
- Pathfinder's Movement** (Pathfinder Base)
- Succor** (Champion Base**)
- Survival Mastery** (Pathfinder Base)

Prime Requisites: Intuition and Constitution

* = If the player selects either of the "Combat" lists, he is not allowed to select Faith's Shield or Faith's Weapon. If he selects either of the "Faith" lists, then he is not allowed to select the either of the "Combat" lists. Additionally, a given character may not have both Combat and Combat Ways either.

** = These lists are from the Combat Companion and selection of one of these lists requires the use of that product.

RUNEMAGE (RMAGE)

| | | | |
|------------------------------|-----|------------------------|-------|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 9 | Spell Lists | 1/* |
| Rigid Leather | 9 | Runes | 1/2/2 |
| Chain | 10 | Staves & Wands | 1/4 |
| Plate | 11 | Channeling | 7 |
| | | Directed Spells | 2/7 |
| Special Skills: | | General Skills: | |
| Ambush | 9 | Climbing | 5 |
| Linguistics | 1/* | Swimming | 3 |
| Adrenal Moves | 6 | Riding | 3 |
| Adrenal Defense | 20 | Disarming Traps | 7 |
| Martial Arts | 8 | Picking Locks | 8 |
| Body Development | 7 | Stalking & Hiding | 5 |
| PP Dev. (Optional) | 1/4 | Perception | 3 |
| Weapon Skills: | | 9; 20; 20; 20; 20; 20 | |

Runemages are pure spell users of the Essence who concentrate on the power that written and spoken language have over the reality. Runemages use their power of language to create variable enchantments such as wards, symbols, and runes, while using their knowledge of the Primal Tongue to manipulate the physical world and the creatures within it.

The Runemage has 10 Base Lists. He is allowed to select his 10

Base Lists from the 7 lists we give below and from the Open and Closed Essence spell lists.

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

Glyphs: The imbedding of spells on air or liquids.

Inscriptions: Imbeds spells into temporary signs or runes.

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

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

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

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

Prime Stats: Empathy and Self Discipline

WARRIOR MAGE (WMAGE)

| | | | |
|------------------------------|-----|------------------------|-----|
| Maneuvering in Armor: | | Magical Skills: | |
| Soft Leather | 3/* | Spell Lists | 4/* |
| Rigid Leather | 4/* | Runes | 3 |
| Chain | 5/* | Staves & Wands | 5 |
| Plate | 6/* | Channeling | 13 |
| | | Directed Spells | 3/6 |
| Special Skills: | | General Skills: | |
| Ambush | 6 | Climbing | 3/9 |
| Linguistics | 3/* | Swimming | 2/6 |
| Adrenal Moves | 2/7 | Riding | 2/6 |
| Adrenal Defense | 20 | Disarming Traps | 8 |
| Martial Arts | 3 | Picking Locks | 8 |
| Body Development | 2/7 | Stalking & Hiding | 2/7 |
| PP Dev. (Optional) | 5 | Perception | 2/7 |
| Weapon Skills: | | 3/5; 3/9; 6; 8; 15; 15 | |

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

The Warrior Mage has six base lists given below. However, unless the GM is using the *Extended Semi Base Lists* option (page 82) that allows for a Semi spell user to have six base lists, the Warrior Mage may only select five of the given spell lists as his Base Spell Lists. The remaining spell list is treated as an Open Spell List for the Warrior Mage.

Combat Illusions: Methods of causing confusion among the enemy. Please note that unlike regular illusions, many of the spells from this list also invoke RRs from caster's foe/target.

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

Spell Defense: Gives the Warrior Mage the edge he needs against more powerful spell casters.

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

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

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

Prime Stats: Empathy and Constitution

SECONDARY SKILL DEVELOPMENT COST TABLE

| Skill | Stat | Channeling | | | | Essence | | | |
|------------------|--------|------------|-------|---------|---------|---------|-------|----------|-------|
| | | Priest | Druid | Paladin | RangerR | Mage | Rmage | Dabblers | WMage |
| Acrobatics | Ag/Qu | 2/7 | 2/7 | 2/6 | 2/6 | 3 | 3 | 2/6 | 2/6 |
| Acting | Pr/Em | 2/7 | 2/7 | 2/6 | 2/6 | 3/6 | 3/6 | 2/6 | 2/6 |
| Animal Healing | Em/Re | 1/4 | 1/4 | 1/5 | 1/5 | 2/6 | 2/6 | 2/6 | 2/6 |
| Caving | SD/Re | 2/7 | 2/7 | 2/6 | 1/5 | 3 | 3 | 2/6 | 2/6 |
| Contortions | Ag/SD | 2/6 | 2/6 | 2/6 | 2/6 | 5 | 5 | 2/6 | 2/6 |
| Cookery | In/Re | 1/5 | 1/4 | 2/6 | 2/4 | 2/6 | 2/6 | 2/6 | 2/6 |
| Crafting | Ag/Em | 3 | 2/7 | 2/6 | 2/6 | 3 | 3 | 2/6 | 2/6 |
| Dance | Ag/In | 1/5 | 1/5 | 2/6 | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 |
| Diplomacy | Pr/In | 2/6 | 1/5 | 2/5 | 2/5 | 2/5 | 2/6 | 3/5 | 2/5 |
| Diving | SD/Ag | 2/5 | 2/5 | 2/6 | 2/5 | 3 | 3 | 2/6 | 2/6 |
| Duping | Pr/Em | 3/6 | 3/6 | 3/6 | 2/7 | 3/6 | 3/6 | 2/4 | 3/6 |
| Falsification | SD/Re | 3 | 3 | 3 | 3 | 3/7 | 3 | 2/4 | 3 |
| First Aid | SD/Em | 1/4 | 1/5 | 2/4 | 1/4 | 2/6 | 2/6 | 2/4 | 2/4 |
| Fletching | Ag/SD | 2/5 | 2/5 | 2/4 | 2/5 | 2/6 | 2/6 | 2/4 | 2/4 |
| Foraging | In/Me | 2/5 | 1/5 | 2/5 | 1/3 | 2/6 | 2/6 | 2/6 | 2/6 |
| Frenzy | Em/SD | 3 | 3 | 2/6 | 2/6 | 5 | 5 | 2/6 | 2/6 |
| Gambling | Me/Pr | 2/4 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/4 | 2/4 |
| Herding | Em/Pr | 2/5 | 1/2 | 3/7 | 2/7 | 2/6 | 2/6 | 3/7 | 3/7 |
| Jousting | St/Ag | 10 | 10 | 1/5 | 3/9 | 15 | 15 | 3/8 | 2/6 |
| Leather-working | Ag/Re | 2/6 | 2/5 | 2/6 | 2/5 | 3 | 3 | 2/5 | 2/6 |
| Lore: General | Me/RE | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 |
| Lore: Magical | Me/Re | 2/5 | 2/5 | 2/4 | 3/6 | 1/4 | 1/4 | 2/4 | 2/4 |
| Lore: Obscure | Me/Re | 3/7 | 3/7 | 2/6 | 3/7 | 3/7 | 2/6 | 2/6 | 2/6 |
| Lore: Technical | Me/Re | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 |
| Mathematics | Re/Me | 2/6 | 2/6 | 2/5 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 |
| Meditation | Pr/SD | 1/3 | 1/3 | 2/5 | 2/4 | 2/6 | 1/5 | 2/6 | 2/6 |
| Music | Ag/Em | 2/6 | 2/6 | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 |
| Navigation | Re/In | 2/4 | 1/5 | 2/4 | 1/3 | 2/6 | 2/6 | 2/6 | 2/6 |
| Public-speaking | Em/Pr | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 |
| Rope-mastery | Me/Ag | 2/6 | 2/6 | 2/5 | 2/5 | 3 | 3 | 2/4 | 2/5 |
| Rowing | SD/St | 2/6 | 2/6 | 2/6 | 2/4 | 3 | 3 | 2/6 | 2/6 |
| Sailing | Em/In | 2/5 | 2/6 | 2/6 | 2/5 | 3 | 3 | 2/6 | 2/6 |
| Seduction | Em/Pr | 2/6 | 2/6 | 3/7 | 2/6 | 2/5 | 2/5 | 2/5 | 2/5 |
| Signaling | Me/SD | 2/5 | 2/5 | 2/4 | 1/5 | 1/5 | 1/5 | 2/4 | 2/4 |
| Singing | Pr/In | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 |
| Skiing | Ag/SD | 2/7 | 2/7 | 2/6 | 2/6 | 3 | 3 | 2/6 | 2/6 |
| Smithing | St/Ag | 3 | 3 | 2/6 | 2/7 | 3 | 3 | 2/6 | 2/6 |
| Spell-mastery | Varies | 2/4 | 2/4 | 3/5 | 3/5 | 2/5 | 2/5 | 3/5 | 2/5 |
| Star-gazing | In/Me | 1/3 | 1/3 | 2/6 | 2/4 | 2/6 | 2/6 | 2/6 | 2/6 |
| Stone-carving | SD/Ag | 3 | 3 | 2/6 | 2/6 | 3 | 3 | 2/6 | 2/5 |
| Streetwise | In/Pr | 3 | 4 | 3/8 | 3/6 | 3 | 3 | 1/5 | 2/6 |
| Subduing | Ag/Qu | 3/6 | 3/6 | 3/6 | 4 | 5 | 6 | 2/5 | 5 |
| Tracking | In/Re | 2/7 | 1/4 | 3/5 | 1/3 | 3 | 3 | 3/5 | 2/4 |
| Trading | Re/Em | 2/6 | 2/6 | 2/4 | 3/5 | 3/5 | 3/5 | 2/4 | 2/4 |
| Trap-building | Re/Em | 2/6 | 2/5 | 3/5 | 1/5 | 2/7 | 3/6 | 2/4 | 2/6 |
| Trickery | Pr/Qu | 3 | 3 | 3/7 | 2/5 | 3 | 3 | 1/5 | 2/4 |
| Tumbling | Ag/SD | 2/5 | 2/5 | 2/6 | 2/4 | 3 | 3 | 2/6 | 2/6 |
| Weather-watching | In/Em | 1/3 | 1/3 | 1/5 | 1/5 | 1/4 | 1/4 | 1/5 | 1/5 |
| Wood-carving | Ag/Em | 2/6 | 2/5 | 2/6 | 2/4 | 3 | 3 | 2/6 | 2/6 |

| SECONDARY SKILL DEVELOPMENT COST TABLE | | | | | | |
|--|--------|-----------|---------|--------|------|-------|
| Skill | Stat | Mentalism | | | | Amage |
| | | Mentat | Bstmstr | Magent | Path | |
| Acrobatics | Ag/Qu | 3/7 | 2/6 | 2/5 | 2/4 | 3 |
| Acting | Pr/Em | 2/6 | 2/6 | 2/5 | 2/6 | 2/7 |
| Animal Healing | Em/Re | 2/5 | 1/2 | 2/6 | 1/5 | 2/6 |
| Caving | SD/Re | 3 | 2/6 | 3/6 | 1/5 | 3 |
| Contortions | Ag/SD | 3 | 2/6 | 2/6 | 2/5 | 5 |
| Cookery | In/Re | 2/6 | 2/4 | 2/6 | 2/4 | 2/5 |
| Crafting | Ag/Em | 3 | 2/5 | 2/6 | 2/6 | 3 |
| Dance | Ag/In | 2/6 | 2/5 | 2/6 | 3/6 | 2/7 |
| Diplomacy | Pr/In | 2/4 | 2/5 | 2/7 | 2/7 | 2/6 |
| Diving | SD/Ag | 3 | 2/5 | 3/6 | 2/5 | 3 |
| Duping | Pr/Em | 3/5 | 2/7 | 1/5 | 3/8 | 3/6 |
| Falsification | SD/Re | 3/7 | 3 | 1/5 | 6 | 3 |
| First Aid | SD/Em | 2/6 | 1/4 | 2/4 | 1/4 | 3/6 |
| Fletching | Ag/SD | 2/6 | 2/5 | 3/6 | 1/5 | 2/6 |
| Foraging | In/Me | 2/6 | 1/4 | 2/6 | 1/3 | 2/6 |
| Frenzy | Em/SD | 2/4 | 2/6 | 2/6 | 2/5 | 4 |
| Gambling | Me/Pr | 2/5 | 2/6 | 2/4 | 3/8 | 2/7 |
| Herding | Em/Pr | 3/7 | 1/5 | 3/7 | 2/7 | 2/7 |
| Jousting | St/Ag | 12 | 3/9 | 3/8 | 3/9 | 15 |
| Leather-working | Ag/Re | 3 | 2/5 | 2/5 | 2/5 | 3 |
| Lore: General | Me/RE | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 |
| Lore: Magical | Me/Re | 2/4 | 3/6 | 2/4 | 3/6 | 1/3 |
| Lore: Obscure | Me/Re | 3/7 | 3/7 | 2/6 | 3/7 | 3/7 |
| Lore: Technical | Me/Re | 2/6 | 2/6 | 2/6 | 3/7 | 2/5 |
| Mathematics | Re/Me | 2/4 | 2/6 | 2/5 | 2/6 | 1/5 |
| Meditation | Pr/SD | 1/4 | 2/4 | 2/6 | 2/4 | 2/4 |
| Music | Ag/Em | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 |
| Navigation | Re/In | 2/6 | 2/4 | 2/6 | 1/3 | 2/6 |
| Public-speaking | Em/Pr | 2/5 | 2/6 | 2/5 | 2/6 | 1/5 |
| Rope-mastery | Me/Ag | 3 | 2/5 | 2/4 | 2/5 | 3 |
| Rowing | SD/St | 3 | 2/4 | 2/6 | 2/5 | 3 |
| Sailing | Em/In | 3 | 2/5 | 2/6 | 2/5 | 3 |
| Seduction | Em/Pr | 2/6 | 2/6 | 2/5 | 3/8 | 2/6 |
| Signaling | Me/SD | 2/6 | 1/5 | 2/4 | 1/5 | 2/6 |
| Singing | Pr/In | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 |
| Skiing | Ag/SD | 3/5 | 2/6 | 3/7 | 2/6 | 3/7 |
| Smithing | St/Ag | 3 | 2/7 | 2/6 | 2/7 | 3 |
| Spell-mastery | Varies | 2/5 | 3/5 | 3/5 | 3/5 | 1/5 |
| Star-gazing | In/Me | 2/6 | 2/4 | 2/6 | 2/4 | 1/4 |
| Stone-carving | SD/Ag | 3 | 2/6 | 2/6 | 2/6 | 3 |
| Streetwise | In/Pr | 3 | 3/6 | 1/5 | 3/8 | 3 |
| Subduing | Ag/Qu | 3 | 4 | 2/5 | 4 | 6 |
| Tracking | In/Re | 3 | 1/5 | 2/6 | 1/4 | 3 |
| Trading | Re/Em | 3/5 | 3/5 | 2/4 | 3/5 | 3/6 |
| Trap-building | Re/Em | 2/7 | 2/4 | 2/4 | 1/5 | 3/5 |
| Trickery | Pr/Qu | 3 | 2/5 | 1/5 | 2/6 | 3 |
| Tumbling | Ag/SD | 2 | 2/4 | 2/6 | 2/4 | 3 |
| Weather-watching | In/Em | 2/6 | 1/5 | 1/5 | 1/5 | 1/4 |
| Wood-carving | Ag/Em | 3 | 2/4 | 2/6 | 2/4 | 3 |

SPELL LISTS



This section contains all of the spell lists from the listed professions that are not already in the **RMC Spell Law**.

Under normal circumstances, we would separate the lists out by professions, but with the inclusion of the Priest, Mage, and

Mentat, as well as the lists marked as Realm Lists (by the option on page 86) we felt that it would be better to just put the lists in alphabetical order, separated by realm.

| CHANNELING BASE LISTS | ESSENCE BASE LISTS | MENTALISM BASE LISTS | ARCANE LISTS |
|-----------------------|------------------------|-----------------------|-------------------|
| Animal Law | Air Law | Air Mastery | Bladerunes |
| Communion | Combat Illusions | Animal Ways | Earthblood's Ways |
| Druid's Peace | Combat Ways | Assassin Mastery | Entity Mastery |
| Druidstaff | Commanding Will | Beastmastery | Ethereal Mastery |
| Exorcisms | Concealment Mastery | Combat | |
| Holy Arms | Dark Law | Crystal Ways | |
| Holy Healing | Earth Mastery | Disguise Mastery | |
| Holy Shields | Glyphs | Escapes | |
| Holy Symbol | Influences | Gathering Secrets | |
| Inspiring Ways | Inscriptions | Healing | |
| Major Healing | Magestaff | Misdirections | |
| Nature's Forms | Magic Defense | Movement Enhancement | |
| Stone Mastery | Mechanisms | Path Finding | |
| Tree Mastery | Mirages | Pathfinder's Arms | |
| | Movement Mastery | Pathfinder's Movement | |
| | Nomenclature Mastery | Poison Mastery | |
| | Physical Manipulations | Sensing | |
| | Senses | Survival Mastery | |
| | Symbolism | | |
| | Thieving Law | | |
| | Warding Mastery | | |
| | Warrior's Enhancements | | |
| | Warrior's Weapon | | |
| | Will of the Warrior | | |

CHANNELING SPELL LISTS

ANIMAL LAW

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|--------------|----------|------|
| 1) | Animal Sleep I | 1 animal | 1 min/lvl | 100' | Fm |
| 2) | Small Anim. Rest. | 1 animal | P | touch | H |
| 3) | Animal Tongues | 1 animal | 1 min/lvl | touch | Im |
| 4) | Animal Sleep III | 3 animals | 1 min/lvl | 100' | Fm |
| 5) | Animal Mastery I | 1 animal | C | 100' | Fm |
| 6) | Animal Location | 1 mi R | — | self | I |
| 7) | Befriending | 10' R | C | self | Fm |
| 8) | Medium Anim. Rest. | 1 animal | P | touch | H |
| 9) | Animal Empathy | 1 animal | C | self | Im |
| 10) | Animal Summons I | 1 animal | 1 min/lvl(C) | 1 mi/lvl | Fm |
| 11) | Animal Mastery III | 3 animals | C | 100' | Fm |
| 12) | Animal Lifegiving I | 1 animal | P | 10' | H |
| 13) | Animal Summons III | 3 animals | 1 min/lvl(C) | 1 mi/lvl | Fm |
| 14) | Animal Call | 1 mi/lvl | — | self | Fm |
| 15) | Animal Mastery V | 5 animals | C | 100' | Fm |
| 16) | Large Anim. Rest. | 1 animal | P | touch | H |
| 17) | Animal Summons V | 5 animals | 1 min/lvl(C) | 1 mi/lvl | Fm |
| 18) | Animal Lifegiving II | 1 animal | P | 10' | H |
| 19) | Grtr Animal Rest. | 1 animal | P | touch | H |
| 20) | Animal Summons X | 10 animals | 1 min/lvl(C) | 1 mi/lvl | Fm |
| 25) | Anim. Rest. True | 1 animal | P | touch | H |
| 30) | Anim. Lifegiving True | 1 animal | P | 10' | H |
| 50) | Anim. Summons True | varies | 1 min/lvl(C) | 1 mi/lvl | Fm |

1. **Animal Sleep I** — Puts any animal (i.e., non-humanoid) to sleep; will not affect enchanted creatures or “intelligent” animals.
2. **Small Animal Restoration** — Caster may heal any non-fatal damage(s) in any animal 10 pounds or less. Healing takes 1-100 minutes depending on severity.
3. **Animal Tongues** — Allows caster to understand and “speak” the language of any 1 animal species.
4. **Animal Sleep III** — As *Animal Sleep I*, except can put up to 3 animals to sleep.
5. **Animal Mastery I** — Allows caster to control the actions of any 1 animal.
6. **Animal Location** — Caster can locate members of any 1 species of animal within the area of effect or they can find out what species are in the area.
7. **Befriending** — All animals within 10' will act friendly toward caster; does not control the animals.
8. **Medium Animal Restoration** — As *Small Animal Restoration*, except an animal of 150 lbs or less may be healed, or animals 10 lbs or less may have fatal damage(s) healed (does not restore soul).
9. **Animal Empathy** — Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
10. **Animal Summons I** — Caster can summon any 1 animal within radius; as long as they concentrate, caster controls the animal; animal is random representative of specified species.
11. **Animal Mastery III** — As *Animal Mastery I*, except caster can control 3 animals.

12. **Animal Lifegiving I** — Caster can “raise” 1 dead animal by restoring the animal’s lost soul; the animal’s soul must still exist and they must have died within the last year. In order to be successfully “raised”, the animal must roll below their Constitution stat; +2 is added to the result for every day the target has been dead (e.g., if the animal has been dead for 3 days, +6 will be added to the roll; thus a roll of 54 would become a 60 and a target with a CO of 60 or less would not be “raised”). Animal will be incapacitated (-100 to all activity) for a period = 20x the time “dead” (e.g., if the animal was dead for 2 days, the recovery period would be 40 days).

13. **Animal Summons III** — As *Animal Summons I*, except caster can summon and control 3 animals.

14. **Animal Call** — Caster can “call” any 1 known, specific animal; if it is physically possible, the animal will come to them.

15. **Animal Mastery V** — As *Animal Mastery I*, except caster can control 5 animals.

16. **Large Animal Restoration** — As *Small Animal Restoration* except an animal of 3000 lbs or less may be healed, or animals 150 lbs or less may have fatal damage(s) healed (does not restore soul).

17. **Animal Summons V** — As *Animal Summons I*, except caster can summon and control 5 animals.

18. **Animal Lifegiving II** — As *Animal Lifegiving I*, except only (+0.5x days dead) will be added to the dice roll when the animal attempts to roll below their CO and there is no recovery period.

19. **Greater Animal Restoration** — As *Small Animal Restoration*, except an animal of 30,000 lbs or less may be healed, or animals 3,000 lbs or less may have even fatal damage(s) healed (does not restore soul).

20. **Animal Summons X** — As *Animal Summons*, except caster can summon and control 10 animals.

25. **Animal Restoration True** — As *Small Animal Restoration*, except an animal of any mass may be healed, or animals 30,000 lbs or less may have even fatal damage(s) healed (does not restore soul).

30. **Animal Lifegiving True** — As *Animal Lifegiving I*, except that animal is automatically raised from the dead and there is no recovery period.

50. **Animal Summons True** — As *Animal Summons I*, except caster can summon and control a number of animals equal to their level (e.g., a 50th lvl caster could summon and control 50 sheep).

COMMUNION

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

1. **Detect Enemies I** — Detects the total number of “enemies” (giving approximate direction and distance). This spell also reveals the most heavily represented type of enemy (by total levels). Caster can concentrate on a different 50'R each round.
2. **Cancel Channeling** — When the caster of this spell is a target of a spell from the realm of Channeling, the “incoming” spell must first make an RR. For RR purposes, each spell uses a level equal to its caster's level. If the “incoming” spell passes the RR, it may target the caster normally; otherwise the incoming spell has no effect on this target.
3. **Cancel Essence** — As *Cancel Channeling*, except affects spells from the realm of Essence.
4. **Cancel Mentalism** — As *Cancel Channeling*, except affects spells from the realm of Mentalism.
5. **Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
6. **Enemy Speech** — For the duration of this spell, the caster can read and speak one “enemy” language with skill rank 8.
7. **Dispel Channeling** — Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails it RR, it is dispelled.
8. **Dispel Essence** — As *Dispel Channeling*, except affects spells from the realm of Essence.
9. **Dispel Mentalism** — As *Dispel Channeling*, except affects spells from the realm of Mentalism.
10. **Detect Enemies II** — As *Detect Enemies I*, except for range and area of effect.
11. **Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.

12. **Death's Tale** — Caster gets a vision of the events surrounding the death of any 1 dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
13. **Channel Opening I** — Caster can make contact with any 1 known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with a Channels spell (see Cleric Base List).
14. **Dispel Channeling Sphere I** — As *Dispel Channeling*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, the spell must make an RR (with a +30 modifier) or be cancelled (not dispelled) for as long as the active spell is inside the radius.
15. **Dispel Essence Sphere I** — As *Dispel Channeling Sphere I*, except affects spells from the realm of Essence.
16. **Dispel Mentalism Sphere I** — As *Dispel Channeling Sphere I*, except affects spells from the realm of Mentalism.
17. **Commune I** — Caster receives (usually from his patron deity) a “yes” or a “no” answer to a question on a single topic. This spell may be used a maximum of once per day.
19. **Death's Tale True** — Caster gets a vision of the events surrounding the death of any 1 dead target within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.
20. **Detect Enemies True** — As *Detect Enemies I*, except for range and area of effect.
25. **Commune True** — As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only 1 concept.
30. **Channel Opening True** — As *Channel Opening I*, except caster can open a channel to anyone he chooses, regardless of whether or not he is acquainted with the being. The caster must specify the type of being he is seeking (e.g., a priest of a specific deity, a warrior with blue eyes, etc.).
50. **High Prayer** — Caster receives detailed information from his deity on a single topic question.

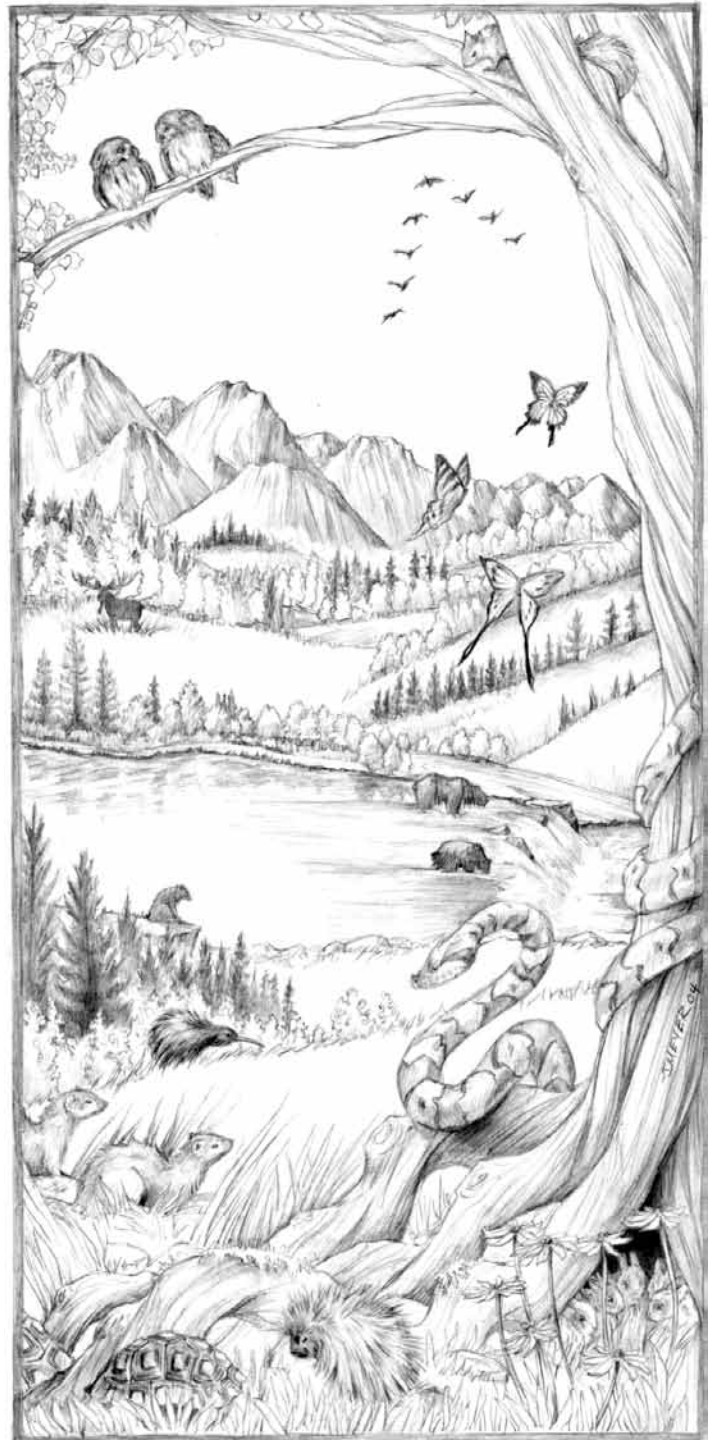
Note 1: The GM defines “enemy” as appropriate to his world. For most worlds, the term enemy will mean those that are actively opposed to the religion or deity.

Note 2: The “Death Tale” spells show the caster visions based how the participants looked at the time of the target's death. Disguises, hooded cloaks or spells may obscure the true appearance.

DRUID'S PEACE

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|-----------|---------|------|
| 1) | Calm I | 1 target | 1 min/lvl | 100' | Fm |
| 2) | Question | 1 target | — | 10' | Fm |
| 3) | Calm II | 2 targets | 1 min/lvl | 100' | Fm |
| 4) | Hold Kind | 1 target | C | 100' | Fm |
| 5) | Calm III | 3 targets | 1 min/lvl | 100' | Fm |
| 6) | Befriend | 1 target | 1 hr/lvl | 100' | Fm |
| 7) | Calm V | 5 targets | 1 min/lvl | 100' | Fm |
| 8) | Mass Anim. Calming I | varies | 2 min/lvl | 100' | Fm |
| 9) | True Hold | 1 target | C | 100' | Fm |
| 10) | Calm X | 10 targets | 1 min/lvl | 100' | Fm |
| 11) | | | | | |
| 12) | Persuasion | 1 target | 1 day/lvl | 1'/lvl | Fm |
| 13) | Calm XV | 15 targets | 1 min/lvl | 100' | Fm |
| 14) | Shout Of Calm * | varies | 1 min/lvl | 50' | Fm |
| 15) | Mass Anim. Calming II | varies | 1 min/lvl | 50' | Fm |
| 16) | Earth Calm | 10'R/lvl | 1 min/lvl | self | F |
| 17) | Lord Calm | varies | 1 min/lvl | 10'/lvl | Fm |
| 18) | Lord Persuasion | varies | 1 day/lvl | 50' | Fm |
| 19) | Long Calm | 1 target | 1 day/lvl | 300' | Fm |
| 20) | Mass Calm | varies | 1 min/lvl | 100' | Fm |
| 25) | Calm True | 1 target | P | 100' | Fm |
| 30) | Earth Calm True | 100'R/lvl | 1 min/lvl | self | F |
| 50) | Battle Calm | 50'R/lvl | 1 hr/lvl | self | Fm |

1. **Calm I** — Target will take no aggressive/offensive action, and will fight only if attacked.
2. **Question** — Target must answer one single concept question
3. **Calm II** — As *Calm I*, except 2 targets may be affected.
4. **Hold Kind** — Humanoid target is held to 25% of normal action.
5. **Calm III** — As *Calm I*, except 3 targets may be affected.
6. **Befriend** — Target believes caster is a good friend.
7. **Calm V** — As *Calm I*, except 5 targets may be affected.
8. **Mass Animal Calming I** — Caster can calm a number of animals equal to their level.
9. **True Hold** — As *Hold Kind*, except it will affect any target.
10. **Calm X** — As *Calm I*, except that 10 targets may be affected.
12. **Persuasion** — Target is convinced of a single fact expressed by the caster (unless irrefutable counter evidence is given).
13. **Calm XV** — [RR Mod: -20] Allows Caster to calm up to 15 targets.
14. **Shout Of Calming** — All targets in radius must resist or they are calmed.
15. **Mass Animal Calming II** — As *Mass Animal Calm I*, except RRs are modified by -20 and the range is 10'/lvl.
16. **Earth Calm** — Within the radius, caster may “calm” a natural phenomena (quakes, storms, winds, etc).
17. **Lord Calm** — [RR Mod: -20] Allows Caster to calm up to 20 targets.
18. **Lord Persuasion** — As *Persuasion*, except that caster may persuade up to 20 targets.
19. **Long Calm** — [RR Mod: -20] Caster can calm any 1 target.
20. **Mass Calm** — Caster can calm a number of targets equal to their level.
25. **Calm True** — Caster can calm any 1 target.
30. **Earth Calm True** — As *Earth Calm*, except for the radius and the caster also may cancel a magically created natural phenomena.
50. **Battle Calm** — Caster calms everyone within the radius.



DRUIDSTAFF

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|---------------------|----------------|--------------|---------|------|
| 1) | Minor Druidstaff | piece of wood | P | touch | U |
| 2) | Organic Weapons I | caster | 1 hr | self | U |
| 3) | Warp Wood | piece of wood | – | touch | F |
| 4) | Lesser Druidstaff | druidstaff | P | touch | U |
| 5) | Hammerstaff | druidstaff | 1 rnd/lvl | touch | U |
| 6) | Organic Weapons II | caster | 1 hr | self | U |
| 7) | Druid Symbol | druidstaff | varies | touch | U |
| 8) | Greater Druidstaff | druidstaff | P | touch | U |
| 9) | Recall Staff | druidstaff | – | 50'/lvl | U |
| 10) | Animal Staff | druidstaff | 1 min/lvl(C) | touch | U |
| 11) | Bridge | druidstaff | 1 min/lvl | touch | U |
| 12) | Lesser Holy Symbol | 10'R | C | touch | U |
| 13) | Organic Weapons III | caster | 1 hr | self | U |
| 14) | Silver Druidstaff | druidstaff | P | touch | U |
| 15) | Birdstaff | druidstaff | 1 min/lvl(C) | touch | U |
| 16) | Greater Holy Symbol | 10'R | C | touch | U |
| 17) | Thunderstaff | druidstaff | 1 rnd/lvl | touch | U |
| 18) | Great Hammerstaff | druidstaff | 1 rnd/lvl | touch | U |
| 19) | Beast Staff | druidstaff | 1 min/lvl(C) | touch | U |
| 20) | Golden Druidstaff | druidstaff | P | touch | U |
| 25) | Organic Weapons IV | caster | 1 hr | self | U |
| 30) | Lord Druidstaff | druidstaff | P | touch | U |
| 50) | Druidstaff True | druidstaff | P | touch | U |

1. **Minor Druidstaff** — Allows the caster to take a suitable piece of wood and form a *Druidstaff* with these characteristics: +1 spell adder, +5 quarterstaff, and it can be thrown as a spear (treat all criticals as Krush critical).
2. **Organic Weapons I** — With proper materials the caster may create 1 short bow, 1/2 long bow, 1/3 composite bow or cross-bow, 1 spear or javelin, 2 arrows or bolts, 1/3 of a shield, 1 weapon haft, etc. The process takes 1 hour. The weapon's basic OB bonus is -5 (non-magical). The spell may be cast additional times to either finish a partially completed item and/or to increase the weapon's OB bonus by + 5 per casting (to a maximum of +5). **Remember:** the weapon's OB bonus is not magical.
3. **Warp Wood** — Destroys the straightness, strength, and form of a piece of wood up to 1 lb/lvl.
4. **Lesser Druidstaff** — As *Minor Druidstaff*, except that it turns the Druid's *Minor Druidstaff* into a +10 quarterstaff that is a +2 spell adder. It can be thrown as a spear (use Krush criticals) using the range and range modifications of a javelin.
5. **Hammerstaff** — Doubles concussion hits given with the *Druidstaff* in melee.
6. **Organic Weapons II** — As *Organic Weapons I*, except that the basic OB bonus is 0 and it may be increased to a max of +10.
7. **Druid Symbol** — Caster may store one spell on his *Druidstaff* to cast later with no preparation (only one such stored spell at a time).
8. **Greater Druidstaff** — As *Lesser Druidstaff*, except that it turns the Druid's *Lesser Druidstaff* into a +15 quarterstaff that is a +3 spell adder or a x2 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a javelin, but attacks are resolved using the attack table for a War Mattock.
9. **Recall Staff** — Will return the caster's *Druidstaff* to his outstretched hand at a rate of 1,000'/rnd.
10. **Animal Staff** — Transforms caster's *Druidstaff* into an animal no larger than 200% of the caster's mass that is treated as a familiar. Animal cannot be a flying creature.

11. **Bridge** — When the caster's *Druidstaff* is placed on the ground (usually at the edge of a chasm), this spell will cause it to expand and change into a 2' wide wooden bridge (length of no more than 5'/lvl) with no railings. It will only bear 1000 lb/lvl. Caster may return the *Druidstaff* to normal and pick it up at either end.
12. **Lesser Holy Symbol** — When cast on a *Druidstaff*, this spell works as a *Protections Sphere I* (on Cleric Base list: *Protections*) except that it is mobile and the bonus is +10.
13. **Organic Weapons III** — As *Organic Weapons I*, except that the basic OB bonus is +5 and it may be increased to a max of +15.
14. **Silver Druidstaff** — As *Lesser Druidstaff* except that it turns the Druid's *Greater Druidstaff* into a +20 quarterstaff that is a +4 spell adder or a x3 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a sling, but attacks are resolved using the attack table for a War Mattock.
15. **Bird Staff** — As *Animal Staff* except that the *Druidstaff* may be transformed into a flying animal of up to 50% of the caster's mass.
16. **Greater Holy Symbol** — As *Lesser Holy Symbol* except that the bonus is +15.
17. **Thunderstaff** — Caster's *Druidstaff* delivers an electrical critical of equal severity in addition to any normal critical delivered by the *Druidstaff*.
18. **Great Hammerstaff** — As *Hammerstaff* except that concussion hits are tripled.
19. **Beast Staff** — As *Animal Staff* or *Bird Staff* except that the creature may be an animal or a legendary creature of animal intelligence (no magical abilities except perhaps flight). The creature mass may not exceed 50%/lvl of the caster's mass.
20. **Golden Druidstaff** — As *Lesser Druidstaff* except that it turns the Druid's *Silver Druidstaff* into a +25 quarterstaff that is a +5 spell adder or a x3 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a short bow, but attacks are resolved using the attack table for a War Mattock.
25. **Organic Weapons IV** — As *Organic Weapons I*, except that the basic OB bonus is +10 and it may be increased to a max of +20.
30. **Lord Druidstaff** — As *Lesser Druidstaff* except that it turns the Druid's *Golden Druidstaff* into a + 30 quarterstaff that is a + 6 spell adder or a x4 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a composite bow, but attacks are resolved using the attack table for a War Mattock.
50. **Druidstaff True** — As *Lesser Druidstaff* above except that it turns the Druid's *Lord Druidstaff* into a +40 quarterstaff that is a +7 spell adder or a x5 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a long bow, but attacks are resolved using the attack table for a War Mattock.

Note: Spells referring to a "*Druidstaff*" may be applied to any of the various *Druidstaff* spells: *Minor*, *Lesser*, *Greater*, *Silver*, *Golden*, *Lord*, or *True*. However, each Druid may only have one "*Druidstaff*" in existence at a time and his spells may only affect his own *Druidstaff*.

EXORCISMS

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

1. Repel Undead I — Causes Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect 1 point of Undead (Class I Undead count as 1 point, Class II Undead count as 2 points, etc.). Animated Dead (see the Evil Channeling List, Necromancy) are treated as Class I Undead and are not entitled to an RR (i.e., they automatically disintegrate if the spell does not fail). Creatures & Monsters provides complete descriptions of the different types of Undead. Each target is entitled to an RR. If the target fails the RR by 50 or less, it will flee (if the target cannot flee, it will remain motionless). If the target fails by more than 50, it disintegrates. One Base Attack Roll is applied to all targets. For the purposes of RRs, if no class is given for an Undead, use the following table to determine its class.

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

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

- 2. Detect Undead** — Detects the presence of Undead in the area of affect. Caster can move the area of effect 5' each round.
- 3. Repel Undead III** — As *Repel Undead I*, except affects 3 points of Undead.
- 4. Repel Demon I** — For as long as the caster concentrates, Type I Demons that are in the area of effect may not leave, and Type I Demons that are outside the area of effect may not enter.

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

Note 1: For all spells that affect Undead, GMs may want to give modifications to certain very powerful undead.

HOLY ARMS

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

- Holy Attack I** — Adds +15 to the caster's melee or missile attack for the current round.
- Righteous Blow I** — After casting this spell, there is a chance that the caster's next attack (melee or missile) will be treated as "Magic" for the purposes of resolving criticals (usually only applicable against Large and Super Large creatures). The chance is equal to 10% plus 5% for each round that the caster concentrates (i.e., prays) immediately prior to preparing and casting this spell. The attack affected by this spell must occur within 1 minute per level after this spell was cast.
- Holy Strength I** — Caster gains a +5 to his strength stat bonus for the purposes of one maneuver. In combat, this results in a +10 to melee attacks and +5 to missile attacks.
- Holy Attack II** — As *Holy Attack I*, except bonus is +20.
- Righteous Blow II** — As *Righteous Blow I*, except attack is treated as "Mithril."
- Holy Focus** — As *Righteous Blow I*, except the critical is treated as "Holy" and the chance is equal to 20% plus 2% for every extra Power Point used to cast this spell. A maximum number of PPs equal to the caster's level may be used to cast this spell. For example, a 6th level Paladin has a maximum chance of 20%; a 10th level Paladin could attain a 28% chance (by investing 10 PPs in the casting of the spell).
- Holy Attack III** — As *Holy Attack I*, except bonus is +25.
- Righteous Blow III** — As *Righteous Blow I*, except attack is treated as "Holy."
- Holy Aura I** — A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive an 'A' severity critical (type to be determined by the GM; based upon the nature of the creature).
- Holy Attack IV** — As *Holy Attack I*, except bonus is +30.
- Righteous Blow IV** — As *Righteous Blow I*, except attack is treated as "Slaying" (creature type must be chosen when spell is cast).

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

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

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

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

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

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

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

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

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

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



JD

HOLY HEALING

1. Healing I — Target is healed of d10 concussion hits.

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

2. Flowstop I — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round. Target may not be moved, or bleeding will resume at prior rate.

3. Frost/Burn Relief I — Target is healed of one area of mild frostbite or first degree burn.

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

5. Healing III — As *Healing I*, except heals 3d10 concussion hits.

6. Stun Relief I — Target is relieved of one round's worth of accumulated stun.

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

8. Disease Resistance I — For the duration of this spell, the target gets an additional RR versus any disease(s).

9. Poison Resistance I — For the duration of this spell, the target gets an additional RR versus any poison(s).

10. Minor Vessel Repair — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits per round, not major arteries or veins).

11. Healing V — As *Healing I*, except heals 5d10 concussion hits.

12. Muscle/Tendon Repair I — Allows caster to repair (not replace) one damaged muscle or tendon. Recovery time is 1 hour.

13. Frost/Burn Relief III — As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage or 1 area of severe damage (e.g., third degree burns) or a combination of 1 mild and 1 moderate area of damage.

14. Stun Relief II — As *Stun Relief I*, except relieves 2 rounds of stun.

15. Unparalysis — Caster can cure any one paralysis problem.

16. Healing X — As *Healing I*, except heals 10d10 concussion hits.

17. Frost/Burn Relief IV — As *Frost/Burn Relief I*, except caster can heal 4 mild or 2 moderate or 1 mild and 1 severe or 2 mild and 1 moderate areas of damage.

18. Undisease — Caster can remove any one disease from the target.

19. Unpoison — Caster can remove any one poison from the target.

20. Stun Relief True — As *Stun Relief I*, except relieves all rounds of stun.

25. Healing XV — As *Healing I*, except heals 15d10 concussion hits.

30. Healing True — As *Healing I*, except heals all concussion damage.

50. Laying on Hands True — Caster can use any lower level spell on this list once per round.



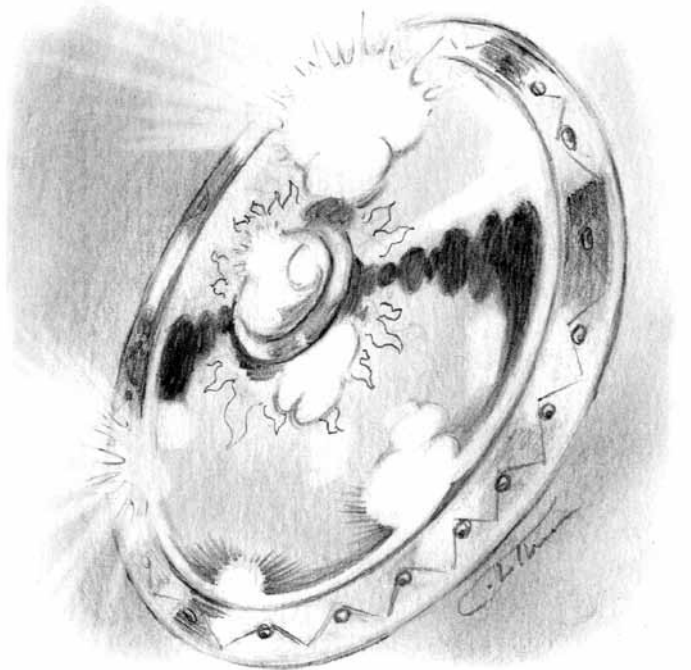
HOLY SHIELDS

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

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

13. **Aim Untrue I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss.
14. **Bladeturn II** — As *Bladeturn I*, except affects 2 attacks.
15. **Unpain III** — As *Unpain I*, except an additional 75% can be sustained.
16. **Protection Prayer IV** — As *Protection Prayer I*, except bonuses are 20.
17. **Deflections III** — As *Deflections I*, except will deflect up to three missiles.
18. **Aim Untrue II** — As *Aim Untrue I*, except affects up to three missiles.
19. **Bladeturn III** — As *Bladeturn I*, except affects 3 attacks.
20. **Unpain IV** — As *Unpain I*, except an additional 100% can be sustained.
25. **Protection Prayer True** — As *Protection Prayer I*, except bonuses are 25.
30. **Mass Deflections** — As *Deflections I*, except will deflect one missile per level of the caster.
50. **Holy Shields True** — Caster may use any lower level spell on this list once per round

Note 1: The Aura and True Aura spells are not cumulative with each other or with the Blur spell.



HOLY SYMBOL

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|-----------|-------|------|
| 1) | Minor Holy Symbol | 1 item | P | touch | F |
| 2) | Symbol Store | 1 spell | varies | touch | U |
| 3) | Symbol Focus | self | 1 rnd/lvl | self | U |
| 4) | Symbol Repulsion | 10' R | 1 rnd/lvl | self | F |
| 5) | | | | | |
| 6) | Lesser Holy Symbol | 1 item | P | touch | F |
| 7) | Symbol Blast | 1 target | -- | 100' | F |
| 8) | Sever Symbol Link | self | P | self | F |
| 9) | Symbol Repulsion II | 1' R/lvl | 1 rnd/lvl | self | F |
| 10) | Symbol Focus II | self | 1 min/lvl | self | U |
| 11) | Major Holy Symbol | 1 item | P | touch | F |
| 12) | Symbol Store True | 1 spell | varies | touch | U |
| 13) | Symbol Repulsion III | 1' R/lvl | 1 rnd/lvl | self | F |
| 14) | Symbol Focus III | self | 1 min/lvl | self | U |
| 15) | Greater Holy Symbol | 1 item | P | touch | F |
| 16) | Greater Symbol Blast | 1 target | -- | 100' | F |
| 17) | | | | | |
| 18) | Symbol Repulsion True | 1' R/lvl | 1 rnd/lvl | self | F |
| 19) | Symbol Focus IV | self | 1 min/lvl | self | U |
| 20) | Holy Symbol True | 1 item | P | touch | F |
| 25) | Symbol Blast True | 1 target | -- | 100' | F |
| 30) | Symbol Focus True | self | 1 min/lvl | self | U |
| 50) | Avatar | self | 1 rnd/lvl | self | F |

1. **Minor Holy Symbol** — This enchants one suitable *Holy Symbol* to become his personal *Holy Symbol*, and usable with other spells on this list. This symbol is only usable by the caster and he may only have one in existence at a time.
2. **Symbol Store** — Caster may store one spell on his *Holy Symbol*. The spell to be stored must be cast within 1 minute of this spell, and afterwards may be cast as an instantaneous spell. The caster may not cast any other spells while he has a spell stored.
3. **Symbol Focus** — The caster gains +5 to all spell casting for the duration.
4. **Symbol Repulsion** — The caster holds forth his *Holy Symbol* and all supernatural enemies of his faith (undead, demons, angels, etc.) must make a RR or be repulsed from the sight of the symbol. They will be unable to enter the radius for the duration.
6. **Lesser Holy Symbol** — The caster enchants his *Holy Symbol* to be either a +1 Spell Adder or a +1 PP Adder. As a PP Adder, it supplies 1 of the PP for any spells cast, although the caster must always supply 1 PP to any spell cast.
7. **Symbol Blast** — Caster's *Holy Symbol* fires a beam of light that strikes the target. Target must make a RR or receive a Holy critical.
8. **Sever Symbol Link** — This spell breaks the bond between the caster and his *Holy Symbol*, allowing him to create a new *Holy Symbol*.
9. **Symbol Repulsion II** — As *Symbol Repulsion*, except that the targets must flee from the caster for the duration of the spell.
10. **Symbol Focus II** — The caster gains a +10 all casting rolls for the duration.
11. **Minor Holy Symbol** — As *Lesser Holy Symbol*, except that it increases the enchantment, turning the *Holy Symbol* into either a +2 Spell Adder or a +2 PP Adder. This spell would also allow the caster to change his *Holy Symbol* from a Spell Adder to a PP Adder or the reverse if he likes.
12. **Symbol Store True** — As *Symbol Store*, except that the caster is able to cast other spells while he has a spell stored in his *Holy Symbol*.

13. **Symbol Repulsion III** — As *Symbol Repulsion II*, except that the targets also receive a Holy critical if they fail their RRs.
14. **Symbol Focus III** — The caster gains a +15 to all spell casting for the duration.
15. **Greater Holy Symbol** — As *Minor Holy Symbol*, except that it enchants the *Holy Symbol* to be either a +3 Spell Adder, or a +1 Spell Adder and a +2 PP Adder.
16. **Greater Symbol Blast** — As *Symbol Blast*, except that if the target fails his RR, he receives a +50 Holy critical.
18. **Symbol Repulsion True** — As *Symbol Repulsion III*, except that if a target fails his RR he is destroyed. If the target succeeds in his RR, he is still unable to enter the radius for the duration.
19. **Symbol Focus IV** — The caster gains a +20 to all spell casting for the duration.
20. **Holy Symbol True** — As *Greater Holy Symbol*, except that it enchants the *Holy Symbol* to be a +4 Spell Adder or a +2 Spell Adder and a +2 PP Adder.
25. **Symbol Blast True** — As *Symbol Blast*, except that if the target fails his RR, he receives a +100 Holy critical.
30. **Symbol Focus True** — The caster gains a +25 to all spell casting for the duration.
50. **Avatar** — The character is infused with the power and spirit of his deity for the duration of the spell. He gains a +100 to any actions that further the goals of his deity, including his OB and DB. The GM determines which actions receive this bonus. The character also undergoes minor physical changes that make him more resemble his deity for the duration of the spell.

Note 1: The *Holy Symbol* is created specifically for the caster and will not work for anybody else. It will lose all power upon the death of the caster.

Note 2: Any *Holy Symbol* that has had its link with its caster severed can never again be used or enchanted as a *Holy Symbol* for the original caster.

INSPIRING WAYS

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

1. Courage — For the duration of this spell, all within the area of effect (including the caster) may make a second RR versus any fear or panic effect. This second RR is made with an additional +10 modifier.

2. Inspirations I — Caster inspires all allies who are within the area of effect (they must be aware of the caster). All allies gain +5 to melee attacks and moving maneuvers for the duration of the spell. This spell will only work during combat or highly religious moments (e.g., an oratory presentation prior to a large battle). These bonuses do not apply to the caster.

3. Voice of Friendship — For as long as they speak together, the target of this spell will believe that the caster is a good friend and is acting in the target's best interest.

4. Inspirations II — As *Inspirations I*, except bonuses are +10.

5. Voice of Reason — For as long as the caster speaks, the target will believe that the reasoning and ideas that the caster expresses are correct and valid.

6. Inspirations III — As *Inspirations I*, except bonuses are +15.

7. Voice of Caution — For as long as the caster speaks, the target will become more cautious (less rash) and will tend to obey the caster's warnings without hesitation or doubt.

8. Command I — Target must obey the caster. However, he will not perform any act that is completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).

9. Inspirations IV — As *Inspirations I*, except bonuses are +20.

10. Words of Friendship — As *Voice of Friendship*, except will affect all who can hear the caster.

11. Inspirations V — As *Inspirations I*, except bonuses are +25.

13. Command II — As *Command I*, except affects two targets.

14. Words of Reason — As *Voice of Reason*, except will affect all who can hear the caster.

15. Inspirations VI — As *Inspirations I*, except bonuses are +30.

16. Courage True — As *Courage*, except the second RR automatically succeeds.

17. Inspirations VII — As *Inspirations I*, except bonuses are +35.

18. Words of Caution — As *Voice of Caution*, except will affect all who can hear the caster.

19. Inspirations VIII — As *Inspirations I*, except bonuses are +40.

20. Voice of Conviction — [RR Mod: -50] After casting this spell, the caster must tell the truth (as he knows it). All targets who fail their RR will believe the caster is speaking the absolute truth.

25. Inspirations True — As *Inspirations I*, except bonuses are +50.

30. Words of Conviction — As *Voice of Conviction*, except will affect all who can hear the caster.

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

Note 1: Voice and Words spells will only work on non-enemies (i.e., those that are not actively hostile to the caster).

Note 2: Voice and Words spells increase favorable reactions. This effect lasts 1 hour per level of the caster after the caster stops speaking. After this duration, the target's natural tendencies and reactions will take over. Note that most targets will continue to believe the caster even after the spell has lapsed.

Note 3: Any target who resists a Voice or Words spell by more than 50 will realize that the caster was using magical influence.

MAJOR HEALING

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------------|----------------|------------|-------|------|
| 1) | Healing I | 1 target | P | touch | H |
| 2) | Clotting I | 1 target | P | touch | H |
| 3) | Mnr. Frost/Burn Relief | 1 target | P | touch | H |
| 4) | Mnr. Fracture Repair | 1 target | P | touch | H |
| 5) | Healing III | 1 target | P | touch | H |
| 6) | Stun Relief I * | 1 target | P | touch | H |
| 7) | Cut Repair I | 1 target | P | touch | H |
| 8) | Major Fracture Repair | 1 target | P | touch | H |
| 9) | Poison Resistance I | 1 target | 10 min/lvl | touch | H |
| 10) | Minor Vessel Repair | 1 target | P | touch | H |
| 11) | Healing V | 1 target | P | touch | H |
| 12) | Mnr. Mus/Tdn Repair | 1 target | P | touch | H |
| 13) | Mjr. Frost/Burn Relief | 1 target | P | touch | H |
| 14) | Stun Relief II * | 1 target | P | touch | H |
| 15) | | 1 target | P | touch | H |
| 16) | Healing X | 1 target | P | touch | H |
| 17) | Major Vessel Repair | 1 target | P | touch | H |
| 18) | Mjr. Mus/Tdn Repair | 1 target | P | touch | H |
| 19) | Unpoison | 1 target | P | touch | H |
| 20) | Stun Relief True * | 1 target | P | touch | H |
| 25) | Vessel Repair True | 1 target | P | touch | H |
| 30) | Healing True | 1 target | P | touch | H |
| 50) | Succor True | 1 target | 1 rnd/lvl | touch | H |

1. **Healing I** — Target heals 1-10 hits.
2. **Clotting I** — Bleeding is reduced by 1 hit per round. The target may not move for an hour or the wound will reopen.
3. **Minor Frost/Burn Relief** — Will heal any one area of frostbite or a 2nd degree burn.
4. **Minor Fracture Repair** — Will heal one simple fracture over the course of 24 hours.
5. **Healing III** — Target heals 3-30 hits.
6. **Stun Relief I** — Target is relieved of 1 round of stun (of any type).
7. **Cut Repair I** — Bleeding is instantly and permanently reduced by 1 hit per round.
8. **Major Fracture Repair** — As *Minor Fracture Repair*, except simple fractures are repaired in 1-10 hours, compound fractures are healed in 1 day, and shatters are healed in 2-11 days.
9. **Poison Resistance I** — Target gets a second RR versus any poisons.

10. **Minor Vessel Repair** — As *Cut Repair I*, except that Bleeding is reduced by 2 hits per round.
11. **Healing V** — Target heals 5-50 hits.
12. **Minor Muscle/Tendon Repair** — One damaged muscle or tendon is healed over the course of 1 hour.
13. **Major Frost/Burn Relief** — As *Minor Frost/Burn Relief*, except that any frostbite or burns are healed in the area.
14. **Stun Relief II** — As *Stun Relief I*, except that 2 rounds of stun are relieved.
16. **Healing X** — Target heals 10-100 hits.
17. **Major Vessel Repair** — As *Minor Vessel Repair*, except it stops up to 5 points of Bleeding.
18. **Major Muscle/Tendon Repair** — As *Minor Muscle/Tendon Repair*, except that damaged muscles and tendons are healed instantly and those that are destroyed will be regenerated in an hour.
19. **Unpoison** — One poison is completely removed from the target. Any existing effects of the poison remain and must be healed separately, but no further damage will occur.
20. **Stun Relief True** — As *Stun Relief I*, except that all stuns are removed.
25. **Vessel Repair True** — As *Major Vessel Repair*, except that it heals all Bleeding.
30. **Healing True** — Heals all hits instantly. This spell may also be used to rejoin a limb. A limb that is rejoined by this spell will be fully usable in 1 day.
50. **Succor True** — Caster may freely cast one lower level spell per round for the duration.



NATURE'S FORMS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|----------------------|----------------|------------|-------|------|
| 1) | Hues | caster | 1 min/lvl | self | P |
| 2) | Resist Elements | caster | 1 min/lvl | self | D |
| 3) | Plant Facade | caster | 10 min/lvl | self | P |
| 4) | Silent Moves | caster | 1 min/lvl | self | U |
| 5) | Underwater Breathing | caster | 1 min/lvl | self | U |
| 6) | Animal Facade | caster | 1 min/lvl | self | P |
| 7) | Chameleon | caster | C | self | P |
| 8) | Study Form | 1 form | 1 min | touch | I |
| 9) | Shadow | caster | 10 min/lvl | self | P |
| 10) | Plant Form | caster | 1 min/lvl | self | U |
| 11) | Prot. from Elements | caster | 1 min/lvl | self | D |
| 12) | Blank Thoughts | caster | C | self | P |
| 13) | Animal Form | caster | 1 min/lvl | self | U |
| 14) | | | | | |
| 15) | Animal Thoughts | caster | C | self | Pm |
| 16) | Animal Way | caster | 10 min/lvl | self | U |
| 17) | Plant Change True | caster | 10 min/lvl | self | U |
| 18) | Animal Change | caster | 10 min/lvl | self | U |
| 19) | Beast Form | caster | 10 min/lvl | self | U |
| 20) | Animal Change True | caster | 10 min/lvl | self | U |
| 25) | Beast Change | caster | 10 min/lvl | self | U |
| 30) | Beast Change True | caster | 10 min/lvl | self | U |
| 50) | Shapechanger | caster | 10 min/lvl | self | U |

1. **Hues** — Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).
2. **Resist Elements** — Protects caster from natural heat up to 200°F and natural cold down to -20°F; +10 to caster's RRs vs. heat and cold spells; -10 to all elemental spell attacks against caster.
3. **Plant Facade** — Allows caster to appear as any 1 type of plant; caster retains their size and will not smell or feel like the plant; it is purely a visual illusion.
4. **Silent Moves** — Caster can move silently, so long as they do not create a sound originating more than 1' from their body. In many situations this will give a 10-50 bonus (GM discretion) to Stalking/ Hiding attempts.
5. **Underwater Breathing** — Caster can breathe under normal water.
6. **Animal Facade** — As *Plant Facade*, except caster will appear as any 1 type of animal.
7. **Chameleon** — Caster blends into surrounding terrain; gives a 75 bonus to Hiding attempts; caster may not move (appreciably) without destroying effect.
8. **Study Form** — Caster studies and memorizes the form and structure of one type of animal or plant for later use with the spells on this list.
9. **Shadow** — Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
10. **Plant Form** — As *Plant Facade*, except that the caster can take the form of any plant that he has *Studied* (he will look and feel like the plant). He can vary his mass from 75% of normal to 200% of normal.

11. **Protection From Elements** — As *Resist Elements*, except it protects caster from any natural temperature extremes; +25 to caster's RRs vs. heat and cold spells; -25 to all elemental spell attacks against caster.
12. **Blank Thoughts** — As long as caster does not move, their mental patterns will appear to be those of any specified animal that he has *Studied*.
13. **Animal Form** — As *Animal Facade*, except that the caster can take the form of any animal that he has *Studied* (he will look and feel like the animal). He can vary his mass from 75% of normal to 200% of normal. He doesn't get the physical abilities of the animal.
15. **Animal Thoughts** — As *Blank Thoughts*, except that the caster can move while the spell is active.
16. **Animal Way** — As *Animal Form*, except that the caster also gains the movement abilities of a chosen animal that he has *Studied*. Caster may vary his mass from 50% of normal (minimum) to 400% of normal (maximum).
17. **Plant Change True** — As *Plant Form*, except that the caster may also assume the scent and physical characteristics of a chosen plant that he has *Studied*. Caster may vary his mass from 50% (minimum) to 400% (maximum).
18. **Animal Change** — As *Animal Way*, except that the caster may also gain the physical attack capabilities of the form and may vary his mass from 1/20th to 40x normal.
19. **Beast Form** — As *Animal Form*, but caster may take on the appearance and feel of any beast (usually a legendary monster) that he has *Studied*.
20. **Animal Change True** — As *Animal Change* but caster gains all physical attributes of the form: movement, attack abilities, sight, hearing, smell, etc. Caster may vary his mass from 1/40th to 400x his own mass. If the spell fails the caster takes on the form but his mind is submerged in a mind equivalent to the creature's and spell duration is increased 100x.
25. **Beast Change** — As *Beast Form*, but caster also gains the movement and physical attack capabilities of the form and may vary his mass from 1/40th to 400x his actual mass. Spell failure is handled as in *Animal Change True*.
30. **Beast Change True** — As *Beast Change*, but caster gains some (GM discretion) of the special abilities of the beast (dragon breath, etc). The basic possibility of a spell failure is raised to 15%. A spell failure is handled as in *Animal Change True* except that the spell duration is increased 500x.
50. **Shapechanger** — Caster may use any of the lower spells on this list up to 1/rnd.

STONE MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-------------------------|------------------|---------------|-----------|------|
| 1) | Stones Throw I | 10' R | -- | 100' | Fd |
| 2) | Stoneheal | 10 cu'/lvl | P | 100' | F |
| 3) | Summon Stones | 2'R | 1 min/lvl | 5' | E |
| 4) | Stone Throw II | 10' R | -- | varies | Fd |
| 5) | Magic Stone I | 1/2 lb. rock | 10 min/lvl | touch | F |
| 6) | Stone Wall | 10' x 10' x 1' | 1 min/lvl | 10' | E |
| 7) | Stone Throw III | 10' R | -- | varies | Fd |
| 8) | Animate Rock | 100 cu' | 1 rnd/lvl (C) | | F |
| 9) | Magic Stone II | 1/2 lb. rock | 1 hour/lvl | touch | F |
| 10) | Corridor | 3' x 6' x 1'/lvl | P | 5' | F |
| 11) | Stone Wall True | 10' x 10' x 1' | P | 10' | E |
| 12) | Stone Throw True | 10' R | -- | varies | Fd |
| 13) | Spike Stones | 5' R/lvl | 10 min/lvl | 100' | E |
| 14) | Stone Meld | varies | P | touch | F |
| 15) | Stone Molding | 1 cu' | C | touch | F |
| 16) | Curve Wall | 10' x 5' R x 1' | P | | E |
| 17) | Petrify | 1 target | varies | 50' | F |
| 18) | Greater Stoneheal | 20 cu'/lvl | P | 10' R/lvl | F |
| 19) | Earth Elemental | -- | 1 rnd/lvl (C) | 10'/lvl | F |
| 20) | Earthbones Empathy | 10' R/lvl | C | 1000'/lvl | F |
| 25) | Greater Earth Elemental | -- | 1 rnd/lvl (C) | 10'/lvl | F |
| 30) | Petrification True | 1 target | varies | 50' | F |
| 50) | Tremors | varies | 1 rnd | 100'/lvl | F |

- 1. Stone Throw I** — Stones (at least 1 pound's worth) within a 10'R of the caster are hurled at the target. Results are rolled on the Shock Bolt attack table. All criticals are Impact criticals. The Directed Spell skill is required for this attack.
- 2. Stoneheal** — Caster may repair damage, cracks, or breaks in a stone object or a mass of stone (up to 10 cu'/lvl).
- 3. Summon Stones** — Caster summons a pile of small stones, rocks, and pebbles. The total amount summoned is equal to 1 lb per level of the caster. At the end of the duration, the stones return to where they came from.
- 4. Stone Throw II** — As *Stone Throw I*, except that the attack is rolled on the *Water Bolt* table.
- 5. Magic Stone I** — Caster prepares 1 small rock (approx. 1/2 lb). Preparation lasts either 10 min/lvl or until the stone strikes something (e.g., it is thrown, fired, dropped, etc.). If the stone "hits someone" (i.e., delivers hits when dropped, thrown, or used in a sling); there is a small explosion. Roll an additional attack on the *Shock Bolt* attack table (no modifications) on anyone within a 2'R of the explosion point. The only person usually affected is the person who was "hit" (unless you drop the stone on your foot or fall on a bag of *Magic Stones*).
- 6. Stone Wall** — Summons a wall of rough-cut stones up to 10'x10'x1'. The wall must rest on a solid surface.
- 7. Stone Throw III** — As *Stone Throw I*, except that the attack is rolled on the *Fire Bolt* table.
- 8. Animate Rock** — Caster animates an amount of rock. This could be a pile of rocks, a large stone, or even a statue. It will move as the caster directs as long as he is concentrating. If the caster stops concentrating, the rock will stand immobile, until the caster resumes concentration, until the end of the duration. This animated rock may be used to make attacks. Treat it as being similar to a *Small Earth Elemental* for its stats.
- 9. Magic Stone II** — As *Magic Stone I*, except that the spell lasts 1 hr/lvl and the explosion has a 5' radius (i.e., multiple targets can be affected).

- 10. Corridor** — Creates a 3'x6' corridor that is 1'/lvl long through any nonmetal, inorganic material. The corridor can be opened at a rate of 1' (length) per rnd as the caster concentrates.
- 11. Stone Wall True** — As *Stonewall* except duration is permanent.
- 12. Stone Throw True** — As *Stone Throw I*, except that the attack is rolled on the *Lightning Bolt* table.
- 13. Spike Stones** — Creates an area of very sharp spiked stones from rock occurring naturally in the effected radius. Any creature moving through part of area containing spikes must make a moving maneuver (at least "extremely hard") for every 5' moved through. If a fall occurs, the creature receives (1-5) +100 dagger attacks (only armor DB's modify this).
- 14. Stone Meld** — Fuses two stone surfaces together: a seam can be up to 20' long or a section of stone blocks can be fused (up to 100 cu').
- 15. Stone Molding** — For as long as he concentrates, caster may mold 1 cu' of stone with his hands as if it were putty; then the stone will harden.
- 16. Curve Wall** — As *Stone Wall True*, except that the wall may be curved up to a semi-circle.
- 17. Petrify** — The target's bones will gradually (takes 1 hour) petrify for 1 day/lvl of the caster. The bones will eventually become very heavy (-90 to all activity) and will cease blood production (2 hits/hour).
- 18. Greater Stoneheal** — As *Stoneheal*, except caster may repair up to lvl x lvl cu' and the range is 10'/lvl.
- 19. Earth Elemental** — Summons and controls a weak earth elemental. If concentration is interrupted then the elemental goes on a mindless rampage until concentration is resumed. Caster can dismiss the elemental before the duration is over by concentrating. The elemental disappears when the duration is over.
- 20. Earthbones Empathy** — Allows caster (he must be in contact with the ground) to visualize and sense activity of those in contact with the ground and in a specified 50'R/lvl area (within the range). Alternately, the caster may sense the direction and distance (within the range) to a significant target with which he is familiar (a particular individual, an army, etc).
- 25. Greater Earth Elemental** — As *Earth Elemental*, except that the caster may summon and control a strong earth elemental.
- 30. Petrification True** — As *Petrify*, except that the target's entire body is petrified and the process only takes 6 rounds (treat as if the target is in suspended animation). This spell lasts until it canceled by the caster or it is dispelled or until someone casts this spell or *Petrify* on the target to undo the effect.
- 50. Tremors** — Caster can cause a small earthquake, with the spot he touches as the epicenter. The start of the quake can be delayed up to 1 rnd/lvl. The severity of the quake on the Richter scale is determined by a roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0. The GM should read up on Earthquakes before this spell is used.

TREE MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|------------|---------|------|
| 1) | Speed Growth I | 10'R | 1 day | 10' | U |
| 2) | Plant Restore | 1 plant | P | touch | H |
| 3) | Plant Tongues | caster | 1 min/lvl | touch | Im |
| 4) | Speed Growth II | 10'R | 1 day | 10' | U |
| 5) | Plant Growth II | 1 plant | P | touch | U |
| 6) | Plantskin* | caster | 1 rnd/lvl | self | D |
| 7) | Path Control | 3'R | 10 min/lvl | 5' | F |
| 8) | Plant Growth III | 1 plant | P | touch | U |
| 9) | Speed Growth III | 1 plant | P | touch | U |
| 10) | Tree Restore | 1 tree | P | touch | H |
| 11) | Plant Growth V | 1 plant | P | touch | U |
| 12) | Animate Tree | 1 tree | C | 10'/lvl | F |
| 13) | Wall of Thorns | 10'x10'x5' | 10 min/lvl | 100' | F |
| 14) | Seek Sentient Tree | 10'R/lvl | — | self | Im |
| 15) | Tangleweed | lvl'xlvl' | 1 hr/lvl | 100' | F |
| 16) | Firestop | 10'R/lvl | — | 100' | F |
| 17) | Rouse Slowroot | 1 slowroot | 1 hr/lvl | touch | Fm |
| 18) | Plant Growth X | 1 plant | P | touch | U |
| 19) | Seek Sentient Trees | 10'R/lvl | — | self | Im |
| 20) | Tree Door | caster | — | self | U |
| 25) | Restore Sentient Tree | 1 tree | P | touch | H |
| 30) | Speed Growth True | 10'R/lvl | 1 day | touch | U |
| 50) | Waken Slowroots | 1 mi R/lvl | 10 min/lvl | self | Fm |

1. **Speed Growth I** — Allows caster to increase speed of growth for any 1 species of plant within the radius by 10x.
2. **Plant Restore** — Caster may remove damage from any 1 plant (not a tree). Damage gets a RR based on severity/extent.
3. **Plant Tongues** — Allows caster to understand and “speak” the language of any 1 sentient plant species.
4. **Speed Growth II** — As *Speed Growth I*, except growth rate is 100x normal and the radius is 10'R.
5. **Plant Growth II** — Allows caster to double the size of any 1 plant; requires 1 days growth; when fully mature the plant will achieve twice its normal size.
6. **Plantskin** — Makes caster's skin as tough as bark (treat as AT 4).
7. **Path Control** — Allows caster to open or close a path through flora. Caster may do both (i.e. opening a path in front of him and closing it behind him).
8. **Plant Growth III** — As *Plant Growth II*, except size increase is 3x.
9. **Speed Growth III** — As *Speed Growth I*, except growth rate is 10x normal and the radius is 100'R.
10. **Tree Restore** — As *Plant Restore*, except that the caster may remove damage from a tree.
11. **Plant Growth V** — As *Plant Growth II*, except size increase is 5x.
12. **Animate Tree** — Caster may animate and control the actions of a tree. OB/Hits/etc. are based on the size and type of tree (e.g., a large oak is equivalent to an Awakened Tree, see C&T).
13. **Wall of Thorns** — Summons a wall of very tough pliable thorns up to 10'x10'x5'. Anyone moving through the wall receives 1-10 Tiny attacks (OB: +50) per foot of wall moved through. The wall must rest on a solid surface.
14. **Seek Sentient Tree** — Caster learns direction and distance to the nearest Sentient Tree (C&T) within range.

15. Tangleweed — This spell animates an area of foliage. The foliage will attack either a particular type of creature or all who enter the area (caster's option when spell is cast). All affected creatures in the area are subject to 1-5 attacks per round: +50 Envelope attacks with the maximum result determined by the size and density of the foliage. When the spell is cast, the caster may specify that the attacks will only attempt to capture; in which case, the foliage will stop attacking a target if the target ceases all movement (i.e., is captured).

16. Firestop — All non-magic fire in the radius is instantly extinguished; magic fire must make a RR or it is extinguished.

17. Rouse Slowroot — Caster may rouse a Slowroot (see C&T).

18. Plant Growth X — As *Plant Growth II*, except size increase is 10x.

19. Seek Sentient Trees — Caster learns the location of every Sentient Tree within the radius.

20. Tree Door — Allows caster to enter one tree and then exit from another tree up to 100'/lvl away.

25. Restore Sentient Tree — As *Plant Restore* except that the caster may remove damage from a Sentient Tree.

30. Speed Growth True — As *Speed Growth I*, except that the caster can increase rate of growth by x10/lvl in a 10'R/lvl,

50. Waken Slowroots — Caster wakens all dormant Slowroots within range.

Note: The Sentient Trees: Treeherds, Slowroots, and Awakened Trees mentioned in some of these spells are described in C&T. If the concept of such trees and guardians of trees doesn't fit into the GM's world, he should eliminate or replace those spells.



ESSENCE SPELL LISTS

AIR LAW

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|---------------------|----------------|---------------|--------|------|
| 1) | Focused Wind | 1 target | C | 100' | F |
| 2) | Air Bolt | 1 target | -- | 100' | Ed |
| 3) | Holding Bands | 1 target | 1 rnd/lvl | 50' | F |
| 4) | Dust Devil II | 1 target | -- | 50' | F |
| 5) | Solid Air Wall | 10'x10'x6" | C | 50' | F |
| 6) | Cyclonic Blast | 20' R | -- | 100' | E |
| 7) | Walk on Air | 1 target | 1 min/lvl | 10' | U |
| 8) | Air Bolt III | 1 target | -- | 300' | Ed |
| 9) | Solid Air Bridge | 20'x5' | 1 min/lvl | 100' | E |
| 10) | Air Blast | 1 target | -- | 100' | Ed |
| 11) | Solid Air Shield | self | 1 rnd/lvl (C) | self | U |
| 12) | Solid Air Dome | 10' R | 1 rnd/lvl (C) | 10' | F |
| 13) | Air Bolt V | 1 target | -- | 500' | Ed |
| 14) | Crushing Bands | 1 target | 1 rnd/lvl | 100' | F |
| 15) | Solid Air Wall II | 10'x10'x6" | 1 rnd/lvl | 50' | F |
| 16) | Air Blast III | 1 target | -- | 300' | Ed |
| 17) | Dust Devil V | 1 target | -- | 50' | F |
| 18) | Solid Air Wall True | 10'x10'x6" | 1 min/lvl | 50' | F |
| 19) | Crushing Bands II | 1 target | 1 rnd/lvl | 100' | F |
| 20) | Air Blast V | 1 target | -- | 500' | Ed |
| 25) | Crushing Bands True | 1 target | 1 rnd/lvl | 100' | F |
| 30) | Air Blast True | 1 target | -- | 300' | Ed |
| 50) | Air Mastery | varies | 1 rnd/lvl | varies | U |

- 1. Focused Wind** — If the target fails his RR, he is buffeted by strong winds as long as the character concentrates. This gives the target a -20 modifier to all actions.
- 2. Air Bolt** — Caster shoots bolt of compressed air from the palm of his hand. The results are determined on the *Shock Bolt* table, using Impact criticals.
- 3. Holding Bands** — Caster envelopes the target with shimmering bands of compressed air that immobilize him. Target may make a Very Hard Strength maneuver each round. Success means that he may act normally. Failure means that he is restricted to only 20% of his normal activity.
- 4. Dust Devil II** — The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a "B" Unbalancing critical to a target who does not resist it.
- 5. Solid Air Wall** — Caster creates a shimmering, transparent wall of highly compressed air. All attacks (against DB) through the wall are at -100. Spell attacks are at -50. Attempts to move through the wall require a Very Hard Strength based maneuver and take 1 round to complete. Light based attacks are totally immune to this, and not affected at all by the wall.
- 6. Cyclonic Blast** — Caster shoots forth a ball of compressed air that bursts upon reaching its target, attacking everybody within a 20' radius. Results are determined on the *Cold Ball* attack table and all criticals are Impact criticals.
- 7. Walk on Air** — Target can walk on air as if on solid ground, he may not move any faster than a walk. This only allows for horizontal movement, vertical movement must be achieved through other means.
- 8. Air Bolt III** — As *Air Bolt*, except for range.
- 9. Solid Air Bridge** — Caster creates 20' long by 5' wide shimmering plane of solidified air. The bridge is immobile and can only support 1000 lbs. Only one end of the bridge is required to be resting on a solid surface.

- 10. Air Blast** — As *Air Bolt*, except that the *Lightning Bolt* attack table is used. Primary criticals are Impact and secondary criticals are Unbalancing.
- 11. Solid Air Shield** — Creates a shimmering shield of solidified air 1' around the caster. This provides a bonus of 100 to the character's DB against all physical and elemental attacks as long as he is concentrating. When not concentrating, the modifier to DB is only 20.
- 12. Solid Air Dome** — Creates a shimmering dome of solidified air. The dome has a 10' radius and completely encloses the area. Treat the effects the same as the *Solid Air Wall*.
- 13. Air Bolt V** — As *Air Bolt*, except for range.
- 14. Crushing Bands** — As *Holding Bands*, except that the bands deliver an "A" Krush critical each round.
- 15. Solid Air Wall II** — As *Solid Air Wall*, except for the duration.
- 16. Air Blast III** — As *Air Blast*, except for the range.
- 17. Dust Devil V** — As *Dust Devil II*, except that it does an "E" critical.
- 18. Solid Air Wall True** — As *Solid Air Wall*, except for the duration.
- 19. Crushing Bands II** — As *Crushing Bands*, except that the bands deliver an "C" Krush critical each round.
- 20. Air Blast V** — As *Air Blast*, except for the range.
- 25. Crushing Bands True** — As *Crushing Bands*, except that the bands deliver an "E" Krush critical each round.
- 30. Air Blast True** — As *Air Blast*, except that the attack may make as many turns as possible, even going through openings as small as 6" in radius in order to reach its target. The caster's OB is halved when using this spell. And the target gains no benefits (i.e. no DB) from cover, position, shield or other things that do not provide all around coverage.
- 50. Air Mastery** — Caster may freely use any lower level spell from this list each round.

COMBAT ILLUSIONS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------------|----------------|------------|-------|------|
| 1) | Blur * | caster | 1 min/lvl | self | U |
| 2) | Shadow | caster | 10 min/lvl | self | P |
| 3) | Unseen I | 1 target | 24 hours | 10' | P |
| 4) | Wall of Dark | 10'x10'x1" | 1 min/lvl | 100' | E |
| 5) | Silence | 10'R | 1 min/lvl | 100' | F |
| 6) | Invisibility I | 1 target | 24 hours | 10' | P |
| 7) | Mirror Image I | caster | 1 min/lvl | self | P |
| 8) | Attack Illusion * | 1 target | 1 rnd | 10' | Pm |
| 9) | Displacement III * | caster | 1 min/lvl | self | P |
| 10) | Parry Illusion * | varies | 1 rnd/lvl | self | Pm |
| 11) | Weapon Illusion | target weap. | 1 rnd/lvl | 10' | P |
| 12) | Mirror Image II | caster | 1 min/lvl | self | P |
| 13) | | | | | |
| 14) | Gr. Attack Illusion * | 1 target | 1 rnd | 10' | Pm |
| 15) | Displacement V * | caster | 1 min/lvl | self | P |
| 16) | Gr. Parry Illusion * | varies | 1 rnd | self | Pm |
| 17) | Beacon | 1 mile | 1 min/lvl | self | E |
| 18) | Mirror Image III | caster | 1 min/lvl | self | P |
| 19) | | | | | |
| 20) | Invisibility V | 5 targets | 24 hours | 10' | P |
| 25) | Attack Illusion True * | 1 target | 1 rnd | 10' | Pm |
| 30) | Parry Illusion True * | varies | 1 rnd | self | Pm |
| 50) | Mirror Image V | caster | 1 min/lvl | self | P |

1. **Blur** — Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
2. **Shadow** — Target and objects on his person appear to be a shadow; and are thus almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus to Stalking and Hiding maneuvers between 25 and 75).
3. **Unseen I** — A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).
4. **Wall of Dark** — Creates a wall of darkness up to 20'x20'x1". Anything except light can pass through this wall. All attacks made against targets obscured by this wall suffer a special penalty of -70.
5. **Silence** — Any sounds originating within 1' of the caster are completely muffled. This results in a +25 bonus to all Stalking maneuvers.
6. **Invisibility I** — As *Unseen I*, except that everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen* termination conditions occur.
7. **Mirror Image I** — Creates an image that looks exactly like the caster, but be offset by approximately three feet from the caster. This image will precisely duplicate any actions the caster performs. There is a 50% chance that anyone in combat with the caster will strike the image instead of the caster on the first round of combat. If the attacker strikes the image, he will automatically attack the caster on his next attack. However, he must check again on the subsequent round (and each round after successfully striking the caster). Beings with less rational minds (i.e. animals, the insane, etc.) may have to make this roll more often. Creatures that do not depend primarily upon sight to select a target are not affected by this spell.

8. **Attack Illusion** — Makes it appear that the caster is attacking from a direction he is not. If the target fails an RR, his DB is lowered by 20 (this can result in a negative DB!).
9. **Displacement III** — Caster appears to be offset from where he actually is. All attacks have no effect 30% of the time. Each time a foe misses, the chance of that foe missing again goes down 5%.
10. **Parry Illusion** — Makes it appear that the caster is executing a dazzling series of parries, causing any foes in melee combat with caster when this spell is cast to make an RR or only be able to use half their OB against him this round.
11. **Weapon Illusion** — Causes the target weapon to appear to be another type of weapon specified by the caster. If the weapon is used in combat, it will attack on its normal table, but suffer a special modification of -25 and its fumble range is increased by 5 (i.e., a weapon that normally fumbles on a 01 or 02, will fumble on a 01 through 07 result).
12. **Mirror Image II** — As *Mirror Image I*, except two duplicates are created and the chance of attacking the image first 65%. This chance lowers to 35% on the second attack.
13. **Beacon** — A ray of light (any color) springs from the caster's palm. This ray can be up to 1 mile long.
14. **Greater Attack Illusion** — As *Attack Illusion*, except an opponent who fails his RR must lower his DB by 40.
15. **Displacement V** — As *Displacement III*, except chance of missing is 50%.
16. **Greater Parry Illusion** — As *Parry Illusion*, except opponents who fail their RR can only use one-quarter of their OB to attack this round.
18. **Mirror Image III** — As *Mirror Image I*, except three duplicates are created and the chance of attacking a false image is 75%. This lowers to 50% on the second attack, and 25% on the third attack.
20. **Invisibility V** — As *Invisibility I*, except that 5 targets may be made invisible.
25. **Attack Illusion True** — As *Attack Illusion*, except an opponent who fails his RR must lower his DB by 60.
30. **Parry Illusion True** — As *Parry Illusion*, except opponents who fail their RR may not attack the caster this round.
50. **Mirror Image V** — As *Mirror Image I*, except five duplicates are created and the chance of striking an image starts at 80% (and lowers by 20% each round).

COMBAT WAYS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------------|----------------|-----------|-------|------|
| 1) | Snap Attack* | caster | 1 rnd | self | U |
| 2) | Split Parry II * | caster | 1 rnd | self | U |
| 3) | Moving Strike I * | caster | 1 rnd | self | U |
| 4) | Tumble Evasion * | caster | 1 rnd | self | U |
| 5) | Hammer Strike I * | caster | 1 rnd | self | U |
| 6) | Survival Instinct I * | caster | 1 rnd | self | U |
| 7) | Bleeding Strike I * | caster | 1 rnd | self | U |
| 8) | Split Parry III * | caster | 1 rnd | self | U |
| 9) | Shatter Strike * | caster | 1 rnd | self | U |
| 10) | Split Attack II * | caster | 1 rnd | self | U |
| 11) | Stunning Strike * | caster | 1 rnd | self | U |
| 12) | Tumble Evasion II * | caster | 1 rnd | self | U |
| 13) | Moving Strike II * | caster | 1 rnd | self | U |
| 14) | Hammer Strike II * | caster | 1 rnd | self | U |
| 15) | Survival Instinct II * | caster | 1 rnd | self | U |
| 16) | Bleeding Strike II * | caster | 1 rnd | self | U |
| 17) | Riposte * | caster | 1 rnd | self | U |
| 18) | Shatter Strike II * | caster | 1 rnd | self | U |
| 19) | | | | | |
| 20) | Split Parry IV * | caster | 1 rnd | self | U |
| 25) | | | | | |
| 30) | Split Attack III * | caster | 1 rnd | self | U |
| 50) | Warrior True | caster | 1 rnd/lvl | self | U |

1. Snap Attack — This spell allows the caster to make a special attack that uses only 60% of the character's activity, but with the character's full OB.

2. Split Parry II — Caster may divide his parry between up to two melee attackers with no penalty.

3. Moving Strike I — Caster may move up to 30% normal movement and attack without suffering a penalty to his OB.

4. Tumble Evasion I — Caster may attack and parry as normal and then perform a diving roll to a location up to 20' away from his starting point. This maneuver is part of the attack and requires no extra percentage activity (or declared action).

5. Hammer Strike I — Casters next attack delivers 1.5x concussion hits.

6. Survival Instinct I — Caster may parry with 125% of his OB; however, the caster may not attack while using this parry.

7. Bleeding Strike I — If the casters next attack inflicts a critical, it will cause 1 hit per round of bleeding in addition to all other critical results. This spell will have no effect on creatures that are normally immune to bleeding wounds (golems, constructs, undead, etc.).

8. Split Parry III — As *Split Parry II*, except caster may divide his parry between up to three attackers.

9. Shatter Strike I — If the target of the casters next melee attack parries with a weapon or shield, it must immediately make a breakage check modified by -20.

10. Split Attack II — Caster can divide his melee OB in any proportion he desires and attack two separate targets with no penalty as long as both are within normal melee range and neither of the targets is positioned to the caster's rear.

11. Stunning Strike — If the casters next attack inflicts a critical, it will cause 1 round of stun in addition to all other critical results. This spell has no effect on creatures that are normally immune to stun.

12. Tumble Evasion II — As *Tumble Evasion I*, except caster may end up in a location 50' away.

13. Moving Strike II — As *Moving Strike I*, except caster may move up to 70% normal movement.

14. Hammer Strike II — As *Hammer Strike I*, except delivers double concussion hits.

15. Survival Instinct II — As *Survival Instinct I*, except caster may parry with 150% of his normal OB.

16. Bleeding Strike II — As *Bleeding Strike I*, except 2 hits/rnd are caused in addition to all other critical results.

17. Riposte — If the caster parries a melee attack using his full OB, and the melee attack does not inflict any damage, he may attack back in the same round with 50% of his normal OB immediately following the opponent's attack.

18. Shatter Strike II — As *Shatter Strike I*, except the weapon or shield must make the breakage check modified by -50.

20. Split Parry IV — As *Split Parry II*, except caster may divide his parry between up to four attackers.

30. Split Attack III — As *Split Attack II*, except caster can attack up to three separate targets as long as all three are within normal melee range and none of the foes is to the caster's rear.

50. Warrior True — Caster may utilize any one of the lower level spells on this list once per round.

Note 1: Almost every spell on this list is instantaneous. Depending upon the options used regarding instantaneous spells, the attacks/actions allowed by the spells could occur in either the same round or in the round after the spell is cast. If they are allowed to happen in the same round, there is no "recovery time" once the spell is cast, the spell's actions takes its place.



COMMANDING WILL

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|--------------------|----------------|---------------|-------|------|
| 1) | Calm | 1 target | 1 min/lvl | 100' | Fm |
| 2) | Truth | 1 target | 1 question | 10' | Fm |
| 3) | Confusion | 1 target | 1 rnd/5 fail | 100' | Fm |
| 4) | Fascinate | 1 target | 10 min/lvl | 50' | Fm |
| 5) | Command | 1 target | varies | 50' | Fm |
| 6) | Forget | 1 target | P | 10' | Fm |
| 7) | Call of the Wild | 1 target | 1 day/5 fail | 50' | Fm |
| 8) | Emote | 1 target | 1 min/lvl | 100' | Fm |
| 9) | Inclination | 1 target | 1 min/lvl | 100' | Fm |
| 10) | Fear | 1 target | 1 min/lvl | 100' | Fm |
| 11) | Doubt | 1 target | P | 100' | Fm |
| 12) | Love/Hate | 1 target | 1 day/5 fail | 100' | Fm |
| 13) | Vengeance | 1 target | varies | 100' | Fm |
| 14) | Invoke | 1 target | varies | self | Fm |
| 15) | Quarrels | 25' R | 1 rnd/5 fail | 25' | Fm |
| 16) | Dismiss/Banish | 1 target | varies | 50' | Fm |
| 17) | Shout of Panic | 50' R | 1 rnd/5 fail | 100' | Fm |
| 18) | Peace | 1 target | 1 day/10 fail | touch | Fm |
| 19) | Shout of Confusion | 50' R | 1 rnd/5 fail | 100' | Fm |
| 20) | Shout of Command | 50' R | varies | 100' | Fm |
| 25) | Slumber | 1 target | 1 day/5 fail | 100' | Fm |
| 30) | Insanity | 1 target | P | 100' | Fm |
| 50) | Slave | 1 target | 1 day/10 fail | 50' | Fm |

1. **Calm** — Target will take no aggressive/offensive action, and will fight only if attacked. If the caster casts this spell at an already *Calmed* target, the target will fall asleep.
2. **Truth** — Target must answer the next question the caster asks truthfully. This spell requires that the target understand the language in which the question was asked. He will respond using the same language.
3. **Confusion** — Target is incapable of making decisions or initiating action; he may continue to fight current foes or in self defense.
4. **Fascinate** — Target believes that the caster is of the same alignment or outlook as himself, is influential, and is superior to himself in rank, power and/or efficiency. Target will usually seek to ingratiate himself to the caster.
5. **Command** — Target will obey a command of up to 5 words in length from the caster. Command cannot be completely alien to the target (e.g., suicide, blinding himself, etc) and the caster must speak a language the target can understand.
6. **Forget** — Target permanently forgets up to 1 min/lvl of specified memories as selected by caster. Memories older than 1 day give a special modification of +20 to the target's RR and memories older than 1 week get a special +40 RR modification. Memories older than 1 month may not be forgotten through this spell.
7. **Call of the Wild** — Target domesticated animal reverts to a wild state for the duration of this spell.
8. **Emote** — Caster causes the target to experience any one specified emotion. Caster cannot dictate the direction or manner in which the target will choose to express this emotion. For example, caster can specify the emotion of love, but he cannot choose a person for the target to fall in love with, the target will just be very loving in general.
9. **Inclination** — The target likes or dislikes a person, place, or thing as specified by the caster. If the target has very strong feelings about the subject previously, the GM may indicate that the target receives a bonus or penalty to his resistance rolls.

10. **Fear** — Target flees in total fear from the caster (or a specified location) for 1 min per 5% failure. The target will not desire to return to the location or wish to face the caster for 1 day/5% failure.
11. **Doubt** — Target develops a very serious and troublesome doubt concerning a previously accepted fact, action, or idea.
12. **Love/Hate** — As *Inclination*, except the target experiences either devoted love or repulsive hatred towards a subject designated by caster (must be present at time of casting). For the duration the intensity of the emotion will be such that the target will have a difficult time focusing on anything else other than his love or hate. At the end of the duration, the target must make an additional resistance roll with a +20 RR modification or the effect will become permanent (to a lesser degree of intensity).
13. **Vengeance** — Target will seek to enact some vengeance against a person, place, or thing as specified by the caster. There must be in the target's mind some concept of the subject having wronged the target for the spell to be effective. The exact form of the vengeance sought depends on the character of the target, and the severity of his RR failure.
14. **Invoke** — The caster may summon any extra planar creature (e.g., demon, elemental, etc) whose True name he knows (through use of the Creature Name spell). Each round there is a 35% chance the specified creature hears his name and appears to the caster. This spell does not command the entity, though the caster may control the entity through the use of other spells on this list or through various influential skills.
15. **Quarrels** — All targets within the area of effect will become hostile and seek to attack the nearest opponent
16. **Dismiss/Banish** — Target extra planar creature (e.g. demon, elemental, etc) whose True name the caster knows (through the use of the Creature Name spell) is dismissed from the caster's plane back to his home plane. Alternatively, the caster can attempt to banish the target from the caster's plane for a period of 100 years/10% failure. The target receives a special +20 RR modification to any banish attempt and if the spell fails, the target will either attack the caster or flee. The attempt to banish the demon cancels any of the caster's control spells of which the target is under the influence.
17. **Shout of Panic** — Targets flee in total panic from the caster.
18. **Peace** — Target is eased from the effects of mind disease, grief, lycanthropy, hate, etc for the duration of this spell.
19. **Shout of Confusion** — As *Confusion*, except affects all targets in radius.
20. **Shout of Command** — As *Command*, except affects all targets in radius.
25. **Slumber** — Target sleeps in a deep, unwakeable sleep without aging or deterioration until dispelled, a set condition is met (i.e. being kissed by a prince) or the duration ends.
30. **Insanity** — Target develops a permanent mental disorder. The caster can dictate the general type of disorder but the exact effects are up to the GM. For example, a caster can specify a manic/depressive disorder, while the GM determines whether the target is bi-polar, manic, depressive, etc.
50. **Slave** — Target becomes the caster's unquestioning slave for the duration of this spell. The target may attempt a new RR at the end of each week to break the effect. The target will seek to ingratiate himself to his master and do all things in a manner to please his master and forward his master's goals.

CONCEALMENT MASTERY

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

1. **Shadow** — Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
2. **Unseen III** — Up to three objects (e.g., 1 garment, 1 naked body, and 1 weapon) are made invisible. The object(s) will remain invisible until 24 hours pass, or the object is struck by a violent blow (being hit by a weapon, falling, etc), or the object makes a violent move (i.e., an attack).
3. **Conceal I** — Target inanimate object takes on the visual appearance of a similar object. For example, a small red key may appear as a small blue spoon. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is strictly a visual illusion (and can be detected as such).
4. **Locate Object** — This spell allows the caster to find any inanimate object. The caster must be able to uniquely describe the object.
5. **Darkness** — Creates an area of darkness up to 2'R/lvl about the point touched. The darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object/ being.
6. **Secret I** — Target inanimate object takes on the visual and tactile appearance of another object. For example, a crystal goblet might look and feel like a wooden mug. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is an illusion (and can be detected as such).
7. **Unseen V** — As *Unseen III*, except affects up to five objects.
8. **Displacement I** — Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down by 5%.

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

Note 1: When using the Locate Object spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item within range can possibly match the description).

DARK LAW

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|--------------------|----------------|---------------|-------|------|
| 1) | Shade | 1 target | 10 min/lvl | touch | U |
| 2) | Darkness | 10' R | 10 min/lvl | touch | E |
| 3) | Dark Bolt | 1 target | -- | 100' | Ed |
| 4) | Darkvision | 1 target | 10 min/lvl | touch | U |
| 5) | Shadow Forms | varies | 1 min/lvl (C) | 100' | P |
| 6) | Dark Cloud | 5' R | 6 rnds | 50' | E |
| 7) | Dark Construct | varies | 1 min/lvl | touch | F |
| 8) | Dark Bolt III | 1 target | -- | 300' | Ed |
| 9) | Darkness X | 100' R | 10 min/lvl | touch | E |
| 10) | Darkfire Bolt | 1 target | -- | 100' | Ed |
| 11) | Darkvision True | 1 target | 10 min/lvl | touch | U |
| 12) | Abyssal Cloud | 5' R | 10 rnds | 50' | E |
| 13) | Dark Cloud II | 10' R | 6 rnds | 50' | E |
| 14) | Dark Forms | varies | 1 min/lvl | 100' | P |
| 15) | Dark Bolt V | 1 target | -- | 500' | Ed |
| 16) | Utterdark | 100' R | 1 min/lvl | touch | Ed |
| 17) | Darkfire Bolt III | 1 target | -- | 300' | Ed |
| 18) | Abyssal Cloud II | 10' R | 10 rnds | 100' | E |
| 19) | Dark Cloud True | 20' R | 6 rnds | 100' | E |
| 20) | Darkfire Bolt V | 1 target | -- | 500' | Ed |
| 25) | Dark Forms True | varies | 10 min/lvl | 100' | P |
| 30) | Darkfire Bolt True | 1 target | -- | 300' | Ed |
| 50) | Dark Mastery | self | 1 rnd/lvl | self | F |

1. **Shade** — Shadows deepen around the target, granting a +25 to Stalking and Hiding in areas where moderate to heavy shadows are present.
2. **Darkness** — Creates a 10' radius area of darkness around the point touched. If the point is mobile, then so is the darkness. This is as dark as the deepest night. If cast upon a target, the target gets a RR, if the RR is successful, the darkness is centered upon the point where the target is and will not move with him. If the RR fails, then the darkness is on the target and will follow them until it is dispelled or the duration ends.
3. **Dark Bolt** — Caster shoots bolt of concentrated from the palm of his hand. The results are determined on the Shock Bolt table, using Cold criticals.
4. **Darkvision** — The target is able to see in all darks (even magical) as if in broad daylight out to a range of 50'.
5. **Shadow Forms** — Caster can create either the visual illusion of shadow figures, or real shadows (up to 1 per level); the shadow figures will move when the caster concentrates. The shadows cannot interact with the environment. When the caster is not concentrating, the shadow remains motionless.
6. **Dark Cloud** — Creates a 5' radius of billowing darkness that will deliver a "C" Cold critical on the first and second rounds, a "B" critical on the third and fourth rounds, and an "A" critical on the fifth and sixth rounds. It drifts with the wind and will affect all within its radius (no RR). It takes one round for the cloud to form, so anybody within the radius may make a maneuver to get out before taking a critical, however, once formed, anybody within the radius will take the critical as indicated (but no more than one critical per round).

7. **Dark Construct** — Caster creates a simple object (i.e. a sword is okay, a bow or crossbow is not) or objects out of solidified darkness. This object will perform as would the normal object for the duration. The object(s) may not be more than 6 cubic inches per level of the caster and there may not be more than 1 object for every 5 levels that the caster has.

8. **Dark Bolt III** — As *Dark Bolt*, except for range.

9. **Darkness X** — As *Darkness*, except for radius.

10. **Darkfire Bolt** — As *Dark Bolt*, except that the Lightning Bolt Table is used for resolution. Primary critical is Cold, and secondary critical is Electrical.

11. **Darkvision True** — As *Darkvision*, except that the character can see out to a range of 100'.

12. **Abyssal Cloud** — As *Dark Cloud*, except that it delivers an "E" critical on the first and second rounds, a "D" critical on the third and fourth rounds, and a "C" critical on the fifth and sixth rounds.

13. **Dark Cloud II** — As *Dark Cloud*, except for radius.

14. **Dark Forms** — As *Shadow Forms*, except that the caster does not need to concentrate to make it move. The shadow will continue its last action(s) until given another. It takes only a moment's concentration (20% activity per shadow) to change what a specific shadow is doing.

15. **Dark Bolt V** — As *Dark Bolt*, except for range.

16. **Utterdark** — As *Darkness*, except that it has a radius of 100' and it extinguishes all magical light within the radius, and no magical light may be created for the duration (*Utterlight* can dispel this spell if it fails a RR).

17. **Darkfire Bolt III** — As *Darkfire Bolt*, except for range.

18. **Abyssal Cloud II** — As *Abyssal Cloud*, except for radius.

19. **Dark Cloud True** — As *Dark Cloud*, except for radius and range.

20. **Darkfire Bolt V** — As *Darkfire Bolt*, except for range.

25. **Dark Forms True** — As *Dark Forms*, except for duration and that it only requires 10% activity per shadow to redirect its actions.

30. **Darkfire Bolt True** — As *Darkfire Bolt*, except that the attack may make as many turns as possible, even going through openings as small as 6" in radius in order to reach its target. The caster's OB is halved when using this spell. And the target gains no benefits (i.e. no DB) from cover, position, shield or other things that do not provide all around coverage.

50. **Dark Mastery** — Caster may freely use any lower level spell from this list each round.

EARTH WAYS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------|----------------|------------|---------|------|
| 1) | Stone Lore | 1 stone | -- | touch | I |
| 2) | Earth Fingers | 5' R | 1 rnd/lvl | 50' | E |
| 3) | Stone Bolt | 1 target | -- | 10'/lvl | Ed |
| 4) | Earth Skin | self | 10 min/lvl | self | U |
| 5) | Corridor | varis | 1 rnd/lvl | touch | U |
| 6) | Stone/Earth (R) | 100 cu' | P | 100' | F |
| 7) | Stone Bolt II | 1 target | -- | 10'/lvl | Ed |
| 8) | Earth Fingers II | 10' R | 1 rnd/lvl | 50' | E |
| 9) | Stone Skin | self | 10 min/lvl | self | U |
| 10) | Rock Swarm | 5' R | -- | 100' | E |
| 11) | Stone Bolt III | 1 target | -- | 10'/lvl | Ed |
| 12) | Earth/Mud (R) | 100 cu' | P | 100' | F |
| 13) | Unearth | 100 cu' | P | 100' | F |
| 14) | Metal Skin | self | 10 min/lvl | self | U |
| 15) | Stone Bolt IV | 1 target | -- | 10'/lvl | Ed |
| 16) | Stone/Mud (R) | 100 cu' | P | 100' | F |
| 17) | Tunnel | varis | 10 min/lvl | touch | U |
| 18) | Unstone | 100 cu' | P | 100' | F |
| 19) | Metal Skin True | self | 10 min/lvl | self | U |
| 20) | Stone Bolt V | 1 target | -- | 10'/lvl | Ed |
| 25) | Tunnel True | varis | P | touch | U |
| 30) | Stone Bolt True | 1 target | -- | 10'/lvl | Ed |
| 50) | Earth Mastery | self | 1 rnd/lvl | self | F |

1. **Stone Lore** — Gives details of where, when, and how the examined stone was worked.
2. **Earth Fingers** — Tentacles of earth and stone shoot up from the ground to make a +0 Large Grapple attack against all foes within the radius.
3. **Stone Bolt** — Caster shoots forth a shard of stone from the palm of his hand. It is resolved on the Shock Bolt attack table, with Puncture criticals.
4. **Earth Skin** — Caster's skin become tougher and more resilient. It is the equivalent of Soft Leather (AT 6) for the duration.
5. **Corridor** — Caster creates a passage that is 3' x 6' x 1' per level of the caster.
6. **Stone/Earth (R)** — Allows the caster to transform 100 cu' of stone to packed earth or packed earth to stone.
7. **Stone Bolt II** — As *Stone Bolt*, except that it uses the *Water Bolt* table.
8. **Earth Fingers II** — As *Earth Fingers*, except that the caster's Grapple attack has +5 OB for each level that they caster has.
9. **Stone Skin** — As *Earth Skin*, except that the caster is protected as if his skin were Reinforced Leather (AT 8).
10. **Rock Swarm** — Caster creates a small cluster of rocks and stones that shoot forth from his hands, exploding when it reaches the target. Results are determined on the Fire Ball table, using Impact criticals.
11. **Stone Bolt III** — As *Stone Bolt*, except that it uses the *Ice Bolt* table.
12. **Earth/Mud (R)** — Allows the caster to transform 100 cu' of packed earth to soft mud or soft mud to packed earth.
13. **Unearth** — Disintegrates 100 cu' of earth.
14. **Metal Skin** — As *Earth Skin*, except that the caster is protected as if his skin were Chain (AT 15).
15. **Stone Bolt IV** — As *Stone Bolt*, except that it uses the *Fire Bolt* table.

16. **Stone/Mud (R)** — Allows the caster to transform 100 cu' of stone to soft mud or soft mud to stone.

17. **Tunnel** — As *Corridor*, except for the duration and the height and width dimensions may be any size up to 1' per level of the caster, and the length may be up to 10' per level of the caster.

18. **Unstone** — Disintegrates 100 cu' of stone.

19. **Metal Skin True** — As *Earth Skin*, except that the caster is protected as if his skin were Chain (AT 20).

20. **Stone Bolt V** — As *Stone Bolt*, except that it uses the *Lightning Bolt* table.

25. **Tunnel True** — As *Tunnel*, except that the duration is permanent and the length is up to 50' per level of the caster.

30. **Stone Bolt True** — As *Stone Bolt V*, except that the attack may make as many turns as possible, even going through openings as small as 6" in radius in order to reach its target. The caster's OB is halved when using this spell. And the target gains no benefits (i.e. no DB) from cover, position, shield or other things that do not provide all around coverage.

50. **Earth Mastery** — Caster may freely use any lower level spell from this list each round.

Note: "R" means that the spell is reversible and may be used to transform material in either direction.



GLYPHS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-------------------|----------------|------------|-------|------|
| 1) | Research Glyph | Varies | 8 hours | self | I |
| 2) | Glyph I | 10'R | 10 min/lvl | touch | F |
| 3) | Decipher Glyph | 1 glyph | 1 rnd/lvl | self | I |
| 4) | Glyph II | 10'R | 10 min/lvl | touch | F |
| 5) | Waiting Glyph II | 10'R | 1 day/lvl | touch | F |
| 6) | Glyph III | 10'R | 10 min/lvl | touch | F |
| 7) | Unglyph III | 1 glyph | P | 100' | F |
| 8) | Glyph IV | 10'R | 10 min/lvl | touch | F |
| 9) | Waiting Glyph IV | 10'R | 1 day/lvl | touch | F |
| 10) | Glyph V | 10'R | 10 min/lvl | touch | F |
| 11) | Multi-Glyph II | 10'R | 10 min/lvl | touch | F |
| 12) | Glyph VI | 10'R | 10 min/lvl | touch | F |
| 13) | Unglyph VI | 1 glyph | P | 100' | F |
| 14) | Glyph VII | 10'R | 10 min/lvl | touch | F |
| 15) | Waiting Glyph VII | 10'R | 1 day/lvl | touch | F |
| 16) | Glyph VIII | 10'R | 10 min/lvl | touch | F |
| 17) | Multi-Glyph III | 10'R | 10 min/lvl | touch | F |
| 18) | Glyph IX | 10'R | 10 min/lvl | touch | F |
| 19) | Glyph X | 10'R | 10 min/lvl | touch | F |
| 20) | Waiting Glyph X | 10'R | 1 day/lvl | touch | F |
| 25) | Unglyph X | 1 glyph | P | 100' | F |
| 30) | Lord Glyph | 10'R | 10 min/lvl | touch | F |
| 50) | Lord Unglyph | 1 glyph | P | 100' | F |

- Research Glyph** — Allows caster to know the origins and parameters of a glyph. This is the only way for the caster to learn any special glyphs.
- Glyph I** — Allows caster to 'trace' a glowing visible glyph on an in-flux medium that can be triggered by one of the following (decided by the caster at the time of casting): a) specified time has passed, b) specified movements within 20', c) specified sounds within 20', or d) touch. Power Points for both spell and glyph must be expended, but only casting time for the glyph is used. A glyph can be a first level spell or a special glyph that has been researched.
- Decipher Glyph** — Allows caster to decipher a glyph (it takes 1 round per level of the glyph) and know exactly what it does without setting it off (presuming it hasn't already been set off). It takes one round per level of the glyph to decipher the glyph. Nothing is learned if this spell expires prior to completion of deciphering.
- Glyph II** — As *Glyph I*, except a second level glyph can be traced.
- Waiting Glyph II** — Extends the duration of a *Glyph I* or *Glyph II*.
- Glyph III** — As *Glyph I*, except a 3rd level glyph can be traced.
- Unglyph III** — Allows caster to erase a glyph of up to third level. This will not set off the glyph in question (unless the specified activation for the glyph were when the glyph is erased).
- Glyph IV** — As *Glyph I*, except a fourth level glyph can be traced.
- Waiting Glyph IV** — As *Waiting Glyph II*, except it applies to glyphs up to fourth level.
- Glyph V** — As *Glyph I*, except a fifth level glyph can be traced.
- Multi-Glyph II** — Allows caster to place two spells into the same glyph. The glyph spell only needs to be cast once (but it must be cast within one minute of the completion of this spell).

- Glyph VI** — As *Glyph I*, except a sixth level glyph can be traced.
- Unglyph VI** — As *Unglyph III*, except that up to sixth level glyphs can be affected.
- Glyph VII** — As *Glyph I*, except a seventh level glyph can be traced.
- Waiting Glyph VII** — As *Waiting Glyph II*, except that up to a seventh level glyph has its duration extended.
- Glyph VIII** — As *Glyph I*, except an eighth level glyph can be traced.
- Multi-Glyph III** — As *Multi-Glyph II*, except that three spells may be placed in the same glyph.
- Glyph IX** — As *Glyph I*, except a ninth level glyph can be traced.
- Glyph X** — As *Glyph I*, except a tenth level glyph can be traced.
- Waiting Glyph X** — As *Waiting Glyph II*, except that up to a tenth level glyph can be delayed.
- Unglyph X** — As *Unglyph III*, except that up to tenth level glyphs can be affected.
- Lord Glyph** — As *Glyph I*, except that up to a twentieth level glyph can be traced.
- Lord Unglyph** — As *Unglyph III*, except that up to twentieth level glyphs can be erased without discharging them.

Note 1: Glyphs are "runes" that are 'traced' on an in-flux background (air, water, etc.) instead of rune paper. First the glyph spell must be cast and then the spell to be 'traced' must be cast. At this point the glyph is set, and its effects start when it is triggered (see the specific glyph spells). If the glyph is not triggered before the duration of the glyph spell expires, the glyph fades without activating. Glyphs can be either normal spells or specially researched glyphs.

Note 2: The caster must have a number or ranks in the Lore: Magical (Glyphs) equal to the level of the spell he wishes to cast from this list.

Note 3: Special Glyphs - See the small table of "special glyphs". These are not automatically learned when a character learns the Glyph Law list. They must be sought out from other sources (libraries, universities, mentors, etc.). The GM should decide whether or not these are appropriate for his campaign. He should feel free to alter, replace, add, or delete glyphs from this list.

SPECIAL GLYPHS

Lvl Glyph - Effect

| | |
|----|--|
| 1 | Light - Illuminates a 10'R area. |
| 2 | Sleep - Causes a single target to fall into a natural sleep. |
| 3 | Dark - Creates a 10'R area of magical darkness as dark as the darkest night. |
| 4 | Stun - Causes a single target to be stunned for 1 rnd/10% failure. |
| 5 | Chill - Causes a single target to take a 'B' cold critical. |
| 6 | Bleed - Causes a single target to begin bleeding 1 hit/rnd per 10% failure. |
| 7 | Unconsciousness - Causes a single target to fall unconscious. |
| 8 | Pain - Causes a single target to lose half of its remaining concussion hits. |
| 9 | Weakness - Causes a single target to lose half of its normal OB for 1 min/10% failure. |
| 10 | Shrink - Causes a single target to shrink to half normal size for 1 min/10% failure. |
| 11 | Slam - Causes a single target to take a 'C' impact critical. |
| 12 | Fear - Causes a single target to turn and flee for 1 min/10% failure. |
| 13 | Command - Causes a single target to obey a command set by caster at the time of the casting. |
| 14 | Mute - Causes a single target to be unable to speak for 1 min/10% failure. |
| 15 | Heat - Causes a single target to take a 'D' heat critical. |
| 16 | Agony - Causes a single target to be in agony, resulting in a -25 to all actions. |
| 17 | Drain - Causes a single target to lose half of its remaining Power Points. |
| 18 | Fatigue - Causes a single target to be reduced to 1D10 concussion hits. |
| 19 | Blindness - Causes a single target to be blinded (-90 to all maneuvers) for 1 min/10% failure. |
| 20 | Death - Causes a single target to take an 'E' critical of the caster's choosing. |

INFLUENCES

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

1. Sleep III — Causes target(s) to fall into a natural sleep.

This spell can affect a number of targets whose levels total up to 3. The caster must be able to see all targets. At the time of casting, the caster should designate target priority (i.e., affect target A; if levels are left, affect target B; etc.). The first 2 rounds of sleep is magical (the target cannot be awakened through normal means).

2. Charm Animals — Target animal(s) will believe the caster is a good friend.

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

4. Sleep V — As *Sleep III*, except affects a total of 5 levels.

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

6. Telepathy I — Caster can read the surface thoughts of the target.

7. Sleep VII — As *Sleep III*, except affects a total of 7 levels.

8. Hold Kind — Target humanoid is held to 25% activity.

9. Greater Charm Kind — As *Charm Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.

10. Sleep X — As *Sleep III*, except affects a total of 10 levels.

11. Greater Suggestion — As *Suggestion*, except will affect one target for every five levels (or fraction thereof) of the caster.

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

13. Sleep XII — As *Sleep III*, except affects a total of 12 levels.

14. Greater Hold Kind — As *Hold Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.

15. Telepathy II — As *Telepathy I*, except for range.

16. Sleep XV — As *Sleep III*, except affects a total of 15 levels.

18. Greater Master of Kind — As *Master of Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.

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

20. Lord Sleep — As *Sleep III*, except affects a total of 20 levels.

25. Sleep True — As *Sleep III*, except affects a total number of levels equal to the caster's level.

30. Telepathy True — As *Telepathy I*, except for range.

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



INSCRIPTIONS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|----------------------|----------------|----------|-----------|------|
| 1) | Observation Sign | 1 surface | P | touch | F |
| 2) | Rune II | 1 spell | varies | touch | U |
| 3) | Sign of Pain | 1 target | varies | touch | F |
| 4) | Rune III | 1 spell | varies | touch | U |
| 5) | Sign of Weakness | 1 target | varies | touch | F |
| 6) | Inscription Analysis | 1 rune/sign | — | 10' | I |
| 7) | Rune V | 1 spell | varies | touch | U |
| 8) | Sign of Shock | 1 target | varies | touch | F |
| 9) | Rune VI | 1 spell | varies | touch | U |
| 10) | Sign of Fear | 1 target | varies | touch | F |
| 11) | Rune VII | 1 spell | varies | touch | U |
| 12) | Sign of Transport | 1 target | varies | touch | F |
| 13) | Rune VIII | 1 spell | varies | touch | U |
| 14) | Signwatch | caster | C | 1 mi/lvl | U |
| 15) | Rune X | 1 spell | varies | touch | U |
| 16) | Sign of Torment | 1 target | varies | touch | F |
| 17) | Inscr. Analysis True | 1 rune/sign | — | touch | I |
| 18) | Rune XV | 1 spell | varies | touch | U |
| 19) | Sign of Blinding | 1 target | varies | touch | F |
| 20) | Lord Rune | 1 spell | varies | touch | U |
| 25) | Signwatch True | caster | C | 10 mi/lvl | U |
| 30) | Sign True | 1 target | varies | touch | F |
| 50) | Rune of Power | 1 rune paper | varies | touch | U |

1. Observation Sign — Caster inscribes an *Observation Sign*. The sign is a point of reference and perception for the *Signwatch* and *Transport Sign* spells on this list. The caster may never have more than one half of his level (round up) in *Observation Signs* at any one time. The caster may cancel any previously inscribed *Observation Sign* by concentrating for a round and touching the sign.

2. Rune II — This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once. The spell to be inscribed must be cast within one minute after this spell is cast. Rune II can inscribe 1st or 2nd level spells. The rune can be set to affect the reader.

3. Sign of Pain — [RR Mod: -20] A Sign can be inscribed on any “non-mobile” surface and affects the triggering being. A Sign can be triggered by one of the following (decided by caster at the time of casting): a) specified time has passed, b) specified movements within 20', c) specified sounds within 20', d) touch, or e) reading. The Sign is cancelled when a target fails a RR against it. *Sign of Pain* causes the target to take 25% of his remaining concussion hits. The duration of this effect is 10 minutes per 5 RR failure. These lost hits will be regained when the duration of this spell expires.

4. Rune III — As *Rune II*, except caster may inscribe up to 3rd level spells.

5. Sign of Weakness — [RR Mod: -20] As *Sign of Pain*, except target feels weak and drained. This results in a special modification of -20 to all maneuvers and attacks for 10 minutes per 5 RR failure.

6. Inscription Analysis — The caster may determine what spell is inscribed within a rune or sign. This spell has a 1% chance per level of the inscribed spell of setting off the inscribed spell. The caster also learns if the rune or sign is set to affect a reader or not.

7. Rune V — As *Rune II*, except caster may inscribe up to 5th level spells.

8. Sign of Shock — [RR Mod: -20] As *Sign of Pain* except target is in a state of shock for 10 minutes per 5% failure (treat shock victims as if they are stunned except they never pass out due to this shock).

9. Rune VI — As *Rune II*, except caster may inscribe up to 6th level spells.

10. Sign of Fear — [RR Mod: -20] As *Sign of Pain* except target will flee the place of the sign. The target may not return for 10 minutes per 5 RR failure.

11. Rune VII — As *Rune II*, except caster may inscribe up to 7th level spells.

12. Sign of Transport — As *Sign of Pain* except target is teleported to one of the caster's designated *Observation Signs*. The designated *Observation Sign* may not be more than 1 mile per level of the caster (at the time of inscribing this spell) away from the *Sign of Transport* or else the attempt to inscribe this Sign automatically fails.

13. Rune VIII — As *Rune II*, except caster may inscribe up to 8th level spells.

14. Signwatch — Caster's may see and hear as if he were at any one of his *Observation Signs* within range of this spell. The caster's vision may rotate around the point of the *Observation Sign* (except that he will not be able to see through the surface the Sign is inscribed on if it is opaque).

15. Rune X — As *Rune II*, except caster may inscribe up to 10th level spells.

16. Sign of Torment — [RR Mod: -20] As *Sign of Pain* except target takes 90% of his remaining hits.

17. Inscription Analysis True — Caster may examine any one sign or rune. If the caster has ever analyzed a rune by the creator of this rune or sign, he will recognize the creator and the age of the rune or symbol. If the caster has not analyzed the creator's work, he will learn the profession of the creator, the creator's level, and the age of the rune or symbol. This spell has a 1% chance per level of the inscribed spell of setting off the inscribed spell.

18. Rune XV — As *Rune II*, except caster may inscribe up to 15th level spells.

19. Sign of Blinding — [RR Mod: -20] As *Sign of Pain* except target is blinded for 1 hour per 5% RR failure.

20. Lord Rune — As *Rune II*, except caster may inscribe up to 20th level spells.

25. Signwatch True — As *Signwatch*, except for the range.

30. Sign True — Caster may inscribe any lower level Sign on this list. If the inscribed Sign is 10th level or below, the Sign will be permanent and can be set off once a round. If the Sign is of a higher level, it can affect a number of targets equal to the level of the caster before being cancelled.

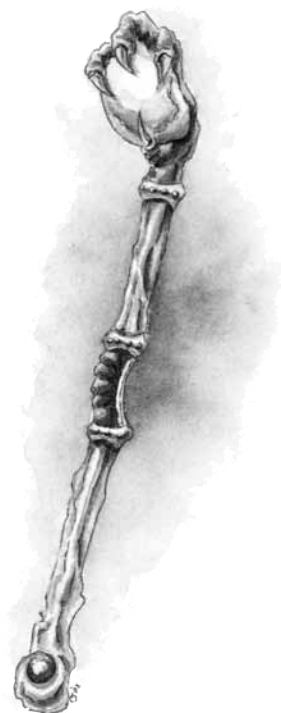
50. Rune of Power — Caster may store a number of Power Points within a sheet of rune paper equal to the level of this spell. The Power Points stored are considered to be of the same realm as the caster and they may not be multiplied in any way when the rune is eventually activated.

MAGESTAFF

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|----------------------|----------------|------------|--------|------|
| 1) | Minor Magestaff | staff | P | Touch | F |
| 2) | Magelight | staff | 10 min/lvl | staff | U |
| 3) | Magebolt | 1 target | -- | 5'/lvl | Fd |
| 4) | Magestaff Alarm | staff | 1 hr/lvl | staff | F |
| 5) | Froststaff | staff | 1 rnd/lvl | staff | E |
| 6) | Lesser Magestaff | staff | P | staff | F |
| 7) | Magebolt II | 1 target | -- | 5'/lvl | Fd |
| 8) | Resize Staff | staff | varies | staff | F |
| 9) | Flamestaff | staff | 1 rnd/lvl | staff | E |
| 10) | Hammerstaff | staff | 1 rnd/lvl | staff | F |
| 11) | Greater Magestaff | staff | P | staff | F |
| 12) | Magebolt III | 1 target | -- | 5'/lvl | Fd |
| 13) | Resize Staff II | staff | varies | staff | F |
| 14) | Thunderstaff | staff | 1 rnd/lvl | staff | E |
| 15) | Guardian Magestaff | staff | 1 rnd/lvl | staff | F |
| 16) | Major Magestaff | staff | P | staff | F |
| 17) | Magebolt IV | 1 target | -- | 5'/lvl | Fd |
| 18) | Greater Hammerstaff | staff | 1 rnd/lvl | staff | F |
| 19) | Resize Staff True | staff | varies | staff | F |
| 20) | Magebolt True | 1 target | -- | 5'/lvl | F |
| 25) | Lord Magestaff | staff | P | staff | Fd |
| 30) | Lord Elemental Staff | staff | 1 rnd/lvl | staff | E |
| 50) | Magestaff True | staff | P | staff | F |

1. **Minor Magestaff** — Caster creates a staff from suitable material. This staff grants a +5 to OB when using to OB and to all spell casting. This bonus to spell casting does not apply when casting other magestaff spells that increase the power of the magestaff.
2. **Magelight** — Tip of the staff glows, illuminating a maximum radius of up to 50'. The caster may adjust the brightness of the light from full to none with a round of concentration.
3. **Magebolt** — Caster fires a bolt of luminescent force from the tip of the staff. This is treated as a *Shock Bolt* to determine what table to use, and it does Impact criticals. The caster may learn a Directed Spell skill for use with the Magebolt spells on this list.
4. **Magestaff Alarm** — The caster may attune his staff to a simple set of conditions, and if those conditions occur, the staff will make sounds alerting the caster. The sounds will increase in volume until the caster grasps the staff.
5. **Froststaff** — For the duration of this spell, the staff will do Cold criticals of one less severity than normal for any attacks made with the staff (melee or magebolt).
6. **Lesser Magestaff** — Increases the enchantment of a *Minor Magestaff* to +10 to OB and spell casting.
7. **Magebolt II** — As *Magebolt*, except that it uses the *Water Bolt* table when making attacks.
8. **Resize Staff** — This spell allows the caster to alter the size of the magestaff to that of a rod or wand. The staff will remain this size until this spell is canceled, which requires concentration using 100% activity for 1 round. While the staff is at the smaller size, it will retain its inherent powers (+x to OB and spell casting), but no spells involving the staff may be cast (i.e. no *Magebolt* spells).
9. **Flamestaff** — As *Froststaff*, except the magestaff delivers Heat criticals instead of Cold criticals.

10. **Hammerstaff** — For the duration, the staff delivers double the indicated hits (hits from criticals not affected).
11. **Greater Magestaff** — As *Lesser Magestaff*, except the bonus is increased to +15.
12. **Magebolt III** — As *Magebolt*, except that it uses the *Ice Bolt* attack table.
13. **Resize Staff II** — As *Resize Staff*, except that the caster may cast spells of up to 10th level when the staff is in its smaller forms, and it only requires 50% activity to cancel the spell.
14. **Thunderstaff** — As *Froststaff*, except the magestaff delivers Electricity criticals instead of Cold criticals.
15. **Guardian Magestaff** — When cast, this spell causes the staff to float and dance about, using the caster's melee OB with the staff to parry incoming attacks, protecting the caster.
16. **Major Magestaff** — As *Lesser Magestaff*, except the bonus is increased to +20.
17. **Magebolt IV** — As *Magebolt*, except that it uses the *Fire Bolt* attack table.
18. **Greater Hammerstaff** — As *Hammerstaff*, except that it does 3x the number of hits.
19. **Resize Staff True** — As *Resize Staff*, except that the caster may use any spell on this list on the staff when it is at a reduced size, and the caster may cancel the spell by spending 10% of his activity in concentration.
20. **Magebolt True** — As *Magebolt*, except that it uses the *Lightning Bolt* attack table.
25. **Lord Magestaff** — As *Lesser Magestaff*, except the bonus is increased to +25.
30. **Lord Elemental Staff** — For the duration of this spell, the caster may replace the normal critical that the staff delivers (via melee or magestaff) with an elemental critical (Cold, Heat, or Electricity) of equal severity. The caster may use a 10% activity action to change what elemental critical is being inflicted. The critical type may be changed no more than once per round, but it may be changed every round.
50. **Magestaff True** — As *Lesser Magestaff*, except the bonus is increased to +30.



MAGIC DEFENSE

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|---------------|-------|------|
| 1) | Detect Essence | 5' R | 1 min/lvl (C) | 100' | I |
| 2) | Protection I | 1 target | 1 min/lvl | 10' | U |
| 3) | Detect Mentalism | 5' R | 1 min/lvl (C) | 100' | I |
| 4) | Essence Protection | 1 spell | varies | self | F |
| 5) | Detect Channeling | 5' R | 1 min/lvl (C) | 100' | I |
| 6) | Mentalism Protection | 1 spell | varies | self | F |
| 7) | Detect Invisible | 5' R | 1 min/lvl (C) | 100' | I |
| 8) | Channeling Protection | 1 spell | varies | self | F |
| 9) | Protection Sphere II | 10' R | 1 min/lvl | self | U |
| 10) | Spell Detection I | 10' R | 1 min/lvl | self | I |
| 11) | Elemental Parry | caster | 1 rnd | self | F |
| 12) | Detect Intangible | 5' R | 1 min/lvl (C) | 100' | I |
| 13) | Protection III | 1 target | 1 min/lvl | 10' | U |
| 14) | Detect Power | 5' R | 1 min/lvl (C) | 100' | I |
| 15) | Protection Sphere III | 10' R | 1 min/lvl | self | U |
| 16) | Spell Detection II | 20' R | 1 min/lvl | self | I |
| 17) | Protection IV | 1 target | 1 min/lvl | 10' | U |
| 18) | Spell Parry | caster | 1 rnd | self | F |
| 19) | Realm Prot. Sphere | 10' R | varies | self | F |
| 20) | Protection Sphere IV | 10' R | 1 min/lvl | self | U |
| 25) | Spell Detection III | 30' R | 1 min/lvl | self | I |
| 30) | Spell Detection IV | 50' R | 1 min/lvl | self | I |
| 50) | Spell Bane | caster | 1 rnd/lvl | self | U |

1. Detect Essence — Detects any active spell or item from the Essence realm. Caster can concentrate on a 5'R area each round.

2. Protection I — Subtracts 5 from elemental attack rolls against the target and adds 5 to all of the targets RRs versus spells.

3. Detect Mentalism — As *Detect Essence*, except realm is Mentalism.

4. Essence Protection — When the caster of this spell is a target of a spell from the realm of Essence, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster’s level. If the “incoming” spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target. *Essence Protection* remains in effect until it’s caster has been the target of any 1 Essence spell. This spell has no affect against other spells that the caster casts upon himself.

5. Detect Channeling — As *Detect Essence*, except realm is Channeling.

6. Mentalism Protection — As *Essence Protection*, except affects spells from the realm of Mentalism.

7. Detect Invisible — As *Detect Essence*, except detects invisible things. All attacks against something so detected are modified by -50.

8. Channeling Protection — As *Essence Protection*, except affects spells from the realm of Channeling.

9. Protection Sphere II — As *Protection I*, except bonuses are 10 and all beings within 10'R of target get the benefits.

10. Spell Detection I — Caster becomes aware moments before anyone within 10' casts a non-instantaneous spell. This should allow enough time to cast any instantaneous spell. The caster is not informed who is casting the spell, only that somebody within the radius is casting.

11. Elemental Parry — Caster can use up to half of his normal OB with the weapon he has in his hands to parry an elemental bolt spell.

12. Detect Intangible — As *Detect Invisible*, except also detects things that are Astral, Ethereal, out of phase, etc.

13. Protection III — As *Protection I*, except bonuses are 15.

14. Detect Power — As *Detect Essence*, except detects active spells, magic items, or spell users of any realm.

15. Protection Sphere III — As *Protection III*, except has a 10'R as in *Protection Sphere II*.

16. Spell Detection II — As *Spell Detection I*, except it detects spells cast within a 20'R and the caster learns who is casting the spell.

17. Protection IV — As *Protection I*, except bonuses are 20.

18. Spell Parry — Caster can add up to half of his normal OB (with the weapon he has in his hands) to his RR versus any spell that targets him and of which he is aware.

19. Realm Protection Sphere — As *Essence Protection*, except that spells of any realm are affected and it has a 10'R.

20. Protection Sphere IV — As *Protection IV*, except has a 10'R as in *Protection Sphere II*.

25. Spell Detection III — As *Spell Detection II*, except it detects spells cast within a 30'R and the caster learns what realm they are casting.

30. Spell Detection IV — As *Spell Detection III*, except it detects spells cast within 50'R and the caster learns the exact spell they are casting.

50. Spell Bane — Caster may utilize any one of the lower level spells on this list each round.

MECHANISMS

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

- Machine Lore** — This spell analyzes one “machine,” giving the caster an idea of its purpose and operating procedures. This gives the caster a +20 when operating this particular machine. Anyone to whom he describes the analysis to can get a +10 when operating the machine.
- Tune** — When this spell is cast upon a machine, the machine’s efficiency will return to its original level. For example, if cast upon a rusty lock, the lock will return to its original non-rusty operational level.
- Jam I** — This spell has a 50% chance of jamming the target mechanism (e.g., trap, lock, machine, etc.). If the target mechanism is jammed, there is only a 5% chance that the target mechanism operates normally when used/triggered normally (check separately each time the mechanism is used). For example, if this spell is cast upon a pressure plate in the floor (that will drop a portcullis when someone steps upon it), there is a 5% chance the mechanism will trigger each time someone walks over it.
- Unlock I** — This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are open-ended and the sophistication of the lock may modify the roll.
- Untrap I** — As *Unlock I*, except its chances concern disarming traps.
- Operate I** — As *Unlock I*, except this spell has a 30% chance of operating any non-magical machine in its normal capacity for the duration of the spell. After the duration, the machine will operate normally. For example, if this spell were used to turn a wheel, the wheel would spin for the duration of the spell, then slowly spin to a stop.

7. Detect Active Power — For the duration of this spell, the caster will be aware when any active magic is in the area of effect. The caster will not know what the magic is or where it is; only that it is in the area of effect. For example, a Dabbler with this spell active can move down a passageway. The moment he gets near magical symbols on a door, he will be warned of active magic in the area (and perhaps the spell casters in the party can set out to find the source).

- Jam II** — As *Jam I*, except has a 70% chance of jamming the trap (and only a 4% chance of setting it off).
- Unlock II** — As *Unlock I*, except has a 50% chance of opening the lock (and only an 8% chance of setting off associated traps).
- Untrap II** — As *Untrap I*, except has a 50% chance of disarming the trap (and only an 8% chance of setting off the trap).
- Operate II** — As *Operate I*, except has a 50% chance of operating the machine.
- Jam III** — As *Jam I*, except has a 90% chance of jamming the trap (and only a 3% chance of setting it off).
- Unlock III** — As *Unlock I*, except has a 70% chance of opening the lock (and only a 6% chance of setting off associated traps).
- Untrap III** — As *Untrap I*, except has a 70% chance of disarming the trap (and a 6% chance of setting off the trap).
- Operate III** — As *Operate I*, except has a 70% chance of operating the machine.
- Jam III** — As *Jam I*, except has a 100% chance of jamming the trap (and only a 2% chance of setting it off).
- Unlock IV** — As *Unlock I*, except has a 90% chance of opening the lock (and only a 4% chance of setting off the trap).
- Untrap IV** — As *Untrap I*, except has a 70% chance of disarming the trap (and a 4% chance of setting it off).
- Operate IV** — As *Operate I*, except has a 90% chance of operating the machine.
- Jam True** — As *Jam III*, except affects all traps in the area of effect.
- Unlock True** — As *Unlock III*, except affects all locks in the area of effect.
- Untrap True** — As *Untrap III*, except affects all traps in the area of effects.
- Operate True** — As *Operate III*, except affects all machines in the area of effects.

Note 1: For the purposes of spells on this list, a machine is any man-made device built to perform a specific function.

Note 2: All percentage chances given with spells on this list are modified by the sophistication of the trap, lock, or machine.

MIRAGES

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|--------------------------|----------------|------------|-------|------|
| 1) | Light Mirage | 10' R | 10 min/lvl | 100' | P |
| 2) | Sound Mirage | 10' R | 10 min/lvl | 100' | P |
| 3) | Strike I | 1 target | - | 100' | Pd |
| 4) | Smell/Taste Mirage | 10' R | 10 min/lvl | 100' | P |
| 5) | Feel Mirage | 10' R | 10 min/lvl | 100' | P |
| 6) | Presence Mirage | 10' R | 10 min/lvl | 100' | P |
| 7) | Light Glamour | 1 object | 1 day/lvl | 50' | P |
| 8) | Sound Glamour | 1 object | 1 day/lvl | 50' | P |
| 9) | Strike III | 1 target | - | 300' | Pd |
| 10) | Feel/Taste/Smell Glamour | 1 object | 1 day/lvl | 50' | P |
| 11) | Unpresence I | 1 target | 10 min/lvl | 10' | P |
| 12) | Terrain Mirage I | 1000' R | 1 day/lvl | 100' | P |
| 13) | Mirage True | 10' R | 10 min/lvl | 100' | P |
| 14) | Strike V | 1 target | - | 500' | Pd |
| 15) | Feel Mirage True | 10' R | 10 min/lvl | 100' | P |
| 16) | Terrain Mirage II | 1000' R | 1 day/lvl | 100' | P |
| 17) | Misfeel | 1 target | 10 min/lvl | 10' | P |
| 18) | Unpresence V | 5 targets | 10 min/lvl | 10' | P |
| 19) | Mass Glamour | 1 target/lvl | 1 day/lvl | 50' | P |
| 20) | Glamour | 1 target | 1 day/lvl | 50' | P |
| 25) | Unpresence True | 1 target/lvl | 10 min/lvl | 10' | P |
| 30) | Misfeel True | 1 target | 1 hour/lvl | 10' | P |
| 50) | Glamour True | 1 target | P | 50' | P |

1. **Light Mirage** — Creates any simple immobile image or scene up to an area of 10' R. The visual aspects of the scene are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of a sense other than sight.
2. **Sound Mirage** — Creates any simple immobile set of sounds in up to an area of 10' R.
3. **Strike I** — Target is struck with the equivalent of a bare fist attack. This attack is invisible unless combined with the visual sense in an Illusion or Phantasm. The Directed Spell skill is used to develop skill in this attack. It does a Small attack on the *Martial Arts Strikes* attack table, and does Strikes criticals.
4. **Smell/Taste Mirage** — Fills the area with a set of immobile smells or with a set of tastes (i.e. anything eaten within the area has that taste). The sense aspects are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of the other senses. The caster has to decide which mirage to set when the spell is cast.
5. **Feel Mirage** — As *Light Mirage*, except that all the objects and surfaces in a 10' R area can be made to feel differently than they really are. Striking an object or surface will cancel one "feel aspect" for that object or surface. This spell allows surfaces and objects to be struck 1 time for every 3 levels that the caster has.
6. **Presence Mirage** — Creates a false presence, for the purposes of magical detections, in the area of effect.
7. **Light Glamour** — One object (up to 10 lbs per level) has its visual appearance altered for the duration of the spell. Note that no other aspect of the object changes.
8. **Sound Glamour** — As *Light Glamour*, except that the spell changes the sound of an object is altered.
9. **Strike III** — As *Strike I*, except for the range.

10. **Feel/Taste/Smell Glamour** — As *Light Glamour*, except that the caster can change the feel, smells, or taste of an object. The caster has to decide which to change at the time of casting.
11. **Unpresence I** — Target appears to have no presence to magical or mental detections.
12. **Terrain Mirage I** — The caster is able to change one aspect of the terrain within the area of effect in one way. The caster gets to designate in what manner the terrain is different. He could make smooth ground feel rocky, rocky ground feel smooth, make an open field look thickly forested, or make an open field sound like a rustling forest, he could make a forest smell like an ocean, etc.
13. **Mirage True** — This spell combines the effects of a *Light Mirage*, a *Sound Mirage*, a *Smell/Taste Mirage* and a *Feel Mirage* into a single spell.
14. **Strike V** — As *Strike I*, except for the range.
15. **Feel Mirage True** — As *Feel Mirage*, except that it may be struck once for each level that the character has.
16. **Terrain Mirage II** — As *Terrain Mirage*, except that the caster may change one aspect of the terrain for every 5 levels that he has. Thus, if the caster is 16th level, he can change 3 aspects, if he were 20th level, he could change 4 aspects, etc.
17. **Misfeel** — For the purposes of magical or mental detections, the target appears to be of any race and profession of the caster's choosing. The caster is also able to make the target appear to be up to 10 levels more or less powerful than they actually are.
18. **Unpresence V** — As *Unpresence I*, except for the number of targets.
19. **Mass Glamour** — As *Light Glamour*, *Sound Glamour*, or *Feel/Taste/Smell Glamour*, except for the number of targets. The caster must select which type of glamour he is using when this spell is cast.
20. **Glamour** — As *Light Glamour*, *Sound Glamour*, or *Feel/Taste/Smell Glamour*, except that all three spell effects are applied at once.
25. **Unpresence True** — As *Unpresence I*, except for the number of targets.
30. **Misfeel True** — As *Misfeel*, except for the duration.
50. **Glamour True** — As *Glamour*, except for the duration.

MOVEMENT MASTERY

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

1. **Run** — Allows caster to move at two time normal walking pace (i.e. Run pace). He only expends exhaustion points as if he were walking. Once he stops or performs some other action, the spell is canceled.
2. **Longjump** — The caster may jump (from any pace) up to 10' plus 5' per level of the caster horizontally, or 5' plus 2' per level of the caster vertically. This spell will allow the caster to always land safely from jumps of this distance or less.
3. **Landing** — Allows the caster to land safely in a fall up to 20' per level of the caster; and the caster can take that distance off the severity of any longer fall.
4. **Shadow Steps** — Allows the caster to cloak all of his movements in complete silence, so long as he moves no faster than a walking pace.
5. **Underwater Movement** — The caster may move underwater as if he were on land.
6. **Balance I** — With this spell, the caster gets a +50 bonus to any movement maneuvers performed at a walking pace.
7. **Spider's Step** — The caster can move (at half walking pace) along any solid surface angled up to 90°; so long as he keeps at least a 3-point contact with the surface (e.g., both feet and one hand).
8. **Long Dive** — Caster can safely dive through the air up to 50' per level if water deep enough is present (at least 2' of water per 50' dived).
9. **Traceless Passing** — Caster can move at a walking pace without leaving tracks or other visible signs of his passing.
10. **Spider's Step True** — As *Spider's Step*, except caster can move along any surface (including ceilings).
11. **Float** — This spell allows the caster to float upon the air. While floating, the caster is at the mercy of the prevailing winds and cannot control any aspect of his flight without access to some other motive force (i.e., pulling along a rope or wall, being towed, etc.).

12. **Spider's Walk** — As *Spider's Step*, except caster may move at a normal walking pace and he needs only to maintain a 2-point contact with the wall.
13. **Balance II** — As *Balance I*, except caster may move at two times normal walking pace (i.e., Run pace).
14. **Shadow Landing** — Caster will safely fall from any distance 99% of the time and will land without making a sound.
15. **Spider's Run** — As *Spider's Walk*, except caster can move at two times normal walking pace (i.e., Run pace).
16. **Glide I** — Caster can glide like a bird. The product of caster's altitude and horizontal speed cannot exceed 100' per round. For example, a caster can glide along at a rate of 5' per round if he were 20' off the ground; or he could glide at the rate of 50' per round if he were 2' off of the ground. Note that the product must equal 100' (i.e., the caster cannot choose to have a total less than or more than 100').
18. **Balance III** — As *Balance I*, except caster can move at three times normal walking pace (i.e., Sprint pace).
20. **Spider's Walk True** — As *Spider's Walk*, except caster can move along any surface (including ceilings).
25. **Windwalking** — Allows the caster to walk on calm air; movement must be at a constant height (the caster may move vertically, but must do so under his own power - the spell provides no vertical movement capability).
30. **Balance True** — As *Balance I*, except caster can move at any pace.
50. **Movement Mastery** — Caster may use any lower level spell from this list once per round.



NOMENCLATURE MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|--------------------|----------------|----------------|-------|------|
| 1) | Memorize I | caster | 1 week/lvl | self | U |
| 2) | Text Analysis III | caster | C | self | I |
| 3) | Learn Language II | caster | C | self | U |
| 4) | Vocalize III | 1 writing | 10 min/lvl(C) | touch | U |
| 5) | Organic Name | 1 organic | varies | 50' | I |
| 6) | Memorize II | caster | 1 month/lvl | self | U |
| 7) | Text Analysis V | self | C | self | I |
| 8) | Vocalize V | 1 writing | 10 min/lvl(C) | touch | U |
| 9) | History | 1 item | — | touch | I |
| 10) | Animal Name | 1 animal | varies | 50' | I |
| 11) | Learn Language III | caster | C | self | U |
| 12) | Text Analysis VII | self | C | self | I |
| 13) | Vocalize VII | 1 writing | 10 min/lvl(C) | touch | U |
| 14) | Inorganic Name | 1 inorganic | varies | 50' | I |
| 15) | Disguise Name | self | 10 min/lvl | self | U |
| 16) | Text Analysis X | self | C | self | I |
| 17) | Vocalize X | 1 writing | 10 min/lvl(C) | touch | U |
| 18) | Creature Name | 1 creature | varies | 50' | I |
| 19) | Learn Language IV | caster | C | self | U |
| 20) | Cryptics | 1 writing | P | touch | F |
| 25) | Restore Text True | 1 book | — | touch | F |
| 30) | Binding Name | 1 target | 1 month/5 fail | 50' | I |
| 50) | Change Name | caster | P | self | F |

1. Memorize I — Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall for the duration.

2. Text Analysis III — Caster can read text written in an unknown language. The caster reads as though he has rank 3 written in the language. This spell does not convey the sounds of the language, only knowledge of the content of the text.

3. Learn Language II — This spell cuts study time in half and allows a caster to develop one rank higher in a language than his teacher or book would normally allow.

4. Vocalize III — Causes any written text to be vocalized aloud in the language in which it is written. It will be heard in the caster's voice. This spell will only read up to a rank 3 linguistic level. If the text is of a higher rank, any concepts beyond rank 3 will be skipped, stuttered over, or incomprehensible.

5. Organic Name — Caster learns the "True" name of target non-living organic item. This organic item is at -25 to all RRs versus any spell this caster casts on it in the future. The caster can only have one True name per level known (this includes all True names, not just names gained from this spell).

6. Memorize II — As *Memorize I*, except for the duration.

7. Text Analysis V — As *Text Analysis III*, except a text can be read to Rank 5 of complexity.

8. Vocalize V — As *Vocalize III*, except the writing will be read at Rank 5 of complexity.

9. History — Caster learns the area of origin of target item, the race of the being who made it, and when it was made (within 100 years). Also, determines if the item has any cultural or historical significance, but not exactly what those significances are.

10. Animal Name — As *Organic Name*, except caster learns the "True" name of target animal.

11. Learn Language III — As *Learn Language II*, except caster requires one third the time to learn a language and can learn up to two ranks higher in a language than his teacher or source book would normally allow.

12. Text Analysis VII — As *Text Analysis III*, except a text can be read to Rank 7 of complexity.

13. Vocalize VII — As *Vocalize III*, except the writing will be read at Rank 7 of complexity.

14. Inorganic Name — As *Organic Name*, except the caster learns the "True" name of a non-living inorganic item.

15. Disguise Name — Caster is able to disguise himself from any attempt to decipher his True name. Any Name spell that targets the caster while this spell is active must make an RR with a special modification of -20 or fail to provide the True name.

16. Text Analysis X — As *Text Analysis III*, except a text can be read to Rank 10 of complexity.

17. Vocalize X — As *Vocalize III*, except the writing will be read at Rank 10 of complexity.

18. Creature Name — As *Organic Name*, except caster learns the "True" name of any target creature. This spell is also used to determine the "True" name of a sentient being.

19. Learn Language IV — As *Learn Language II*, except the time required to study is one fourth normal and the caster can learn three ranks higher than normally allowed.

20. Cryptics — Caster is able to decipher any target code. The caster will be able to translate the code into the original language, but will not be able to decipher any meanings that are not a part of the code. For example, this spell could decipher the message, "The key is in Marty's pocket," but it could not identify who Marty was or where he might be located. Alternatively, the caster may cast this spell to encode a message. The encoded message will be nonsense to anyone other than the one target the caster designates at the casting of this spell. If the caster casts this spell on a message encoded with this spell, the target code may make an RR to resist decoding. This spell may only be cast once per coded message (until the caster gains a new rank in this spell list).

25. Restore Text True — Will restore any text to its original condition so long as at least half of it is present. This will repair any damage other than lost or completely destroyed pages. Any pages that are lost or destroyed will be replaced by a page that is a 75% correct replication of the original page.

30. Binding Name — Caster binds the target by its "True" name. The caster must know the target's "True" name through the use of other spells on this list. The target now suffers a special modification of -35 to his RRs versus spells cast by this caster (this replaces the -25 from the spell that acquired the True name). The target must make "Hard" maneuver (modified by Self Discipline bonus) if he ever wishes to move further than 100' away from the caster or if he wishes to attempt to harm the caster at any future point. If the target fails his RR, the target becomes incapable of action for 1 round per 1% RR failure. An "attempt to harm" is defined as any action that will knowingly cause any harm to the caster.

50. Change Name — Caster may alter his "True" name. Any such attempt requires a significant life changing dedication, event, or alteration to precede or coincide with the spell casting. If the GM does not deem the change to be significant enough to warrant a change of the caster's "True" name, then he should cause the spell to automatically fail and roll on the failure chart three times, applying all three results simultaneously. If the *Change Name* is successful, then the caster is free of any *Binding Names*, or *Name* spells previously cast on him.

PHYSICAL MANIPULATIONS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-------------------|----------------|----------------|----------|------|
| 1) | Ice/Water | 1 cu' | P | 50' | F |
| 2) | Warp | 1 wood object | P | 10' | F |
| 3) | Dust Earth/Wood | 1 cu' | P | 10' | F |
| 4) | Dust Stone | 1 cu' | P | 10' | F |
| 5) | Animate Gas | 1 cu'/lvl | 1 rnd/lvl(C) | 10'R/lvl | F |
| 6) | Rust | 1 object | P | 10' | F |
| 7) | Animate Liquid | 1 cu'/lvl | 1 rnd/lvl(C) | 10'R/lvl | F |
| 8) | Dust to Stone | 1 cu' | P | 10' | F |
| 9) | Warp Metal | 1 metal object | P | 10' | F |
| 10) | Bleed | 1 target | 1 rnd/5 fail | 100' | F |
| 11) | Mass Ice/Water | 10 cu' | P | 100' | F |
| 12) | Animate Solid | 1 cu'/lvl | 1 rnd/lvl(C) | 10'R/lvl | F |
| 13) | Shatter | 1 object | P | 100' | F |
| 14) | Lesser Unstone | 10 cu' | P | 10' | F |
| 15) | Wither | 1 plant | P | touch | F |
| 16) | Lesser Animation | 1 spell | 1 min/lvl | 10'R/lvl | F |
| 17) | Unmetal | 1 cu" | P | 10' | F |
| 18) | Eternal Lock | 1 lock | P | 10' | F |
| 19) | Shatter True | 1 object | P | 100' | F |
| 20) | Rot | 1 target | C | 50' | F |
| 25) | Greater Animation | 1 spell | 10 min/lvl | 10'R/lvl | F |
| 30) | Petrify | 1 target | 1 day/5 fail | 100' | F |
| 50) | Petrify True | 1 target | 1 month/5 fail | 100' | U |

1. Ice/Water — Caster can choose to either convert 1 cubic foot of water to ice or vice versa.

2. Warp — Target wooden object has its form, straightness, and strength ruined. This results in doubling the break number range (to a maximum of 1-10) and halving the original strength (or reliability). The object may not be larger than 1 pound per level of caster.

3. Dust Earth/Wood — Caster instantly transforms 1 cubic foot of earth or wood into a fine, dry powder.

4. Dust Stone — As *Dust Earth/Wood*, except affects 1 cubic foot of stone.

5. Animate Gas — Caster animates 1 cubic foot (per level of the caster) of any gaseous substance within range. For as long as caster concentrates, gas will move as the caster wills at a rate of 1' per level of caster per round, subject to environmental conditions. If the gas moves beyond a 10'R/lvl of the caster then it is no longer under the caster's control. The caster may give the gas a last command (such as follow me or move towards the door). After giving a final command, the caster no longer concentrates and the gas will attempt to follow the final command for 1 round/level of the caster (or until the gas moves out of range of the caster).

6. Rust — All metal on the target object oxidizes at a rate of 1 cubic inch per round.

7. Animate Liquid — As *Animate Gas*, except affects liquid.

8. Dust to Stone — Caster is able to convert 1 cubic foot of sand, dirt or dust into a solid stone form. The stone formed will have the same general shape as the original substance did just prior to conversion to stone.

9. Warp Metal — As *Warp Wood*, except affects metal objects up to 1 pound per level of the caster.

10. Bleed — The caster may cause a target living creature to bleed (if applicable). The target begins to bleed at a rate of 1 hit per round per 5% RR failure. For example, if a target fails his RR by 25, he will bleed 5 hits per round for 5 rounds.

11. Mass Ice/Water — As *Ice/Water*, except affects up to 10 cubic feet.

12. Animate Solid — As *Animate Gas*, except affects 1 cubic inch of solid material per level of the caster.

13. Shatter — Target inorganic item (up to 1 cubic foot in size) is shattered explosively. All targets within 5' take an 'A' Impact critical and the holder of the object takes a 'C' Impact critical.

14. Lesser Unstone — As *Dust Stone*, except affects up to 10 cubic feet of stone.

15. Wither — Target normal plant (shrub size or smaller) instantly dies and withers. Magical plants, large plants, and unusual plants may attempt to resist this spell (with a special modifier of +20).

16. Lesser Animation — Target *Animate* spell from this list has its duration increased to 1 minute per level. Caster may give the animated material simple commands and the animated material will attempt to carry out those commands (without the need for the caster to concentrate).

17. Unmetal — As *Dust Earth/Wood*, except 1 cubic inch of metal may be affected.

18. Eternal Lock — Target lock is magically fused shut. The lock may be broken, but it will never unlock.

19. Shatter True — As *Shatter*, except object may be up to 3 cubic feet (in size) and all within 10'R take a 'B' Impact critical, while the holder takes a 'D' Impact critical.

20. Rot — Target organic creature, plant or object begins to rot. Each round the caster concentrates, the target receives a cumulative —10 penalty to all actions and loses 10% of his current hits. If the target ever leaves the range of this spell, this spell is cancelled (though the damage taken is still applied).

25. Greater Animation — As *Lesser Animation*, except for duration.

30. Petrify — Caster may cause a living or organic target to gradually turn to stone at the rate of 5% of the total mass of the target per round. The effect may be dispelled or removed with a Remove Curse spell; however, the petrified object resists all dispelling attempts at with a special modifier of +20 (making it harder to dispel the petrification).

50. Petrify True — As *Petrify*, except for duration and the petrified target resists dispelling attempts at +40.

SENSES

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

1. **Sly Ears** — Caster gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
2. **Nightvision** — Caster can see 100' on a normal night as if it were daylight.
3. **Scent** — Caster gains an extremely acute sense of smell. This results in +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
4. **Sensory Marker** — One location is "marked" so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell if the marker is within range of the *Far Sense* spell. A marker can be placed on any inanimate object. The caster can only have as many markers as he has levels.
5. **Far Sense I** — Caster may designate one of his senses to be used at any "marked" location within range (see *Sensory Marker*). The caster can use any perception skill he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point may be rotated to face any direction. While he is sensing at the marked location, he must remain immobile and concentrate.
6. **Sidevision** — Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.
7. **Touch** — Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., pick locks, disarm traps, etc.).
8. **Watervision** — Caster can see 100' in any water (including murky water) as if it were daylight.
9. **Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
10. **Far Sense II** — As *Far Sense I*, except caster may designate up to two senses at the marked location.

11. **Woodsight** — Caster can see through wood (up to 1"/lvl).
12. **Lightvision** — Caster can see in any brightness of light (including that which would be blinding or glaring). This spell does not work in the absence of light.
14. **Greater Far Sense I** — As *Far Sense I*, except caster can move (though he must continue to concentrate).
15. **Long Far Sense I** — As *Far Sense I*, except for range.
16. **Stonesight** — As *Woodsight*, except that caster can see through stone.
18. **Greater Far Sense II** — As *Far Sense II*, except caster can move (though he must continue to concentrate).
19. **Ironsight** — As *Woodsight*, except that caster can see through iron (or steel).
20. **Long Far Sense II** — As *Far Sense II*, except for range.
25. **Vision True** — As all *Vision* spells on this list operating at the same time.
30. **Senses True** — Caster has the effects of *Sly Ears*, *Scent*, *Touch*, and all *Vision* spells simultaneously.
50. **Sense Mastery** — Caster may use any lower level spell on this list once per round.



SYMBOLISM

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|--------------------|----------------|-----------|-------|------|
| 1) | Bypass Symbol I | 1 symbol | 1 min/lvl | 50' | F |
| 2) | Unsymbol I | 1 symbol | P | 10' | F |
| 3) | Symbol I | varies | P | 10' | U |
| 4) | Symbol Extension | 1 surface | P | 10' | U |
| 5) | Bypass Symbol III | 1 symbol | 1 min/lvl | 50' | F |
| 6) | Unsymbol III | 1 symbol | P | 10' | F |
| 7) | Symbol III | varies | P | 10' | U |
| 8) | Bypass Symbol V | 1 symbol | 1 min/lvl | 50' | F |
| 9) | Unsymbol V | 1 symbol | P | 10' | F |
| 10) | Symbol V | varies | P | 10' | U |
| 11) | Bypass Symbol VIII | 1 symbol | 1 min/lvl | 50' | F |
| 12) | Symbol VIII | varies | P | 10' | U |
| 13) | Unsymbol VIII | 1 symbol | P | 10' | F |
| 14) | Bypass Symbol X | 1 symbol | 1 min/lvl | 50' | F |
| 15) | Symbol X | varies | P | 10' | U |
| 16) | Unsymbol X | 1 symbol | P | 10' | F |
| 17) | Bypass Symbol XIII | 1 symbol | 1 min/lvl | 50' | F |
| 18) | Symbol XIII | varies | P | 10' | U |
| 19) | Unsymbol XIII | 1 symbol | P | 10' | F |
| 20) | Lord Symbol | varies | P | 10' | U |
| 25) | Inscribe Sign | 1 surface | varies | 10' | U |
| 30) | Unsymbol True | 1 symbol | P | 10' | U |
| 50) | Living Sign | 1 target | varies | 10' | U |

- 1. Bypass Symbol I** — This spell allows the caster to “turn off” the target *Symbol I* for the duration of this spell. If the *Symbol I* fails an RR, it cannot be triggered or its constant effects are not active for the duration of this spell. The Symbol’s RR is based on the level of the spell in the Symbol spell (the target’s level) and the level of the Bypass Symbol Spell (the attack level).
- 2. Unsymbol I** — Caster can remove one *Symbol I* (an placed 1st level spell). The Symbol’s RR is based on the level of the spell in the Symbol spell (the target’s level) and the level of the Bypass Symbol Spell (the attack level).
- 3. Symbol I** — Caster can emplace one 1st level spell on any 1 given non-mobile stone (see below). Within one minute, the spell to be placed must also be cast (within 10’). The symbol is usually visible, but is only required to be visible if reading is the trigger (see below).
 - The Symbol must be placed on a slab of stone (block, piece, etc.) weighing at least 2,000 pounds. Only one Symbol may be placed on each continuous slab. The stone may not be moved without dispelling the Symbol.
 - A Symbol can be triggered by one of the following (decided by caster): time period, specified movements, specified sounds, touch, reading, violent actions in the area, etc. The triggering range is normally 10’ or the range of the placed spell, whichever is larger.
 - If the spell placed is an attack spell, the attack level is the spell’s level (i.e., for Symbol I that attack level is always 1st level, not the level of the caster). If the spell is an elemental attack, the OB is normally +0. However, the attack can be focused on a location (as opposed to simply the person who triggers the symbol). In this case the OB is +50.
 - Normally, if the Symbol affects a being or thing (e.g., healing, attacks, etc.), it can be triggered only once per day.

- 4. Symbol Extension** — Allows the caster to connect one surface or trigger to a symbol that is normally outside of range of the symbol. For example, manipulating a door and lock mechanism in one room could trigger a Light Symbol on the other side of the building, bringing someone to investigate. The distance between the trigger and the symbol can be up to 1 foot per level. *Symbol Extension* must be in place before the symbol to use it is inscribed or imbedded.
- 5. Bypass Symbol III** — As *Bypass Symbol I*, except affects up to a *Symbol III*.
- 6. Unsymbol III** — As *Unsymbol I*, except affects up to a *Symbol III*.
- 7. Symbol III** — As *Symbol I*, except emplaces up to a 3rd level spell.
- 8. Bypass Symbol V** — As *Bypass Symbol I*, except affects up to a *Symbol V*.
- 9. Unsymbol V** — As *Unsymbol I*, except affects up to a *Symbol V*.
- 10. Symbol V** — As *Symbol I*, except emplaces up to a 5th level spell.
- 11. Bypass Symbol VIII** — As *Bypass Symbol I*, except affects up to a *Symbol VIII*.
- 12. Symbol VIII** — As *Symbol I*, except emplaces up to a 8th level spell.
- 13. Unsymbol VIII** — As *Unsymbol I*, except affects up to a *Symbol VIII*.
- 14. Bypass Symbol X** — As *Bypass Symbol I*, except affects up to a *Symbol X*.
- 15. Symbol X** — As *Symbol I*, except emplaces up to a 10th level spell.
- 16. Unsymbol X** — As *Unsymbol I*, except affects up to a *Symbol X*.
- 17. Bypass Symbol XIII** — As *Bypass Symbol I*, except affects up to a *Symbol XIII*.
- 18. Symbol XIII** — As *Symbol I*, except emplaces up to a 13th level spell.
- 19. Unsymbol XIII** — As *Unsymbol I*, except affects up to a *Symbol XIII*.
- 20. Lord Symbol** — As *Symbol I*, except caster can emplace any spell less than his level.
- 25. Inscribe Sign** — Allows caster to modify any imbed symbol spell on this list to allow it to be imbedded on a mobile surface. The resulting sign will remain potent until it is triggered. The mobile surface must be non-living and must weigh at least 100 pounds. A given spell caster can only have one mobile sign per level of experience (subsequent castings will cause the oldest castings to dispel).
- 30. Unsymbol True** — As *Unsymbol I*, except caster can remove any spell of a level less than his own (e.g., a 50th level Runemage could remove a 49th level spell, but not a 50th level spell).
- 50. Living Sign** — As *Inscribe Sign*, except target must be a living creature and must weigh at least 50 pounds. The sign will remain potent until triggered. Often these signs are disguised by incorporating them with existing tattoos.

Note 1: Caster must have as many ranks of Lore: Magical (Symbols) as the level of the Symbol spell he wishes to cast or bypass. Caster must have at least half as many ranks of Lore: Magical (Symbols) as the level spell he wishes to remove.

THIEVING LAW

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

1. **Gauge Wealth** — The caster gets a feeling for how much the target of this spell believes he is worth (i.e., his net worth). Note that this could be drastically different than how much money the target has (as wealth could include land, livestock, etc.).
2. **Weigh Pockets** — The caster knows approximately how much “wealth” the target has upon his person.
3. **Mark Target** — The caster magically “marks” a target for use with the *Locate Target* spell. The caster can only have one target marked at a time.
4. **Find Buyer I** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object. The caster must be touching the object at the time this spell is cast.
5. **Locate Target** — The caster knows the exact location (direction and distance) of a “marked” target.
6. **Jewel/Metal Assessment** — Caster can assess the value of jewels and metals within 10% of actual value. This spell allows him to calculate different values for all the cultures he is familiar with. Note that this spell evaluates the materials only (not the craftsmanship or the magical properties).
7. **Item Assessment** — As *Jewel/ Metal Assessment*, except this spell will take into account the craftsmanship of the item. Magical properties are not evaluated.
8. **Find Buyer II** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object and is willing to acquire it at this time. The caster must be touching the object at the time this spell is cast.
9. **Detect Power** — Detects magical power in an item (but not the realm or how much power is in the item).
10. **Item Analysis I** — Caster has a 10% chance of determining the enchanted abilities of an object (roll separately for each ability). Once this spell has been cast on an item, it may not be cast on the same item again until the caster has gained a level of experience.

11. **Find Owner I** — The caster knows the location of the owner of a specified object (the caster must be touching the object at the time that this spell is cast). The owner must be within the area of effect. For the purposes of this spell, the owner of an object is defined as someone who has “legal” ownership of the object. The GM must determine what constitutes legal ownership in his world (e.g., the creator, the purchaser of the created item, possessor, etc.).
12. **Find Buyer III** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object, is willing to acquire it at this time, and is willing to acquire it in a non-violent fashion. The caster must be touching the object at the time this spell is cast.
13. **Assessment True** — As *Item Assessment*, except that any item can be assessed (e.g., livestock, houses, boats, etc.).
14. **Significance** — Determines if the item examined has any cultural or historical significance (but not exactly what the significance is).
15. **Find Owner II** — As *Find Owner I*, except for area of effect.
16. **Find Buyer IV** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object, is willing to acquire it at this time (in a non-violent fashion), and is willing to pay the best price. The caster must be touching the object at the time this spell is cast.
18. **Origins** — Gives the area of origin of the item, the race of the being who created it, and when it was made (within 100 years).
19. **Find Owner III** — As *Find Owner I*, except for area of effect.
20. **Owner Vision** — Caster gets a visual image of the owner of an item.
25. **Item Vision** — Gives a vision of a significant event in the item's past.
30. **Origins True** — As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.
50. **Find Owner True** — As *Find Owner I*, except for area of effect.

Note 1: The GM must decide what constitutes ownership in his world (perhaps different standards for various cultures).

Warding Mastery Note 1: All wards from this list require the caster to prepare the appropriate ward sign at the center of effect, or else at the either end of the line of effect. A ward sign is a magical design that may be inscribed on any surface. The appropriate tools to inscribe, draw, paint, etc. must be used in order to create the ward sign. If a ward is cast with a single ward sign, the ward has an area of effect equal to the 1'R per level of the caster. A ward may be cast between two signs. If created in this fashion, the ward has an effective area between two signs. The distance between two signs is limited to 2' per level of the caster and it is 10' high and 1' thick.

Warding Mastery Note 2: Each ward sign is unique to a specific ward and can only be used for the appropriate ward. To create the ward sign, the caster must have an equal number of ranks in the Lore: Magical (Wards) skill as the level of the ward spell for which he wishes to create a ward sign. A caster must spend an amount of time in the creation of the appropriate ward sign equal to 1 round per level of the ward sign.

WARDING MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|----------------------|----------------|-----------|-------|------|
| 1) | Research Ward | caster | varies | self | I |
| 2) | Detect Ward | 5'R | C | 50' | I |
| 3) | Alarm Ward | 1 ward | 1hour/lvl | 10' | U |
| 4) | Sense Ward | 1 ward | 1hour/lvl | 10' | U |
| 5) | Lesser Animal Ward | 1 ward | 1hour/lvl | 10' | U |
| 6) | Lesser Undead Ward | 1 ward | 1hour/lvl | 10' | U |
| 7) | Lesser Demon Ward | 1 ward | 1hour/lvl | 10' | U |
| 8) | Lesser Essence Ward | 1 ward | 1hour/lvl | 10' | U |
| 9) | Les. Mentalism Ward | 1 ward | 1hour/lvl | 10' | U |
| 10) | Les. Channeling Ward | 1 ward | 1hour/lvl | 10' | U |
| 11) | Multiple Ward | 1 ward | varies | 10' | U |
| 12) | Lesser Barrier Ward | 1 ward | 1hour/lvl | 10' | U |
| 13) | Greater Animal Ward | 1 ward | 1hour/lvl | 10' | U |
| 14) | Gr. Undead Ward | 1 ward | 1hour/lvl | 10' | U |
| 15) | Conceal Ward | 1 ward | 1hour/lvl | 10' | U |
| 16) | Greater Demon Ward | 1 ward | 1hour/lvl | 10' | U |
| 17) | Greater Essence Ward | 1 ward | 1hour/lvl | 10' | U |
| 18) | Gr. Mentalism Ward | 1 ward | 1hour/lvl | 10' | U |
| 19) | Gr. Channeling Ward | 1 ward | 1hour/lvl | 10' | U |
| 20) | Greater Barrier Ward | 1 ward | 1hour/lvl | 10' | U |
| 25) | Lord Research | 1 ward | varies | 10' | U |
| 30) | Defensive Ward | 1 ward | varies | 10' | U |
| 50) | Ward True | 1 ward | 1 day/lvl | 10' | U |

1. **Research Ward** — Allows the caster to research special ward spells to be used with this list. In addition, the caster receives a special bonus of +25 to his next Lore: Magical (Wards) maneuver.
2. **Detect Ward** — Allows the caster to detect all active wards within the area of effect. The caster can move the area of effect each round.
3. **Alarm Ward** — When cast on a properly prepared ward this spell will sound an alarm when a specified set of circumstances occur within the area of effect. The alarm may be silent (only the caster will be aware, at a range of 100' per level of caster) or audible (everyone will hear an alarm will sound), as dictated at the time of casting. An alarm may either sound for as long as the specified circumstance exists, or it can be set to sound for up to 1 minute per level of the caster before returning to a dormant and watchful state.
4. **Sense Ward** — When cast on a properly prepared ward sign(s) this spell will prevent the use of one designated sense through the area of effect. The sense must be decided at the time the ward sign is prepared. If the caster spends double the normal number of PPs required by this spell, he may add an additional sense that is blocked by this spell. For each increment of normal PPs spent, another sense may be blocked. For example, if 16 PPs are spent, four senses could be blocked. Note that for each extra sense blocked, this spell is treated as being one level higher (for the purposes of the Lore: Magical (Wards) skill).
5. **Lesser Animal Ward** — When cast on a properly prepared ward sign(s) this spell will attempt to prevent the passage of animals into or through the area of effect. Any animal that attempts to travel through this area will go elsewhere unless it makes an RR (with a special modifier of -20) versus the level of the caster. An animal may be forced into the area, but it will fight and struggle against this as much as it is able. Any animal forces past the ward will suffer a -25 to all actions while in the protected area.
6. **Lesser Undead Ward** — As *Lesser Animal Ward*, except affects lesser spirits of the dead (Class I, II, and III).

7. **Lesser Demon Ward** — As *Lesser Animal Ward*, except affects lesser demons (Type I, II, and III).
8. **Lesser Essence Ward** — As *Sense Ward*, except prevents the casting of Essence spells through the area of effect. All Essence spells must first resist versus the level of the ward or else be canceled. Active spells that pass through the area of effect must make a RR or else be dispelled.
9. **Lesser Mentalism Ward** — As *Lesser Essence Ward*, except prevents the use of Mentalism spells.
10. **Lesser Channeling Ward** — As *Lesser Essence Ward*, except prevents the use of Channeling spells.
11. **Multiple Ward** — Allows the caster to combine multiple wards into one properly prepared ward sign. The caster must cast all of the wards involved immediately after this spell (within 2 minutes).
12. **Lesser Barrier Ward** — As *Sense Ward*, except prevents all creatures from passing into or through the area of effect. Any creature that attempts to pass through the area of effect must make a -20 RR or be blocked from passing through the area. This spell does not have any effect on Class IV, V, and VI undead, nor does it have any effect on Type IV, V, and VI demons.
13. **Greater Animal Ward** — As *Lesser Animal Ward*, except animals must make a -40 RR.
14. **Greater Undead Ward** — As *Greater Animal Ward*, except Class I, II, and III undead must make a -40 RR and Class IV, V, and VI undead must make a normal RR.
15. **Conceal Ward** — Allows caster to turn the ward signs of any ward invisible. The ward is still detectable by a *Detect Ward* spell.
16. **Greater Demon Ward** — As *Greater Animal Ward*, except Type I, II, and III demons must make a -40 RR and Type IV, V, and VI demons must make a normal RR.
17. **Greater Essence Ward** — As *Lesser Essence Ward*, except for duration.
18. **Greater Mentalism Ward** — As *Lesser Mentalism Ward*, except for duration.
19. **Greater Channeling Ward** — As *Lesser Channeling Ward*, except for duration.
20. **Greater Barrier Ward** — As *Lesser Barrier Ward*, except any creature attempting to pass through the area of effect must make a -40 RR. Class IV, V, and VI undead and Type IV, V, and VI demons resist at 10.
25. **Lord Research** — See Spell Law, Section 5.4 on p. 62.
30. **Defensive Ward** — Caster may enchant one ward to have an additional defense versus the ward's target creature type. Whenever the designated creature attempts to pass through the area of effect, in addition to the normal effects of the ward, the ward delivers an 'E' Impact critical if it enters the area of effect (regardless of the creatures resistance roll).
50. **Ward True** — When this spell is cast on any lower level ward, the target ward will have its duration increased to 1 day/level of the caster.

WARRIOR'S ENHANCEMENTS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|------------|-------|------|
| 1) | Battle Awareness I * | caster | 1 min/lvl | self | U |
| 2) | Nightvision | caster | 10 min/lvl | self | U |
| 3) | Sidevision | caster | 10 min/lvl | self | U |
| 4) | Watervision | caster | 10 min/lvl | self | U |
| 5) | Battle Awareness II * | caster | 1 min/lvl | self | U |
| 6) | Waterlungs | caster | 10 min/lvl | self | U |
| 7) | Swimming | caster | 10 min/lvl | self | U |
| 8) | Gasvision | caster | 10 min/lvl | self | U |
| 9) | Gaslungs | caster | 10 min/lvl | self | U |
| 10) | Darkvision | caster | 10 min/lvl | self | U |
| 11) | Resist Poison | caster | 1 hour/lvl | self | Us |
| 12) | Water Maneuvering | caster | 10 min/lvl | self | U |
| 13) | Changing Lungs | caster | 10 min/lvl | self | U |
| 14) | Ignore Pressure | caster | 10 min/lvl | self | U |
| 15) | Fire Maneuvering | caster | 10 min/lvl | self | U |
| 16) | | | | | |
| 17) | Water Dwelling | caster | 10 min/lvl | self | U |
| 18) | Airless Lungs | caster | 10 min/lvl | self | U |
| 19) | Fire Dwelling | caster | 10 min/lvl | self | U |
| 20) | Ignore Vacuum | caster | 10 min/lvl | self | U |
| 25) | Temp. Resistance | caster | 10 min/lvl | self | U |
| 30) | Water Dwelling True | caster | 1 hour/lvl | self | U |
| 50) | Changing Environment | caster | 10 min/lvl | self | U |

1. **Battle Awareness I** — Caster may make a Perception maneuver with a special modification of +25. This maneuver is granted by this spell and requires no separate action to be declared.
2. **Nightvision** — Caster can see 100' on a normal night as if it were daylight.
3. **Sidevision** — Caster has a 300 degree field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.
4. **Watervision** — As *Nightvision*, except the caster can see 100' in even murky water.
5. **Battle Awareness II** — As *Battle Awareness I*, except bonus to the maneuver is +50.
6. **Waterlungs** — Caster can breathe water but not air.
7. **Swimming** — Target can swim without expending energy (i.e., will expend no exhaustion points).
8. **Gasvision** — As *Nightvision*, except the caster can see 100' in smoke, fog, rain, or any gas that would normally impede vision.
9. **Gaslungs** — Caster can breathe any gas as normal air.
10. **Darkvision** — As *Nightvision*, except that any darkness can be seen through. Also, no light is needed for this spell to work.
11. **Resist Poison** — Delays the effect of a poison on the caster. If poison is not eliminated before the spell expires, the caster will be affected by the poison at that time.
12. **Water Maneuvering** — As *Swimming*, except the caster can also perform any maneuvers (including melee combat) as though he were on dry land.
13. **Changing Lungs** — As *Waterlungs*, except caster can breathe water, air, and/or any gas at will.
14. **Ignore Pressure** — Caster can ignore the effects of high pressures such as those found deep under water.
15. **Fire Maneuvering** — Caster and his equipment are immune to the effects of normal (non-magical) fire for the duration. He may perform any movement or maneuvers as normal.

17. **Water Dwelling** — Combines the effects of *Watervision*, *Waterlungs*, and *Water Maneuvering*.

18. **Airless Lungs** — Caster does not need to breathe to survive for the duration.

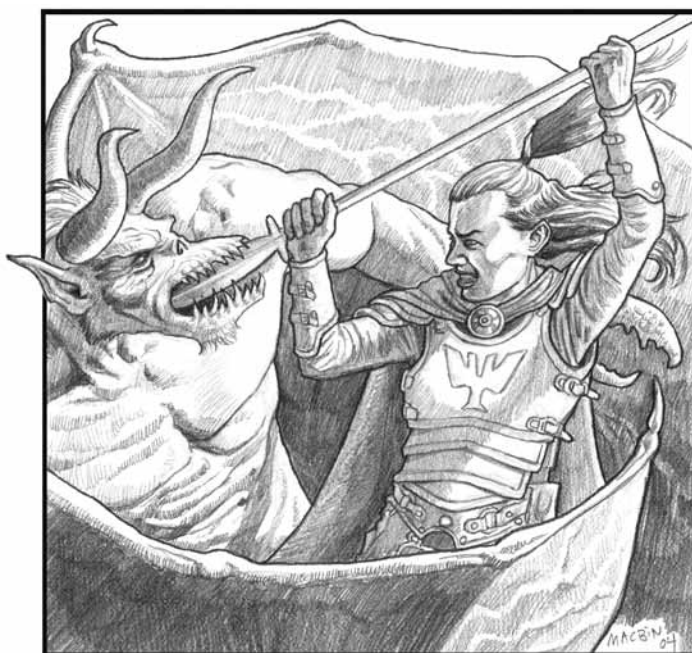
19. **Fire Dwelling** — Combines the effects of *Gasvision*, *Gaslungs*, and *Fire Maneuvering*.

20. **Ignore Vacuum** — Caster and his equipment are immune to the effects of airless environments for the duration. This spell gives the caster a +50 RR versus vacuum attacks. Note that this spell does not confer any protection against the heat or cold of the vacuum of space.

25. **Temperature Resistance** — Caster and his equipment can ignore the effects of any natural (non-magical) temperatures.

30. **Water Dwelling True** — As *Water Dwelling* except for duration.

50. **Changing Environment** — Caster can survive comfortably and move and maneuver as normal in any of the hostile environments the lower level spells on this list protect against.



WARRIOR'S WEAPON

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-------------------|----------------|------------|-------|------|
| 1) | Blade I | 1 weapon | P | touch | F |
| 2) | Bladelight | 1 weapon | 10 min/lvl | touch | F |
| 3) | Jolting Blade | 1 weapon | 1 rnd/lvl | touch | E |
| 4) | Throw* | 1 weapon | 1 rnd/lvl | touch | F |
| 5) | Blade Store | 1 weapon | varies | touch | F |
| 6) | Blade II | 1 weapon | P | touch | F |
| 7) | Rejoining | 1 weapon | P | touch | F |
| 8) | Flame Blade | 1 weapon | 1 rnd/lvl | touch | E |
| 9) | Return Blade | 1 weapon | varies | touch | F |
| 10) | Missile Parry* | 1 weapon | 1 rnd/lvl | touch | F |
| 11) | Blade III | 1 weapon | P | touch | F |
| 12) | Body Sheath* | 1 weapon | P | touch | F |
| 13) | | | | | |
| 14) | Return Blade True | 1 weapon | varies | touch | F |
| 15) | Power Strike | 1 weapon | 1 attack | touch | F |
| 16) | Spell Cleaver | 1 weapon | varies | touch | F |
| 17) | Blade IV | 1 weapon | P | touch | F |
| 18) | Lightning Blade | 1 weapon | 1 rnd/lvl | touch | E |
| 19) | Weapon Cleaver | 1 weapon | 1 min/lvl | touch | F |
| 20) | Shaped Strike | 1 weapon | 1 attack | touch | F |
| 25) | Death Strike* | 1 weapon | 1 attack | touch | F |
| 30) | Dancing Weapon | 1 weapon | 1 rnd/lvl | touch | F |
| 50) | Slaying Strike* | 1 weapon | 1 attack | touch | F |

1. Blade I — Caster enchants a melee weapon which is to become his “Warrior’s Weapon.” This spell grants the weapon a +5 magic bonus. Anyone other than the caster who attempts to utilize this weapon will receive a penalty to its use equal to the bonus it gives the caster.

2. Bladelight — Causes the warrior’s weapon to glow with light. This light may be varied by the caster from as bright as a torch to as dim as a candle.

3. Jolting Blade — Caster’s warrior weapon is charged with electrical energy for the duration of this spell. Whenever the caster gets a critical result with the weapon it does an additional ‘A’ Electricity critical. Alternatively, throughout the duration of this spell, the caster may elect to shoot this electrical energy in the form of a shock bolt with a maximum range of 50’ (which immediately ends this spell). The caster may develop skill in shooting this bolt.

4. Throw — Caster may throw his weapon for the duration with a maximum range equal to his strength bonus x10 in feet (with a minimum of 30’). The weapon attacks on its normal table with the following modifications:

- up to one tenth maximum range..... +10
- up to quarter maximum range..... +0
- up to half maximum range..... -40
- up to maximum range -70

5. Blade Store — Caster may store one spell on his weapon. No other spell may be cast while one is stored. This spell costs the same amount of PPs as the spell to be stored.

6. Blade II — As *Blade I*, except warrior’s weapon becomes a +10 magic weapon.

7. Rejoining — Caster is able to repair any damage to his weapon. Caster is able to rejoin a broken portion of up to 1 linear inch per level.

8. Flaming Blade — As *Jolting Blade*, except can inflict up to an ‘A’ Heat Critical. The caster may elect to throw a firebolt with a maximum range of 100’. The caster may develop skill in shooting this bolt.

9. Return Blade — Caster’s weapon will fly through the air to return to the caster’s hand at the rate of 100’ per round. If the weapon is restrained it cannot break free, but if someone is holding it they must make a hard strength maneuver to not lose his grip on the weapon.

10. Missile Parry — Caster is able to use his full weapon OB as a parry against missile attacks for the duration of this spell.

11. Blade III — As *Blade I*, except warrior’s weapon becomes a +15 magic weapon.

12. Body Sheath — Caster “absorbs” one warrior weapon, and reproduces it at need (by recasting this spell each time the weapon is sheathed or unsheathed). The mass and weight of the weapon are added to the caster’s mass while the weapon is sheathed.

14. Return Blade True — As *Return Blade*, except weapon returns to caster’s hand, via teleport, from any place, up to 1 mile away per level of caster.

15. Power Strike — Caster causes his weapon to build up concussive energy. If the next strike made with the weapon results in a critical, an extra Impact critical of one less severity is inflicted (treat an ‘A’ critical as an ‘A’ critical -25).

16. Spell Cleaver — Caster’s next successful strike against any enchanted item, weapon, etc, causes the item to make an RR versus the caster’s level (with a special modification of -20) or the embedded spells are dispelled.

17. Blade IV — As *Blade I*, except warrior’s weapon becomes a +20 magic weapon.

18. Lightning Blade — As *Jolting Blade*, except can inflict up to a ‘C’ Electricity critical. The caster may elect to throw a lightning bolt with a maximum range of 150’. The caster may develop skill in shooting this bolt.

19. Weapon Cleaver — Causes caster’s weapon to be a “Cleaving” weapon. When a foe’s weapon successfully parries its attack, the defending weapon must check for breakage. The strength of the caster’s weapon is subtracted from the foe’s breakage check.

20. Shaped Strike — Caster causes his weapon’s next attack to be made on the attack table of the caster’s choice.

25. Death Strike — If caster’s next attack, which must be made within 2 rounds, inflicts a critical, it does an additional ‘E’ critical of the caster’s choice. The spell fades if the attack is not made within the time limit.

30. Dancing Weapon — Caster’s weapon will “dance” for the duration of this spell. The caster must fight with the weapon for one round prior to letting the weapon “dance.” The weapon will have an OB of half the caster’s normal OB. It has an AT of 20, a DB of +0, and can take 5 hits per level of the caster (before this spell is dispelled). Once this spell is cast, the sword will not stop attacking until it is dispelled or the duration ends.

50. Slaying Strike — Caster may roll any criticals he inflicts with his Warrior Weapon this round on the Slaying column of the Large Creature Critical Strike Table. If the target is Super Large, the caster rolls on the Slaying column of the Super Large Critical Strike Table.

Note 1: A given caster can only have one weapon enchanted through the spells on the list. If that weapon is ever lost or destroyed, that caster will suffer a penalty of -25 to all actions for two weeks (after which, he can enchant a new weapon).

Note 2: All of the spells on this list deal directly with the “Warrior’s Weapon” and will only work when used with one.

WILL OF THE WARRIOR

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------------|----------------|------------|-------|------|
| 1) | Concentration I * | caster | 1 rnd | self | U |
| 2) | Extended Endurance I | caster | 1 min/lvl | self | U |
| 3) | Stun Relief I * | caster | — | self | Hs |
| 4) | Unpain I * | caster | 1 min/lvl | self | Us |
| 5) | Concentration II * | caster | 1 rnd | self | U |
| 6) | Extended Endurance II | caster | 1 min/lvl | self | U |
| 7) | Stun Relief II * | caster | — | self | Hs |
| 8) | Ignore Wound I * | caster | 1 min/lvl | self | Us |
| 9) | Unpain II * | caster | 1 min/lvl | self | Us |
| 10) | Interrogation Resist.* | caster | 10 min/lvl | self | U |
| 11) | Concentration IV * | caster | 1 rnd | self | U |
| 12) | Moment of Clarity * | caster | 1 rnd | self | U |
| 13) | Extended Endurance III | caster | 1 min/lvl | self | U |
| 14) | Unstun * | caster | — | self | Hs |
| 15) | Unpain III * | caster | 1 min/lvl | self | Us |
| 16) | Ignore Elements | caster | 10 min/lvl | self | U |
| 17) | Ignore Wound II * | caster | 1 min/lvl | self | Us |
| 18) | Concentration V * | caster | 1 rnd | self | U |
| 19) | Focus * | caster | 1 min/lvl | self | U |
| 20) | Unpain IV * | caster | 1 min/lvl | self | Us |
| 25) | Extended Endurance IV | caster | 1 min/lvl | self | U |
| 30) | Ignore Wound III * | caster | 1 min/lvl | self | Us |
| 50) | Warriors Will True * | caster | 1 rnd/lvl | self | Us |

1. **Concentration I** — Adds +10 to any one maneuver. No other action can be performed the round this maneuver is resolved.
2. **Extended Endurance I** — While this spell is in effect, the caster only expends two-thirds of the normal exhaustion points for any actions he performs.
3. **Stun Relief I** — Caster is relieved of one round's worth of accumulated stun.
4. **Unpain I** — Caster is able to sustain an additional 25% of his total concussion hits before passing out. Hits are still taken and remain when the spell lapses.
5. **Concentration II** — As *Concentration I*, except bonus is +20.
6. **Extended Endurance II** — As *Extended Endurance I*, except the caster only expends O of the normal exhaustion points.
7. **Stun Relief II** — As *Stun Relief I*, except 2 rounds of stun are relieved.
8. **Ignore Wound I** — Cuts the maneuver penalty from any one wound in half for the duration of the spell.
9. **Unpain II** — As *Unpain I*, except 50% additional hits may be sustained.
10. **Interrogation Resistance** — Caster gains a +50 to RRs versus interrogation and +50 to RRs versus mind reading spells the caster is aware of.
11. **Concentration IV** — As *Concentration I*, except bonus is +40.
12. **Moment of Clarity** — Caster can ignore all penalties and accumulated stun rounds from all wounds he has taken for 1 round. He may also ignore any penalties for the total concussion hits he has taken.
13. **Extended Endurance III** — As *Extended Endurance I*, except the caster only expends half of the normal exhaustion points.
14. **Unstun** — Caster can ignore all stun rounds incurred from any one wound.

15. **Unpain III** — As *Unpain I*, except 75% additional hits may be sustained.
16. **Ignore Elements** — Caster is unaffected by natural extremes of temperature. He may move about comfortably in the hottest desert (200° Fahrenheit) or the coldest arctic waste (-100° Fahrenheit) in only light clothing.
17. **Ignore Wound II** — As *Ignore Wound I*, except that the penalty is reduced by 75%.
18. **Concentration V** — As *Concentration I*, except bonus is +50.
19. **Focus** — Caster gains a +20 bonus to all maneuvers he attempts that bring him closer to a goal he sets at the time of casting. This goal must be attainable in the spells duration. Once the goal is set, the caster will be reluctant to perform any action that does not carry him closer to his goal.
20. **Unpain IV** — As *Unpain I*, except 100% additional hits may be sustained.
25. **Extended Endurance IV** — While this spell is in effect, the caster expends no exhaustion points for any actions he performs.
30. **Ignore Wound III** — As *Ignore Wound I*, except that the penalty is reduced by 90%.
50. **Warriors Will True** — For the duration, caster cannot be stunned, takes no maneuver penalties from wounds, and expends no exhaustion points. At the end of the spell, the caster goes unconscious for 1 hour for every round the spell was in effect.

MENTALISM SPELL LISTS

AIR MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|---------------|---------|------|
| 1) | Focused Wind | 1 target | C | 100' | F |
| 2) | Dust Devil | 1 target | - | 50' | F |
| 3) | Air Dart | 1 target | - | 10'/lvl | Ed |
| 4) | Holding Bands | 1 target | 1 rnd/lvl | 50' | F |
| 5) | Dust Devil II | 1 target | - | 50' | F |
| 6) | Walk on Air | 1 target | 1 min/lvl | 10' | U |
| 7) | Air Dart II | 1 target | - | 10'/lvl | Ed |
| 8) | Solid Air Wall | 10'x10'x6" | C | 50' | F |
| 9) | Dust Devil III | 1 target | - | 50' | F |
| 10) | Cyclonic Blast | 20' R | - | 100' | E |
| 11) | Air Dart III | 1 target | - | 10'/lvl | Ed |
| 12) | Solid Air Shield | self | 1 rnd/lvl (C) | self | U |
| 13) | Solid Air Dome | 10' R | 1 rnd/lvl (C) | 10' | E |
| 14) | Dust Devil IV | 1 target | - | 50' | F |
| 15) | Crushing Bands | 1 target | 1 rnd/lvl | 100' | F |
| 16) | Air Dart IV | 1 target | - | 10'/lvl | Ed |
| 17) | Solid Air Wall True | 10'x10'x6" | 1 min/lvl | 50' | F |
| 18) | Dust Devil V | 1 target | - | 50' | F |
| 19) | Solid Air Shield True | self | 1 rnd/lvl (C) | self | U |
| 20) | Air Dart V | 1 target | - | 10'/lvl | Ed |
| 25) | Crushing Bands True | 1 target | 1 rnd/lvl | 100' | F |
| 30) | Air Dart True | 1 target | - | 10'/lvl | Ed |
| 50) | Air Mastery | varies | 1 rnd/lvl | varies | U |

- Focused Wind** — If the target fails his RR, he is buffeted by strong winds as long as the character concentrates. This gives the target a -20 modifier to all actions.
- Dust Devil** — The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering an "A" Unbalancing critical to a target who does not resist it.
- Air Dart** — Caster shoots bolt of compressed air from the palm of his hand. The results are determined on the *Shock Bolt* table, using Impact criticals.
- Holding Bands** — Caster envelopes the target with shimmering bands of compressed air that immobilize him. Target may make a Very Hard Strength maneuver each round. Success means that he may act normally. Failure means that he is restricted to only 20% of his normal activity.
- Dust Devil II** — The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a "B" Unbalancing critical to a target who does not resist it.
- Walk on Air** — Target can walk on air as if on solid ground, he may not move any faster than a walk. This only allows for horizontal movement, vertical movement must be achieved through other means.
- Air Dart II** — As *Air Dart*, except that it is resolved on the *Water Bolt* table.
- Solid Air Wall** — Caster creates a shimmering, transparent wall of highly compressed air. All attacks (against DB) through the wall are at -100. Spell attacks are at -50. Attempts to move through the wall require a Very Hard Strength based maneuver and take 1 round to complete. Light based attacks are totally immune to this, and not affected at all by the wall.
- Dust Devil III** — The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a "C" Unbalancing critical to a target who does not resist it.

10. Cyclonic Blast — Caster shoots forth a ball of compressed air that bursts upon reaching its target, attacking everybody within a 20' radius. Results are determined on the *Cold Ball* attack table and all criticals are Impact criticals.

11. Air Dart III — As *Air Dart*, except that it is resolved on the *Ice Bolt* table.

12. Solid Air Shield — Creates a shimmering shield of solidified air 1' around the caster. This provides a bonus of 100 to the character's DB against all physical and elemental attacks as long as he is concentrating. When not concentrating, the modifier to DB is only 20.

13. Solid Air Dome — Creates a shimmering dome of solidified air. The dome has a 10' radius and completely encloses the area. Treat the effects the same as the *Solid Air Wall*.

14. Dust Devil IV — The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a "D" Unbalancing critical to a target who does not resist it.

15. Crushing Bands — As *Holding Bands*, except that the bands deliver an "A" Krush critical each round.

16. Air Dart IV — As *Air Dart*, except that it is resolved on the *Fire Bolt* table.

17. Solid Air Wall True — As *Solid Air Wall*, except for the duration.

18. Dust Devil V — The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering an "E" Unbalancing critical to a target who does not resist it.

19. Solid Air Shield True — As *Solid Air Shield*, except for the duration.

20. Air Dart V — As *Air Dart*, except that it is resolved on the *Lightning Bolt* table.

25. Crushing Bands True — As *Crushing Bands*, except that the bands deliver an "E" Krush critical each round.

30. Air Dart True — As *Air Dart V*, except that the attack may make as many turns as possible, even going through openings as small as 6" in radius in order to reach its target. The caster's OB is halved when using this spell. And the target gains no benefits (i.e. no DB) from cover, position, shield or other things that do not provide all around coverage.

50. Air Mastery — Caster may freely use any lower level spell from this list each round.

Note: Any Air Darts that do a secondary critical will do an Unbalancing critical as the secondary critical.

ANIMAL WAYS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|---------------|-----------|------|
| 1) | Animal Sleep I | 1 animal | 1 min/lvl | 100' | Fm |
| 2) | Animal Healing I | 1 animal | P | touch | H |
| 3) | Animal Tongues | self | 1 min/lvl | self | Im |
| 4) | Animal Sleep III | 3 animals | 1 min/lvl | 100' | Fm |
| 5) | Animal Mastery I | 1 animal | C | 100' | Fm |
| 6) | Animal Healing II | 1 animal | P | touch | H |
| 7) | Animal Empathy | 1 animal | C | 100' | Im |
| 8) | Animal Summons I | 1 animal | 1 min/lvl (C) | 1 mi./lvl | Fm |
| 9) | Animal Sleep X | 10 Animals | 1 min/lvl | 100' | Fm |
| 10) | Animal Mastery III | 3 animals | C | 100' | Fm |
| 11) | Animal Lifegiving | 1 animal | P | 10' | H |
| 12) | Animal Summons III | 1 animal | 1 min/lvl (C) | 1 mi./lvl | Fm |
| 13) | Animal Tongues True | self | 10 min/lvl | self | Im |
| 14) | Animal Mastery V | 5 animals | C | 100' | Fm |
| 15) | Animal Healing III | 1 animal | P | touch | H |
| 16) | Animal Summons V | 1 animal | 1 min/lvl (C) | 1 mi./lvl | Fm |
| 17) | Animal Lifegiving II | 1 animal | P | 10' | H |
| 18) | Animal Healing IV | 1 animal | P | touch | H |
| 19) | Animal Sleep True | 1 animal/lvl | 1 min/lvl | 100' | Fm |
| 20) | Animal Summons X | 10 animals | 1 min/lvl (C) | 1 mi./lvl | Fm |
| 25) | Animal Healing True | 1 animal | P | touch | H |
| 30) | Anim. Lifegiving True | 1 animal | P | 10' | H |
| 50) | Anim. Summ. True | 1 animal/lvl | 1 min/lvl (C) | 1 mi./lvl | Fm |

1. Animal Sleep I — Puts any animal (i.e. non-humanoid) to sleep; will not affect enchanted creatures or “intelligent” animals.

2. Animal Healing I — Completely heals any one animal that weighs 10 lbs or less of all damage

3. Animal Tongues — Allows caster to understand and “speak” the language of any 1 animal species.

4. Animal Sleep III — As *Animal Sleep I*, except that it will affect up to 3 animals.

5. Animal Mastery I — Allows the caster to control the actions of any one animal.

6. Animal Healing II — As *Animal Healing I*, except that the animal may be up to 500 lbs in weight.

7. Animal Empathy — Caster can understand and/or visualize the thoughts and emotions of any one animal.

8. Animal Summons I — Caster can summon any 1 animal within radius; as long as they concentrate, caster controls the animal. The animal is random representative of the specified species.

9. Animal Sleep X — As *Animal Sleep I*, except that it will affect up to 10 animals.

10. Animal Mastery III — As *Animal Mastery I*, except that the caster can control 3 animals.

11. Animal Lifegiving — Caster restores “soul” to any one animal that has been dead less than one hour per level of caster. It will take the animal 20x the period that it was dead to fully recover its strength and vitality. Treat the animal as if it were at —100, with the penalty decreasing steadily over the recovery period.

12. Animal Summons III — As *Animal Summons I*, except that 3 animals may be summoned. The caster may have all 3 be of the same species or have each one be a different species.

13. Animal Tongues True — Allows the caster to understand and “speak” the language of all animals within a 1 mile radius.

14. Animal Mastery V — As *Animal Mastery I*, except that the caster can control 5 animals.

15. Animal Healing III — As *Animal Healing I*, except that the animal may be up to 2,000 lbs in weight.

16. Animal Summons V — As *Animal Summons III*, except that 5 animals may be summoned.

17. Animal Lifegiving II — As *Animal Lifegiving*, except that the animal may have been dead for up to 1 day per level of the caster, and the recovery period is equal to the amount of time the animal has been dead.

18. Animal Healing IV — As *Animal Healing I*, except that the animal may be up to 10,000 lbs in weight.

19. Animal Sleep True — As *Animal Sleep I*, except that it will affect up to 1 animal per level of the caster.

20. Animal Summons X — As *Animal Summons III*, except that 10 animals may be summoned.

25. Animal Healing True — As *Animal Healing I*, except that the animal may be of any weight.

30. Animal Lifegiving True — As *Animal Lifegiving*, except that the animal may have been dead for any length of time, and it requires no recovery time to fully regain its strength and vitality.

50. Animal Summons True — As *Animal Summons I*, except that the caster may summon 1 animal per his level.



ASSASSINATION MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------------|----------------|------------|-------|------|
| 1) | Concealed Object I | 1 object | 10 min/lvl | touch | P |
| 2) | Study Patsy | 1 target | 48 hr | 10' | I |
| 3) | Well-Aimed Attack I | caster | varies | self | U |
| 4) | Open Ambush | caster | varies | self | U |
| 5) | Targeting I | caster | varies | self | U |
| 6) | Create Evidence I | varies | -- | 10' | P |
| 7) | Concealed Object II | 1 object | 10 min/lvl | touch | P |
| 8) | Well-Aimed Attack II | caster | varies | self | U |
| 9) | Open Ambush II | caster | varies | self | U |
| 10) | Targeting II | caster | varies | self | U |
| 11) | Lightning Reactions* | caster | -- | self | U |
| 12) | Create Evidence II | varies | -- | 10' | P |
| 13) | Well-Aimed Attack III | caster | varies | self | U |
| 14) | Open Ambush III | caster | varies | self | U |
| 15) | Targeting III | caster | varies | self | U |
| 16) | Concealed Object True | 1 object | 10 min/lvl | touch | P |
| 17) | Study Victim | 1 target | varies | 50' | I |
| 18) | Create Evidence III | varies | -- | 10' | P |
| 19) | Well-Aimed Attack True | caster | varies | self | U |
| 20) | Slaying Attack | caster | 1 min/lvl | self | U |
| 25) | Open Ambush True | caster | varies | self | U |
| 30) | Targeting True | caster | varies | self | U |
| 50) | Slaying Attack True | caster | 1 min/lvl | self | U |

1. **Conceal Object I** — Target object (no larger than a dagger) is camouflaged to appear as part of the caster's clothing or skin. This is an illusion to all senses (including feel), and can be detected as an illusion. The object will remain concealed until taken from the location, or the duration expires.
2. **Study Patsy** — [RR Mod: -50] When this spell is cast on a person, it remains active for 24 hours. After 24 hours has passed (but before another 24 hours has passed), the caster must cast this spell again on the same person. During the time the spell is active, it is recording information concerning the activities of the person. When the spell is cast the second time, the information about those activities is revealed to the caster. This information is used for spells later on this list and spells on other lists (see the *Misdirections* and *Disguise Mastery* spell lists). The caster can only have one "patsy" studied at a time.
3. **Well-Aimed Attack I** — The next attack made by the caster (within one minute of casting this spell), receives a bonus of +25.
4. **Open Ambush I** — If the next attack made by the caster (within one minute of casting this spell) gets a "flank" or "rear" bonus, he may use his Ambush skill with a bonus of +1 (even if the target is aware of the caster).
5. **Targeting I** — After this spell is cast (within one minute of casting this spell), the caster may fire a missile weapon at a non-moving target (or at a target that is moving predictably). The roll to resolve any resulting critical may be modified up or down by 1 (as if using the Ambush skill).
6. **Create Evidence I** — Caster may cast this spell to create one piece of physical evidence (non-mobile) that implicates the currently studied patsy (see *Study Patsy*). This could include a fingerprint, a footprint, etc (but must be something that cannot normally be moved from the scene of the crime). The evidence should be treated as circumstantial (i.e., a good alibi might get the patsy off the hook).

7. **Concealed Object II** — As *Concealed Object I*, except will affect an object up to a sword in size.
8. **Well-Aimed Attack II** — As *Well-Aimed Attack I*, except bonus is +50.
9. **Open Ambush II** — As *Open Ambush I*, except the modification is +2.
10. **Targeting II** — As *Targeting I*, except the modification is +2.
11. **Lightning Reactions** — Caster gets a bonus of +10 to his initiative roll(s) this round.
12. **Create Evidence II** — As *Create Evidence I*, except two pieces of evidence are created; one piece of evidence is incriminating (i.e., patsy will need more than a good alibi).
13. **Well-Aimed Attack III** — As *Well-Aimed Attack I*, except bonus is +75.
14. **Open Ambush III** — As *Open Ambush I*, except the modification is +3.
15. **Targeting III** — As *Targeting I*, except the modification is +3.
16. **Concealed Object True** — As *Concealed Object I*, except object may be of any size (so long as the largest dimension of the object is smaller than the caster).
17. **Study Victim** — As *Study Patsy*, except the information it gathers is required for use with the *Slaying Attack* spells later on this list.
18. **Create Evidence III** — As *Create Evidence I*, except three pieces of evidence are created; two of which are incriminating.
19. **Well-Aimed Attack True** — As *Well-Aimed Attack I*, except bonus is +100.
20. **Slaying Attack** — The next attack made (within one minute of casting this spell) against the currently *Studied victim* (see the 17th level spell on this list) will be resolved as a slaying attack. The attack must occur before the duration of this spell is up.
25. **Open Ambush True** — As *Open Ambush I*, except the modification is +5.
30. **Targeting True** — As *Targeting I*, except the modification is +5.
50. **Slaying Attack True** — As *Slaying Attack*, except all attacks made against the victim will be resolved as slaying attacks (for the duration of the spell).



BEASTMASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|---------------------|----------------|------------|------------|------|
| 1) | Locate Animals | 1 mi. R | - | self | Im |
| 2) | Befriend Animal | 1 animal | 1 day/lvl | 100' | Fm |
| 3) | Turn Animal | 1 animal | - | 100' | Fm |
| 4) | Animal Bond I | 1 animal | P | touch | Fm |
| 5) | Befriending I | 10' R | C | self | Fm |
| 6) | Call Bond Animal | 1 animal | - | 1,000'/lvl | Fm |
| 7) | Bond Extension I | self | 1 min/lvl | self | U |
| 8) | Animal Bond II | 1 animal | P | touch | Fm |
| 9) | Turn Animal V | 1 animal | - | 100' | Fm |
| 10) | Unbond | 1 animal | - | touch | Fm |
| 11) | Animal Bond III | 1 animal | P | touch | Fm |
| 12) | Befriending V | 50' R | C | self | Fm |
| 13) | Bond Extension II | self | 1 min/lvl | self | U |
| 14) | Turn Animal X | 1 animal | - | 100' | Fm |
| 15) | Animal Bond IV | 1 animal | P | touch | Fm |
| 16) | Bond Extension III | self | 1 min/lvl | self | U |
| 17) | Befriending X | 100' R | C | self | Fm |
| 18) | Turn Animal XX | 1 animal | - | 100' | Fm |
| 19) | Befriending True | 100' R | 10 min/lvl | self | Fm |
| 20) | Animal Bond V | 1 animal | P | touch | Fm |
| 25) | Turn Animal True | 1 animal/lvl | - | 100' | Fm |
| 30) | Animal Bond True | 1 animal/lvl | P | touch | Fm |
| 50) | Bond Extension True | self | 1 min/lvl | self | U |

1. **Locate Animals** — Allows the caster to locate the members of any 1 species of animal within the radius or to find out what species are within the radius, but not their location. The caster chooses which to do when the spell is cast.
2. **Befriend Animal** — Target animal will act friendly to the caster for the duration. It cannot automatically understand him, and it will not fight for him. This spell does not allow the caster to control the animal either.
3. **Turn Animal** — Caster causes target animal to flee the caster until it is at least 1 mile away.
4. **Animal Bond I** — The caster forms a strong bond with an animal. It will fight for, kill for, and even die for the caster. The caster can, by concentrating, mentally communicate with, and even view the world through the animal's senses so long as the animal is within 50' per level of the caster. Should the caster or animal die, the other will be at -25 to all actions for two weeks. The only limitation on this spell is that the target must be of animal intelligence or less. This spell takes one full hour to cast.
5. **Befriending I** — All animals within the radius will act friendly towards the caster as long as he concentrates. This does not allow the caster to control the animals.
6. **Call Bond Animal** — Caster can summon any one of his *Bonded* animals within range and it will try to come to him.
7. **Bond Extension** — Using this spell, the range of the *Bond* is extended to 100' per level of the caster for the duration.
8. **Animal Bond II** — As *Animal Bond*, except that 2 animals may be bonded to the caster. This spell must be cast on both animals, even if one of the animals is already bonded.
9. **Turn Animal V** — As *Turn Animal*, except that it will affect up to 5 animals.
10. **Unbond** — Caster removes the bond between himself and one animal. The animal will act as if under the spell, *Befriend Animal*, for one day and then return to its natural state.

11. **Animal Bond III** — As *Animal Bond II*, except that 3 animals may be bonded to the caster.
12. **Befriending V** — As *Befriending*, except for the radius.
13. **Bond Extension II** — As *Bond Extension*, except that the range is extended to 500' per level of the caster.
14. **Turn Animal X** — As *Turn Animal*, except that it will affect up to 10 animals.
15. **Animal Bond IV** — As *Animal Bond II*, except that 4 animals may be bonded to the caster.
16. **Bond Extension III** — As *Bond Extension*, except that the range is extended to 1,000' per level of the caster.
17. **Befriending X** — As *Befriending*, except for the radius.
18. **Turn Animal XX** — As *Turn Animal*, except that it will affect up to 20 animals.
19. **Befriending True** — As *Befriending X*, except for the duration.
20. **Animal Bond V** — As *Animal Bond II*, except that 5 animals may be bonded to the caster.
25. **Turn Animal True** — As *Turn Animal*, except that it will affect up to 1 animal per level of the caster.
30. **Animal Bond True** — As *Animal Bond II*, except that the caster may bond with up to 1 animal per caster's level.
50. **Bond Extension True** — As *Bond Extension*, except that the range is extended to 1 mile per level of the caster.



COMBAT

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|----------------------|----------------|-----------|-------|------|
| 1) | Fluid Combat* | Self | 1 rnd/lvl | Self | F |
| 2) | Staggering Blow | Self | 1 rnd/lvl | Self | F |
| 3) | Armored Crit * | Self | 1 min/lvl | Self | U |
| 4) | Savage Crit | Self | 1 rnd/lvl | Self | F |
| 5) | Fluid Combat II* | Self | 1 rnd/lvl | Self | F |
| 6) | Deflect Ranged* | 1 attack | - | 100' | F |
| 7) | Multi-Strike | Self | 1 rnd/lvl | Self | F |
| 8) | Improved Critical | Self | 1 rnd/lvl | Self | U |
| 9) | Fluid Combat III* | Self | 1 rnd/lvl | Self | F |
| 10) | Deflect Ranged II* | varies | - | 100' | F |
| 11) | Staggering Blow II | Self | 1 rnd/lvl | Self | F |
| 12) | Fluid Combat IV* | Self | 1 rnd/lvl | Self | F |
| 13) | Armored Crit II* | Self | 1 min/lvl | Self | U |
| 14) | Savage Crit II | Self | 1 rnd/lvl | Self | F |
| 15) | Deflect Ranged III* | varies | - | 100' | F |
| 16) | Fluid Combat V* | Self | 1 rnd/lvl | Self | F |
| 17) | Multi-Strike II | Self | 1 rnd/lvl | Self | F |
| 18) | Improved Critical II | Self | 1 rnd/lvl | Self | U |
| 19) | Fluid Combat VI* | Self | 1 rnd/lvl | Self | F |
| 20) | Deflect Ranged True* | varies | - | 100' | F |
| 25) | Fluid Combat True* | Self | 1 rnd/lvl | Self | F |
| 30) | Multi-Strike True | Self | 1 rnd/lvl | Self | F |
| 50) | Combat True | Self | 1 rnd/lvl | Self | F |

1. **Fluid Combat** — Caster's movements and actions become more fluid, granting him a +5 bonus to both OB and DB.
2. **Staggering Blow** — All successful attacks deal an additional +10 hits of damage. A successful attack is any attack that does damage.
3. **Armored Crit** — Caster is treated as if he were wearing a helm and greaves for the purpose of conditional damage received from criticals.
4. **Savage Crit** — Add +5 to all critical rolls made by the caster.
5. **Fluid Combat II** — As *Fluid Combat*, except the bonus is +10.
6. **Deflect Ranged** — Caster can deflect any one incoming missile, thrown weapon, or elemental bolt. The incoming attack receives a -50 modifier and must be within the caster's field of vision.
7. **Multi-Strike** — The caster can make 2 attacks each round for the duration. Each attack receives a -50 modifier.
8. **Improved Critical** — Caster may select one aspect of critical damage that is improved by 1 step on any critical containing that aspect that he delivers within the duration. The caster must select the aspect when the spell is cast.
9. **Fluid Combat III** — As *Fluid Combat*, except that the bonus is +15.
10. **Deflect Ranged II** — As *Deflect Ranged*, except that a single attack receives a -75 modifier or 2 incoming attacks receive a -25 modifier.
11. **Staggering Blow II** — As *Staggering Blow*, except an additional +20 hits of damage is dealt.
12. **Fluid Combat IV** — As *Fluid Combat*, except that the bonus is +20.
13. **Armored Crit II** — As *Armored Crit*, except that the caster is always considered to be wearing the best possible armor against conditional damage regardless of his actual armor worn.

14. **Savage Crit II** — As *Savage Crit*, except that +10 is added to all critical rolls made by the caster.
15. **Deflect Ranged III** — As *Deflect Ranged II*, except one attack receives a -100 modifier, or 2 attacks receive a -50, or 3 attacks receive a -25.
16. **Fluid Combat V** — As *Fluid Combat*, except that the bonus is +25.
17. **Multi-Strike II** — Caster is able to make 3 attacks per round with a -50 modifier OR make 2 attacks per round with a -25 modifier. Caster must decide which while casting the spell as he may not change back and forth from one to the other.
18. **Improved Critical II** — As *Improved Critical*, except that two aspects may be improved by one degree or one aspect may be improved by two degrees. This must be decided upon at time of casting.
19. **Fluid Combat VI** — As *Fluid Combat*, except that the bonus is +30.
20. **Deflect Ranged True** — As *Deflect Ranged*, except that all non-friendly ranged attacks within the caster's field of vision receive a -50 modifier.
25. **Fluid Combat True** — As *Fluid Combat*, except that the bonus is +50.
30. **Multi-Strike True** — Caster is able to make 4 attacks per round with a -50 modifier, or 3 attacks per round with a -25 modifier, or 2 attacks per round with no modifier. Caster must select which at the time of casting and may not change back and forth.
50. **Combat True** — Caster may freely use any one lower level spell from this list at a rate of one spell per round.

Note 1: Conditional Damage is damage inflicted by a critical that is based on the type of armor worn.

Note 2: Critical aspects that can be improved include stun, bleeding, and maneuver penalties. Increasing Stun a single step adds 1 more round of stun to that delivered by the critical. Increasing Bleeding by 1 step adds 1 more hit per round. Increasing maneuver penalties a single step means increases those penalties by 5 (i.e. -25 becomes -30).

Note 3: Only a single instance of the *Improved Critical* spell may be active at one time.

Note 4: The *Multi-Strike* spells require 100% activity to perform the strikes, regardless of how many attacks the character actually makes in a round.

CRYSTAL WAYS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|------------|--------|------|
| 1) | Create Crystal | Self | 10 min/lvl | Touch | F |
| 2) | Crystal Light | 1 crystal | 10 min/lvl | Touch | U |
| 3) | Minor Crystal Focus | 1 crystal | P | Touch | F |
| 4) | Shard | 1 target | -- | 5'/lvl | Fd |
| 5) | Crystal Ears | 10' R | 1 min/lvl | 100' | U |
| 6) | Lesser Crystal Focus | 1 crystal | P | Touch | F |
| 7) | Crystal Eyes | 10' R | 1 min/lvl | 100' | U |
| 8) | Shard II | 1 target | -- | 5'/lvl | Fd |
| 9) | Crystal Rune | 1 crystal | P | Touch | F |
| 10) | Sever Crystal Link | Self | P | Self | F |
| 11) | Greater Crystal Focus | 1 crystal | P | Touch | F |
| 12) | Crystal Vision | Self | 1 min/lvl | Self | U |
| 13) | Crystal Rune II | 1 crystal | P | Touch | F |
| 14) | Shard III | 1 target | -- | 5'/lvl | Fd |
| 15) | Create Crystal II | Self | 1 hr/lvl | Touch | F |
| 16) | Major Crystal Focus | 1 crystal | P | Touch | F |
| 17) | Shard IV | 1 target | -- | 5'/lvl | Fd |
| 18) | Crystal Vision True | Self | 1 min/lvl | Self | U |
| 19) | Shard True | 1 target | -- | 5'/lvl | Fd |
| 20) | Create Crystal True | Self | P | Touch | F |
| 25) | Crystal Rune True | 1 crystal | P | Touch | F |
| 30) | Lord Crystal Focus | 1 crystal | P | Touch | F |
| 50) | Crystal Focus True | 1 crystal | P | Touch | F |

- Create Crystal** — Caster creates a small crystal that may be used with other spells on this list. At the end of the duration, the crystal will turn black and crumble to dust. The created crystal has a maximum size of about 3" long and about 1/2" in diameter, and is pointed at both ends.
- Crystal Light** — Causes a crystal to glow, illuminating up to a 50' radius. The caster may spend one round in concentration to adjust the illumination
- Minor Crystal Focus** — Caster enchants ones of his created crystals to use as a focus for casting other spells. This grants him a +5 to all spell casting for the caster, it will not work for anybody else. If the crystal is one that the caster created, its duration is changed to permanent. This is a personal bond to the crystal, and the caster may not have more than 1 crystal focus in existence at a time.
- Shard** — The caster causes a crystal to shoot forth from his palm. It attacks on the Shock Bolt table and does Puncture criticals.
- Crystal Ears** — Caster attunes himself so that he can move his point of hearing to any one crystal within the range of this spell. Caster may split his hearing between both his own location and that of the crystal with a -30 modifier to all hearing-based perception rolls.
- Lesser Crystal Focus** — As *Minor Crystal Focus*, except that it increases the bonus to casting to +10 and the crystal is also a +1 PP Adder; supplying 1 PP to every spell cast. No matter the level of the spell, the cast must always supply at least 1 PP for the spell being cast.
- Crystal Eyes** — As *Crystal Ears*, except that the cast moves his point of vision to a crystal within range.
- Shard II** — As *Shard*, except that it uses the *Water Bolt* attack tables.

- Crystal Rune** — Caster is able to imbed a spell within a crystal. The spell to be imbedded must be cast within 1 minute of this spell. The imbedded may be later cast as an instantaneous spell. Once used, the crystal will turn black and crumble to dust. Using the crystal is the same as using any normal rune. If the crystal's duration runs out and it crumbles before the rune is used, the imbedded spell is lost.
- Sever Crystal Link** — Caster severs his link to his crystal focus. The crystal will then turn black and crumble to dust.
- Greater Crystal Focus** — As *Lesser Crystal Focus*, except that the bonus to spell casting is raised to +15.
- Crystal Vision** — Caster's eyes become faceted like a crystal. For the duration, the caster can see invisible, see the power of active spells as if they were auras, see illusions as ghostly shapes, and see as well at night as he can in the day. He has a 270 degree field of vision, but his vision is limited to 100'.
- Crystal Rune II** — As *Crystal Rune*, except that the rune may be used twice before the crystal crumbles to dust.
- Shard III** — As *Shard*, except that it uses the *Ice Bolt* attack tables.
- Create Crystal II** — As *Create Crystal*, except for the duration.
- Major Crystal Focus** — As *Lesser Crystal Focus*, except that the bonus to spell casting is raised to +20, and the crystal is also a +2 PP Adder.
- Shard IV** — As *Shard*, except that it uses the *Fire Bolt* attack tables.
- Crystal Vision True** — As *Crystal Vision*, except that his vision is limited to 200'.
- Shard True** — As *Shard*, except that it uses the *Lightning Bolt* attack tables.
- Create Crystal True** — As *Create Crystal*, except for the duration.
- Crystal Rune True** — As *Crystal Rune*, except that the crystal may be used up to 5 times before it crumbles to dust.
- Lord Crystal Focus** — As *Lesser Crystal Focus*, except that the bonus to spell casting is raised to +25, and the crystal is also a +3 PP Adder.
- Crystal Focus True** — As *Lesser Crystal Focus*, except that the bonus to spell casting is raised to +30, and the crystal is also a +3 PP Adder.



DISGUISE MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-------------------|-------------------|------------|-------|------|
| 1) | Study Disguise | caster | -- | 500' | I |
| 2) | Light Glamour | 1 object | 1 day/lvl | touch | P |
| 3) | Facade I | caster | 1 hour/lvl | self | P |
| 4) | Shadow Assassin | caster | varies | self | P |
| 5) | Misfeel Kind o | caster | C | self | P |
| 6) | Facade II | caster | 1 hour/lvl | self | P |
| 7) | Disguise I | caster | 10 min/lvl | self | U |
| 8) | Unknown Assassin | caster | varies | self | P |
| 9) | Facade III | caster | 1 hour/lvl | self | P |
| 10) | Disguise II | caster | 10 min/lvl | self | U |
| 11) | Misfeel Calling o | caster | C | self | P |
| 12) | Mind Tongue | caster + 1 target | C | 20' | Fm |
| 13) | Disguise III | caster | 10 min/lvl | self | U |
| 14) | Facade V | caster | 1 hour/lvl | self | P |
| 15) | Misfeel Power o | caster | C | self | P |
| 16) | Disguise IV | caster | 10 min/lvl | self | U |
| 17) | Unpresence | caster | C | self | P |
| 18) | False Assassin | caster | varies | self | P |
| 19) | Disguise V | caster | 10 min/lvl | self | U |
| 20) | Misfeel o | caster | C | self | P |
| 25) | Nondetect | caster | C | self | P |
| 30) | Misfeel True o | caster | 10 min/lvl | self | P |
| 50) | Disguise Mastery | caster | varies | self | U |

1. Study Disguise — Caster studies a person for use with disguise spells later on this list. The caster can only have as many disguises studied as he has levels.

2. Light Glamour — Changes the visual appearance of one object. The target of the spell must be no larger than 10 pounds per level of the caster.

3. Facade I — Caster has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the caster moves.

4. Shadow Assassin — All deeds performed (while this spell is active) are “shadowed” to divination spells. For the purposes of a divination spell, the information gained about the caster will be shrouded in shadows. For example, a *Death’s Memory* cast on the scene of a murder might reveal a shadowy figure performing the deeds (but no details about the identity of the figure).

5. Misfeel Kind — For the purposes of mental or magical detections, the caster appears to be of any race he chooses (racial type must be selected at the time of casting).

6. Facade II — As *Facade I*, except one extra sense is added.

7. Disguise I — Caster physically changes to take on the form and visual appearance of any one studied person. This is strictly a physical change. The caster must already have cast a *Study Disguise* on this person.

8. Unknown Assassin — As *Shadow Assassin*, except absolutely no information about the caster 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 assassin).

9. Facade III — As *Facade I*, except two extra senses are added.

10. Disguise II — As *Disguise I*, except caster also takes on the vocal characteristics (i.e., he sounds like the person).

11. Misfeel Calling — As *Misfeel Kind*, except caster appears to be of any profession he chooses.

12. Mind Tongue — Caster may mentally speak with one target; to the target it will seem as if they are communicating normally (i.e., verbally).

13. Disguise III — As *Disguise II*, except caster also takes on the obvious mannerisms of the person. For example, if the person was left-handed, the caster is left-handed; if the person has a limp, the caster will have a limp.

14. Facade V — As *Facade I*, except all senses are included.

15. Misfeel Power — As *Misfeel Kind*, except caster appears to be of any level he chooses (ranging from first level to twice his actual level).

16. Disguise VI — As *Disguise III*, except caster also takes on subtle mannerisms of the person. This makes him virtually undetectable to all but the closest of associates.

17. Unpresence — As *Misfeel Kind*, except caster appears to have no presence (for presence detecting spells).

18. False Assassin — As *Shadow Assassin*, except all deeds performed while this spell is active will appear as if the currently studied patsy is performing them (see *Study Patsy* on *Assassination Mastery*).

19. Disguise V — As *Disguise IV*, except even very subtle mannerisms are gained.

20. Misfeel — As all of the *Misfeel* spells on this list at the same time.

25. Nondetect — Caster and objects on his person cannot be detected by any Detect... spells.

30. Misfeel True — As *Misfeel*, except caster need not concentrate.

50. Disguise Mastery — Caster may use any lower level spell on this list, one per round.

Note 1: Spells marked with an “o” next to their name on the table require no PP expenditure to use.

ESCAPES

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------|----------------|------------|-------|------|
| 1) | Locklore | 1 lock | -- | touch | I |
| 2) | Unlock I | 1 lock | -- | touch | U |
| 3) | Ungag | varies | -- | touch | U |
| 4) | Leave Item I | 1 object | -- | 50' | U |
| 5) | Unlock II | 1 lock | -- | touch | U |
| 6) | Untie | varies | -- | touch | U |
| 7) | Minor Long Door | caster | -- | self | U |
| 8) | Unlock III | 1 lock | -- | touch | U |
| 9) | Unbind | varies | -- | touch | U |
| 10) | Leaving I | caster | -- | self | U |
| 11) | Passing | caster | 1 min/lvl | self | U |
| 12) | Item Long Door | 1 object | -- | 50' | U |
| 13) | Unlock IV | 1 lock | -- | touch | U |
| 14) | Long Door I | caster | -- | self | U |
| 15) | Unbind True | varies | -- | touch | U |
| 16) | Leaving II | caster | -- | self | U |
| 17) | | | | | |
| 18) | Flattening | caster | 10 min/lvl | self | U |
| 19) | Long Door II | caster | -- | self | U |
| 20) | Passing true | caster | 1 min/lvl | self | U |
| 25) | Portal | 3'x6'x3' | 1 rnd/lvl | touch | U |
| 30) | Unlock True | 5' R/lvl | -- | self | U |
| 50) | Teleport I | caster | -- | self | U |

1. **Locklore** — Gives the caster a special +20 bonus for picking the lock analyzed. If the caster describes the information gained from this spell to another person, that person will get a special +10 bonus to picking the lock analyzed.
2. **Unlock I** — This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are open-ended, and the sophistication of the lock may modify the roll.
3. **Ungag** — Any minor covering on the head of the caster made of organic material is loosened. This includes any gags or blindfolds.
4. **Leave Item** — Caster “teleports” a single, inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.
5. **Unlock II** — As *Unlock I*, except has a 50% chance of opening the lock (and an 8% chance of setting off traps).
6. **Untie** — Any ropes (or similar bindings) that are binding the caster are untied. Note that this spell will suffer the standard penalty for the caster not having a free hand (if the caster's hands have been tied).
7. **Minor Long Door** — Caster is teleported to a point up to 50' away. The caster can pass through objects by specifying the exact distance and direction to be traveled. If the arrival point coincides with solid or liquid material, the caster does not move. Instead, he is stunned for 1-10 rounds (the PPs are still spent for this spell).
8. **Unlock III** — As *Unlock I*, except has a 70% chance of opening the lock (and a 6% chance of setting off traps).
9. **Unbind** — Each lock/shackle binding the caster has a 75% chance of opening (modified by the sophistication of the lock).

10. **Leaving I** — The caster teleports to a location up to 100' away. There can be no intervening barriers between the caster and the point. A barrier is defined as anything the caster could not physically go through (e.g., a closed door is a barrier, a pit is not).
11. **Passing** — Caster can pass through any inanimate material at the rate of 5' per minute.
12. **Long Door Item I** — As *Leave Item*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster loses the PPs for the spell).
13. **Unlock IV** — As *Unlock I*, except has a 90% chance of opening the lock (and a 4% chance of setting off traps).
14. **Long Door I** — As *Minor Long Door*, except caster can move 100'.
15. **Unbind True** — As *Unbind*, except will also work on fixed shackles (i.e., those that have been riveted shut).
16. **Leaving II** — As *Leaving I*, except caster can move 200'.
18. **Flattening** — Caster is flattened on his side until he has only two dimensions. Thus, he can slide through cracks (and cannot be seen from the side).
19. **Long Door II** — As *Minor Long Door*, except caster can move 200'.
20. **Passing True** — As *Passing*, except rate is 10' per minute.
25. **Portal** — Opens a 3' x 6' x 3' portal in any solid surface. At the end of the duration, the surface is returned to its previous state. If anyone is in the area of effect when the spell effect ends, he is forced back to his point of entry.
30. **Unlock True** — As *Unlock III*, except affects all locks in the area of effect.
50. **Teleport I** — As *Minor Long Door*, except movement range is 10 miles per level. This can be very risky depending on the caster's familiarity with the destination's locale. The following chances for failure exist: Never seen the place (but has had described) = 50%; been briefly (one hour or less) = 25%; Studied (been in for 24 hours) = 10%; Studied carefully (7 days) = 1%; Lived in (for at least one year) = 0.01%. The amount of error is then determined by making a d100 (open-ended) to determine the number of feet (determine the direction of error randomly).

Note 1: Each lock and trap is rated according to the difficulty in unlocking/disarming it. The standard difficulty modifiers apply: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (at least -70). Some suggested difficulty modifiers are: Simple Shackle Lock (Easy), Padlock (Medium to Hard), Tumbler Luck (Hard to Extremely Hard), Double Key Tumbler (Sheer Folly).

Note 2: If a spell (e.g., *Unlock I*) is used to attempt to unlock/disarm a device, the chance of the spell successfully operating the lock is modified by half of the modifier given above.

GATHERING SECRETS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|----------------------|----------------|---------------|----------|------|
| 1) | Copy I | varies | 1 min/lvl (C) | varies | U |
| 2) | Listen | caster | 1 rnd/lvl (C) | 10'/lvl | U |
| 3) | Duplicate I | varies | 1 min. (C) | touch | P |
| 4) | Sensory Marker | caster | P | touch | U |
| 5) | Copy II | varies | 1 min/lvl (C) | varies | U |
| 6) | Far Sense I | caster | 1 min/lvl (C) | 10'/lvl | U |
| 7) | Locate Evidence I | caster | -- | 500'/lvl | I |
| 8) | Watch | caster | 1 rnd/lvl (C) | 10'/lvl | U |
| 9) | Duplicate II | varies | 1 min. (C) | touch | P |
| 10) | Copy III | varies | 1 min/lvl (C) | varies | U |
| 11) | Far Sense II | caster | 1 min/lvl (C) | 10'/lvl | U |
| 12) | Woodsight | caster | C | self | U |
| 13) | Locate Evidence II | caster | -- | 500'/lvl | I |
| 14) | Duplicate III | varies | 1 min. (C) | touch | P |
| 15) | Copy IV | varies | 1 min/lvl (C) | varies | U |
| 16) | Greater Far Sense I | caster | 1 min/lvl (C) | 10'/lvl | U |
| 17) | Stonesight | caster | C | self | U |
| 18) | Locate Evidence III | caster | -- | 500'/lvl | I |
| 19) | Greater Far Sense II | caster | 1 min/lvl (C) | 10'/lvl | U |
| 20) | Ironsight | caster | C | self | U |
| 25) | Long Far Sense I | caster | 1 min/lvl (C) | 100'/lvl | U |
| 30) | Copy V | varies | 1 min/lvl (C) | varies | U |
| 50) | Copy True | varies | 1 min/lvl | varies | U |

1. **Copy I** — This spell copies a document that the caster is examining. The caster merely concentrates and touches the document with one hand and a blank sheet with his other hand. The copy is not exact (i.e., not a forgery). Note that the caster does not have to be able to read the document. Alternatively, this spell can transcribe (in black and white) one scene that he is viewing onto a page. The process occurs at the rate of 1 minute per page or scene.
2. **Listen** — The caster can pick a point up to 10' away and he will hear as if he were at that point (there can be intervening barriers such as walls).
3. **Duplicate I** — This spell makes a hardened clay copy of a small, 3-dimensional object (up to 6" x 6" x 6"). This spell requires that the caster have enough clay to make the copy (at a one to one scale). The clay must start off soft (the spell will harden it). This process requires one minute of concentration.
4. **Sensory Marker** — One location is "marked" so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell (if the marker is within the range of the *Far Sense* spell). A marker can be placed on any inanimate object. The caster can only have as many markers as he has levels.
5. **Copy II** — As *Copy I*, except copies 1 page/scene every 4 rounds.
6. **Far Sense I** — Caster may designate any one of his senses to be used at a "marked" location within range (see *Sensory Marker*). The caster can use his normal Perception skills/abilities he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point may be rotated to face any direction. While he is sensing at the marked location, the caster must remain immobile and concentrate.

7. **Locate Evidence I** — After casting this spell, the caster will know what (if any) evidence exists within the range with would implicate the currently studied patsy if found at the scene of the crime (see *Study Patsy* on the *Assassination Mastery* list). The evidence (if any exists) will be circumstantial, but will imply that the patsy was at the scene when a crime occurred. This spell provides only the direction, distance, and description of the piece of evidence. It does not provide any details as to why the patsy will be implicated by this evidence.
8. **Watch** — As *Listen*, except caster sees from the fixed point (it can rotate).
9. **Duplicate II** — As *Duplicate I*, except will work on objects up to 3' x 3' x 3' in size.
10. **Copy III** — As *Copy I*, except copies 1 page/scene per 2 rounds.
11. **Far Sense II** — As *Far Sense I*, except caster may designate up to two senses at the marked location.
12. **Woodsight** — Caster can see through wood (up to 1" per level).
13. **Locate Evidence II** — As *Locate Evidence I*, except two pieces of evidence are located and the evidence will be incriminating (i.e., not just circumstantial).
14. **Duplicate III** — As *Duplicate I*, except will work on objects up to 6' x 6' x 6' in size.
15. **Copy IV** — As *Copy I*, except copies 1 page/scene per round.
16. **Greater Far Sense I** — As *Far Sense I*, except caster can move while the spell is active (though he must maintain concentration).
17. **Stonesight** — As *Woodsight*, except caster sees through stone.
18. **Locate Evidence III** — As *Locate Evidence I*, except three pieces of evidence are located and the evidence will "prove" that the patsy is guilty.
19. **Greater Far Sense II** — As *Far Sense II*, except caster can move while the spell is active (though he must maintain concentration).
20. **Ironsight** — As *Woodsight*, except caster can see through iron (or steel).
25. **Long Far Sense I** — As *Far Sense I*, except for range.
30. **Copy V** — As *Copy I*, except copies 2 page/scene per round.
50. **Copy True** — As *Copy I*, except will copy any bound volume onto a equal number of pages (not necessarily bound). Also, the caster need not examine the material (he simply casts the spell and then he can leave the spell running). The spell will copy pages at the rate of 5 pages per round (and will even copy color images).

HEALING

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------------|----------------|-----------|-------|------|
| 1) | Heal | self | P | self | Hs |
| 2) | Clotting | self | P | self | Hs |
| 3) | Stun Relief * | self | - | self | Hs |
| 4) | Heal III | self | P | self | Hs |
| 5) | Cut Repair | self | P | self | Hs |
| 6) | Lssr. Fract. Repair | self | P | self | Hs |
| 7) | Mnr. Motive Repair | self | P | self | Hs |
| 8) | Cut Repair III | self | P | self | Hs |
| 9) | Stun Relief III | self | - | self | Hs |
| 10) | Heal V | self | P | self | Hs |
| 11) | Repair Vessel | self | P | self | Hs |
| 12) | Lssr. Nerve/Org. Rep. | self | P | self | Hs |
| 13) | Self Keeping * | self | varies | self | Hs |
| 14) | Grtr. Fracture Repair | self | P | self | Hs |
| 15) | Major Motive Repair | self | P | self | Hs |
| 16) | Stun Relief V* | self | - | self | Hs |
| 17) | Heal X | self | P | self | Hs |
| 18) | Repair Vessel True | self | P | self | Hs |
| 19) | Grtr. Nerve/Org. Rep. | self | P | self | Hs |
| 20) | Heal True | self | P | self | Hs |
| 25) | Regenerate Limb | self | P (C) | self | Hs |
| 30) | Nerve/Organ Regen. | self | P | self | Hs |
| 50) | Regeneration True | self | 1 rnd/lvl | self | Hs |

1. **Heal** — Caster heals 1d10 hits of damage.
2. **Clotting** — The caster can stop the bleeding on a wound that is bleeding at a rate of 1 hit per round. The target may not move for an hour or the bleeding will restart.
3. **Stun Relief** — The target is relieved of one round of accumulated stun.
4. **Heal III** — As *Heal*, except that 3d10 hits are healed.
5. **Cut Repair** — The caster can stop bleeding from one wound that is bleeding at a rate of 1 hit per round.
6. **Lesser Fracture Repair** — The caster can accelerate the healing of one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 24 hours.
7. **Minor Motive Repair** — The caster can repair (not replace or regrow) one damaged muscle or tendon. Recovery time is 24 hours.
8. **Cut Repair III** — As *Cut Repair*, except that it stops 3 points of bleeding.
9. **Stun Relief III** — As *Stun Relief*, except it relieves 3 rounds of stun.
10. **Heal V** — As *Heal*, except that 5d10 hits are healed.
11. **Repair Vessel** — As *Cut Repair III*, except that it will heal a wound that is bleeding up to 5 hits per round.
12. **Lesser Nerve/Organ Repair** — The caster can repair (not replace or regrow) minor nerve or organ damage (except brain). Recovery time is 1d10 days.
13. **Self Keeping** — Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.
14. **Greater Fracture Repair** — As *Lesser Fracture Repair*, except that it can also repair compound fractures and shattered bones. Recovery time is 24 hours.

15. **Major Motive Repair** — As *Minor Motive Repair*, except that it can regrow missing or destroyed muscles or tendons. Recovery time is 24 hours.

16. **Stun Relief V** — As *Stun Relief III*, except that 5 rounds of stun are removed.

17. **Heal X** — As *Heal I*, except that 10d10 hits are healed.

18. **Repair Vessel True** — As *Repair Vessel*, except that any amount of bleeding is stopped and healed.

19. **Greater Nerve/Organ Repair** — As *Lesser Nerve/Organ Repair*, except that it repairs major damage.

20. **Heal True** — As *Heal V*, except all hit damage is healed.

25. **Regenerate Limb** — Caster will regenerate missing limbs over the course of 10-100 days (depending upon how much of limb is actually missing). This requires the caster to spend a minimum of 2 hours per day concentrating on this spell until the limb is fully regrown.

30. **Nerve/Organ Regeneration** — This spell works in conjunction with *Self Keeping* to regenerate any organs or nerves (except for the brain) that are completely destroyed.

50. **Regeneration True** — As *Nerve/Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

Note 1: *Stun Relief* removes 1 or more rounds of stun from the total number that is affecting the target. This does not allow the character to have 1 or more rounds of normal action before the stun resumes, it removes the worst stuns from the overall duration and the rest still apply immediately.



MISDIRECTIONS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|---------------------|----------------|---------------|---------|------|
| 1) | False Credentials | 1 target | 1 min/lvl | 50' | Fm |
| 2) | Unseen I | 1 object | 24 hours | touch | U |
| 3) | Eyewitness III | 3 targets | 1 min/lvl | 100' | Fm |
| 4) | Cloaking III | 3 targets | 1 min/lvl (C) | 10'/lvl | Fm |
| 5) | Misleading I | 1 target | 1 min/10 fail | 100' | Fm |
| 6) | Unseen II | 2 objects | 24 hours | touch | U |
| 7) | Cloaking V | 5 targets | 1 min/lvl (C) | 10'/lvl | Fm |
| 8) | Eyewitness V | 5 targets | 1 min/lvl | 100' | Fm |
| 9) | Cloaking Sphere I | 10' R | C | self | Fm |
| 10) | Misleading III | 1 target | 1 min/10 fail | 100' | Fm |
| 11) | Cloaking X | 10 targets | 1 min/lvl (C) | 10'/lvl | Fm |
| 12) | Displacement I | caster | 1 min/lvl | self | U |
| 13) | Eyewitness X | 10 targets | 1 min/lvl | 100' | Fm |
| 14) | Cloaking Sphere II | 20' R | C | self | Fm |
| 15) | Misleading V | 1 target | 1 min/10 fail | 100' | Fm |
| 16) | Cloaking XX | 20 targets | 1 min/lvl (C) | 10'/lvl | Fm |
| 17) | | | | | |
| 18) | Mass Eyewitness | 1 target/lvl | 1 min/lvl | 100' | Fm |
| 19) | Cloaking Sphere III | 30' R | C | self | Fm |
| 20) | Misleading True | 1 target | 1 min/10 fail | 100' | Fm |
| 25) | Displacement II | caster | 1 min/lvl | self | U |
| 30) | True Cloaking | 1 target/lvl | 1 min/lvl (C) | varies | Fm |
| 50) | Eyewitness True | varies | 1 min/lvl | special | Fm |

- False Credentials** — [RR Mod: -20] Target will think that the caster has the proper credentials for the current situation (this could include passwords or documents).
- Unseen I** — One object (e.g., 1 garment, 1 naked body, or 1 weapon) is made invisible. The object will remain invisible until 24 hours pass, or the object is struck by a violent blow (being hit by a weapon, falling, etc.), or the object makes a violent move (i.e., an attack).
- Eyewitness III** — [RR Mod: -20] Up to three targets will incorrectly identify the caster as someone else (all three will describe the caster in the same fashion).
- Cloaking III** — [RR Mod: -50] The caster is invisible to the targets of this spell. Others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers based upon the action the caster takes). If the caster attacks the target, he may make another RR with a special +50 modifier. If the caster begins to concentrate, he can extend the duration of this spell indefinitely (as long as he can concentrate).
- Misleading I** — The target's perception is skewed for the duration of the spell. All maneuvers involving the Perception skill receive a special modification of -10 (this applies to orientation rolls as well).
- Unseen II** — As *Unseen I*, except affects two objects.
- Cloaking V** — As *Cloaking III*, except affects 5 targets.
- Eyewitness V** — As *Eyewitness III*, except affects 5 targets.
- Cloaking Sphere I** — [RR Mod: -50] As *Cloaking III*, except every target in the area of effect must make a RR (one BAR per round for all targets). Once a target makes a successful RR, he need not make another against this spell.
- Misleading III** — As *Misleading I*, except the modifier is -30.

- Cloaking X** — As *Cloaking III*, except affects 10 targets.
- Displacement I** — Caster appears to be offset from where he really is. All attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.
- Eyewitness X** — As *Eyewitness III*, except affects 10 targets.
- Cloaking Sphere II** — As *Cloaking Sphere I*, except for area of effect.
- Misleading V** — As *Misleading I*, except the modifier is -50.
- Cloaking XX** — As *Cloaking III*, except affects 20 targets.
- Mass Eyewitness** — As *Eyewitness III*, except affects 1 target per level of the caster.
- Cloaking Sphere III** — As *Cloaking Sphere I*, except for area of effect.
- Misleading True** — As *Misleading I*, except the modifier is -100.
- Displacement II** — As *Displacement I*, except base chance of missing is 20%.
- True Cloaking** — As *Cloaking I*, except the caster can affect as many targets as he has levels and the range is only limited to the caster's field of vision.
- Eyewitness True** — [RR Mod: -50] As *Eyewitness III*, except affects everyone who sees the caster.

Note 1: Many of these spells affect a target(s) perception of a situation. The duration for the spell is how long they will incorrectly perceive the situation. At the end of the duration, if the situation has ended, the target will remember the situation incorrectly (as that was how he perceived it).

Note 2: If the caster has a currently studied patsy (see the *Study Patsy* spell on the *Assassination Mastery* list), all *Eyewitness* spells may cause the targets to perceive the caster as the patsy (the caster can choose whether to be seen as the patsy or not).

MOVEMENT ENHANCEMENT

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-----------------|----------------|------------|-------|------|
| 1) | Longjump I * | self | - | self | U |
| 2) | Landing * | self | varies | self | U |
| 3) | Traction | self | 10 min/lvl | self | U |
| 4) | Silent Movement | self | 10 min/lvl | self | U |
| 5) | Balance I * | self | 1 rnd/lvl | self | U |
| 6) | Flight I | self | 10 min/lvl | self | U |
| 7) | Longjump II * | self | - | self | U |
| 8) | Landing True * | self | varies | self | U |
| 9) | Swim I | self | 10 min/lvl | self | U |
| 10) | Balance II * | self | 1 rnd/lvl | self | U |
| 11) | Flight II | self | 10 min/lvl | self | U |
| 12) | Swim II | self | 10 min/lvl | self | U |
| 13) | Longjump III * | self | - | self | U |
| 14) | No Trace | self | 10 min/lvl | self | U |
| 15) | Swim III | self | 10 min/lvl | self | U |
| 16) | Balance III * | self | 1 rnd/lvl | self | U |
| 17) | Flight III | self | 10 min/lvl | self | U |
| 18) | Swim IV | self | 10 min/lvl | self | U |
| 19) | Longjump IV * | self | - | self | U |
| 20) | Balance True | self | 1 rnd/lvl | self | U |
| 25) | Lord Flight | 1 target/lvl | 1 rnd/lvl | 100' | U |
| 30) | Lord Balance | 1 target/lvl | 1 rnd/lvl | 100' | U |
| 50) | Movement True | self | 1 rnd/lvl | self | U |

1. **Longjump I** — Allows the caster to jump, from any pace, up to a distance of 50' and/or a height of 25'. This spell also includes a safe landing from the jump.
2. **Landing** — Allows the caster to land safely in a fall of up to 20'/lvl, and to take that distance off the severity of any longer falls.
3. **Traction** — Caster can run on even, unstable surfaces (i.e. sand, ice, etc.. or uneven surfaces (i.e. rocky, pitted ground) as they would on a hard, stable surface.
4. **Silent Movement** — The caster is able to cloak all of his movements in utter silence. Intentionally making a noise (i.e. talking, will cancel the spell.
5. **Balance I** — Allows the caster to gain a +50 to all balance-related maneuvers performed at a walking pace or less.
6. **Flight I** — Caster is able to fly at a rate equal to half of his Base Movement Rate (BMR).

7. **Longjump II** — As *Longjump I*, except that the distances are 75' laterally and 35' vertically.
8. **Landing True** — As *Landing*, except that the distance is 50'/lvl of the caster.
9. **Swim I** — Caster is able to swim at a speed equal to his BMR. Caster can also breathe both air and water for the duration.
10. **Balance II** — As *Balance I*, except that the caster may be moving at up to 2x his normal BMR.
11. **Flight II** — As *Flight I*, except that the caster may fly at the same speed as his BMR.
12. **Swim II** — As *Swim I*, except that the caster may swim at a speed equal to 2x his BMR.
13. **Longjump III** — As *Longjump I*, except that the distances are 100' laterally and 50' vertically.
14. **No Trace** — Caster is able to move without leaving any trace of his passage. No physical tracks or signs, no scent, nothing that would allow anybody to know that he passed that way. Deliberately leaving any sort of sign will negate the effects of the spell.
15. **Swim III** — As *Swim I*, except that the caster may swim at a speed equal to 3x his BMR.
16. **Balance III** — As *Balance I*, except that the caster may be moving at up to 3x his normal BMR.
17. **Flight III** — As *Flight I*, except that the caster may fly at 2x his BMR.
18. **Swim IV** — As *Swim I*, except that the caster may swim at a speed equal to 4x his BMR.
19. **Longjump IV** — As *Longjump I*, except that the distances are 150' laterally and 75' vertically.
20. **Balance True** — As *Balance I*, except that the caster may be moving at any pace.
25. **Lord Flight** — As *Flight I*, except that the target(s) may fly at 3x the caster's BMR.
30. **Lord Balance** — As *Balance I*, except that the target(s) may be moving at any pace.
50. **Movement True** — Caster may freely use any lower level spell from this list each round.



PATH FINDING

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------------|----------------|----------------|-------|------|
| 1) | Compass | caster | - | self | I |
| 2) | Path Tale | caster | C | self | I |
| 3) | Clear Path | 5' R | 10 min/lvl | self | F |
| 4) | Hazard Sense | 50' R | 10 min/lvl | self | I |
| 5) | Path Finding I | caster | - | self | I |
| 6) | Path Sight I | caster | C | self | I |
| 7) | Destination Sense | caster | 10 min/lvl (C) | self | I |
| 8) | Make Path | 5' R | 10 min/lvl | self | F |
| 9) | Path Finding V | caster | - | self | I |
| 10) | Bridge | 10'x50' | 1 min/lvl | 10' | F |
| 11) | Greater Hazard Sense | 100' R | 10 min/lvl | self | I |
| 12) | Greater Path Tale | caster | C | self | I |
| 13) | Path Finding X | caster | - | self | I |
| 14) | Greater Make Path | 10' R | 10 min/lvl | self | F |
| 15) | Path Sight II | caster | C | self | I |
| 16) | Destination Sense True | caster | 10 min/lvl | self | I |
| 17) | Path Finding XV | caster | - | self | I |
| 18) | Hazard Sense True | 300' R | 10 min/lvl | self | I |
| 19) | Bridge True | 10' x 10'/lvl | 10 min/lvl | 10' | F |
| 20) | Path Finding True | caster | - | self | I |
| 25) | Make Path True | 10' R | P | self | F |
| 30) | Path Sight True | caster | C | self | I |
| 50) | Path Master | caster | 1 hr/lvl | self | F |

- 1. Compass** — Caster knows which direction is magnetic north.
- 2. Path Tale** — Caster acquires visual image of any user(s) of a given path, up to 1 hour in the past per level of caster. The vision is centered on the same point of the path that the caster is occupying.
- 3. Clear Path** — As the caster walks the path, the leading edge of the radius will clear the path of minor obstructions, even if overgrown. At the end of the duration, everything is returned to how it was originally.
- 4. Hazard Sense** — Caster is able to detect any danger (e.g. trap, ambush, natural danger, etc.) within the radius. Caster is not aware of the nature of the danger or how far away it is, only that it exists, and the general direction that it is in.
- 5. Path Finding I** — Caster learns the location(s) of any path(s) within 1 mile. This spell reveals the nearest point on the path, but not its course.
- 6. Path Sight I** — Caster may send his point of vision down any one path within 10'. He is able to move his point of vision along the path for up to 10 miles. His vision may move at a rate of 50 mph (75'/rnd). He is able to stop and rotate his point of vision at any spot along the path, but it cannot leave the path.
- 7. Destination Sense** — Caster must spend one minute concentrating on a goal/destination. Afterwards, for the duration of the spell, the caster will, when concentrating, know in which direction that goal or destination is in and feel a pull towards it. The goal or destination must be a person, place, or thing that the caster is very familiar with. The following chances for failing exist: Never seen goal (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) = 1%; Lived in (1 yr) = .01 %. Failure means that the caster either cannot find the goal or that he heads in a completely wrong direction.

- 8. Make Path** — As the caster moves, the leading edge of the radius of this spell will open a trail before him, wide enough for a single person. Like the spell, *Clear Path*, this spell will move small obstacles from the path, or go around them. At the end of the duration, the path will close up, reverting to the form it had prior to being touched by this spell.
- 9. Path Finding V** — As *Path Finding I*, except that the spell will locate all paths within a 5 miles radius.
- 10. Bridge** — Caster creates a smoky crystalline bridge up to 10' wide by 50' long over an obstacle like a river or a chasm. This bridge will support up to 100 lbs of weight per level of the caster. It dissolves when its duration expires.
- 11. Greater Hazard Sense** — As *Hazard Sense*, except that the caster also learns distance and general nature (e.g. natural danger, trap, ambush) of the danger.
- 12. Greater Path Tale** — As *Path Tale*, except that the caster also hears any noises or sounds made at the same time as the visions.
- 13. Path Finding X** — As *Path Finding I*, except that it finds all paths within 10 miles.
- 14. Greater Make Path** — As *Make Path*, except that the path can be up to 10' wide if the caster desires it.
- 15. Path Sight II** — As *Path Sight*, except that maximum distance that a caster may send him point of vision is 100 miles, and his point of vision will travel at a rate of 100 mph (150'/rnd).
- 16. Destination Sense True** — As *Destination Sense*, except that the caster need not concentrate to know the direction or feel the pull of his goal or destination.
- 17. Path Finding XV** — As *Path Finding I*, except that it finds all paths within 15 miles.
- 18. Hazard Sense True** — As *Greater Hazard Sense*, except that the caster also knows the exact nature of the danger (e.g. quicksand, or an ambush by 12 orcs, etc.)
- 19. Bridge True** — As *Bridge*, except for the overall distance that the bridge may span and the duration of the bridge.
- 20. Path Finding True** — As *Path Finding I*, except that it finds all paths within 1 mile per level of the caster.
- 25. Make Path True** — As *Greater Make Path*, except that the duration of the path is permanent.
- 30. Path Sight True** — As *Greater Path Sight*, except the maximum distance for the caster to move his point of vision is the end of the path being followed, and the speed at which he may move his point of vision is 200 mph (300'/rnd).
- 50. Path Master** — Caster is able to use any one lower level spell from this list each round.

PATHFINDER'S ARMS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------------|----------------|-----------|-------|------|
| 1) | Pathfinder's Arms I | piece of wood | P | touch | F |
| 2) | Hammering Blow | weapon | 1 rnd/lvl | self | F |
| 3) | Organic Weapons I | self | 1 hour | self | F |
| 4) | Armored Critical* | self | 1 min/lvl | self | U |
| 5) | Pathfinder's Arms II | weapon | P | touch | F |
| 6) | Savage Critical | self | 1 rnd/lvl | self | F |
| 7) | Unbalancing Strike I | weapon | 1 rnd/lvl | touch | F |
| 8) | Pathfinder's Arms III | Lesser Staff | P | touch | F |
| 9) | Organic Weapons II | self | 1 hour | self | F |
| 10) | Multi-Strike | self | 1 rnd/lvl | self | F |
| 11) | Nature's Impact I | weapon | 1 rnd/lvl | touch | F |
| 12) | Unbalancing Strike II | weapon | 1 rnd/lvl | touch | F |
| 13) | Hammering Blow True | self | 1 rnd/lvl | self | F |
| 14) | Armored Critical II* | self | 1 min/lvl | self | U |
| 15) | Pathfinder's Arms IV | weapon | P | touch | F |
| 16) | Organic Weapons III | self | 1 hour | self | F |
| 17) | Savage Critical II | self | 1 rnd/lvl | self | F |
| 18) | Nature's Impact II | weapon | 1 rnd/lvl | touch | F |
| 19) | Multi-Strike II | self | 1 rnd/lvl | self | F |
| 20) | Pathfinder's Arms V | weapon | P | touch | F |
| 25) | Organic Weapons IV | self | 1 hour | self | F |
| 30) | Lord Pathfinder's Arms | weapon | P | touch | F |
| 50) | Pathfinder's Arms True | weapon | P | touch | F |

1. **Pathfinder's Arms I** — Allows the caster to attune to a suitable piece of wood and to shape it, over the course of 8 hours, into a proper melee weapon. This creates a bond between the caster and his weapon that hardens and strengthens the wood as long as the caster is holding it. This has the effect of allowing the weapon, if in the form of a weapon normally made of metal, to be used without any sort of material based penalty. If the weapon is one normally made of wood, then it gains a +10 non-magical bonus from the strengthening caused by this spell. If the weapon would normally do Slash criticals, it does Crush criticals instead. The caster may only have one of these weapons at a time.
2. **Hammering Blow** — For the duration, any attack that delivers hits will do an addition +1 per level of the caster.
3. **Organic Weapons I** — With proper materials the caster may create 1 short bow, 1/2 long bow, 1/3 composite bow or cross-bow, 1 spear or javelin, 2 arrows or bolts, 1/3 of a shield, 1 weapon haft, etc. The process takes 1 hour. The weapon's basic OB modifier is -5 (non-magical). The spell may be cast additional times to either finish a partially completed item and/or to increase the weapon's OB modifier by +5 per casting (to a maximum of +5). Remember: the weapon's OB modifier is not magical.
4. **Armored Critical** — Caster is treated as if he were wearing a helm and greaves for the purpose of conditional damage received from criticals.
5. **Pathfinder's Arms II** — This spell enchants the weapon, from *Pathfinder's Arms I*, so that it has a +5 magical bonus, but only for the caster.
6. **Savage Critical** — Add +5 to all critical rolls made, within the duration, by the caster.
7. **Unbalancing Strike I** — For the duration, any attack that delivers a critical will also deliver an Unbalancing critical of one severity less than the original critical. The same roll is used for both criticals.

8. **Pathfinder's Arms III** — As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +10.

9. **Organic Weapons II** — As *Organic Weapons I*, except that the basic OB modifier is 0 and it may be increased to a maximum of +10.

10. **Multi-Strike** — The caster can make 2 attacks each round for the duration. Each attack receives a -50 modifier.

11. **Nature's Impact I** — For the duration, any attack that delivers a critical will also deliver an Impact critical of one severity less than the original critical. The same roll is used for both criticals.

12. **Unbalancing Strike II** — As *Unbalancing Strike I*, except that the critical is of equal severity.

13. **Hammering Blow True** — As *Hammer Strike*, except that it does an additional +2 hits per level of the caster.

14. **Armored Critical II** — As *Armored Critical*, except that the caster is always considered to be wearing the best possible armor against conditional damage regardless of his actual armor worn.

15. **Pathfinder's Arms IV** — As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +15.

16. **Organic Weapons III** — As *Organic Weapons I*, except that the basic OB modifier is +5 and it may be increased to a maximum of +15.

17. **Savage Critical II** — As *Savage Critical*, except that +10 is added to all critical rolls made by the caster.

18. **Nature's Impact II** — As *Nature's Impact I*, except that the critical is of equal severity.

19. **Multi-Strike II** — Caster is able to make 3 attacks per round with a -50 modifier OR make 2 attacks per round with a -25 modifier. Caster must decide which while casting the spell as he may not change back and forth from one to the other.

20. **Pathfinder's Arms V** — As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +20.

25. **Organic Weapons IV** — As *Organic Weapons I*, except that the basic OB modifier is +10 and it may be increased to a maximum of +20.

30. **Lord Pathfinder's Arms** — As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +25.

50. **Pathfinder's Arms True** — As *Pathfinder's Arms II*, except that the weapon's magical bonus is raised to +30.

Note 1: Conditional Damage is damage inflicted by a critical that is based on the type of armor worn.

Note 2: The Multi-Strike spells require 100% activity to perform the strikes, regardless of how many the character actually makes in a round.

PATHFINDER'S MOVEMENT

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-------------------|----------------|------------|-------|------|
| 1) | Longjump I * | caster | - | self | U |
| 2) | Landing * | caster | - | self | U |
| 3) | Traction | caster | 10 min/lvl | self | U |
| 4) | Silent Movement | caster | 10 min/lvl | self | U |
| 5) | Merging Organic | caster | 1 min/lvl | self | U |
| 6) | Traceless Passing | caster | C | self | U |
| 7) | Spider Climb | caster | 1 min/lvl | self | U |
| 8) | Merging | caster | 1 min/lvl | self | U |
| 9) | Passing I | caster | 1 min/lvl | self | U |
| 10) | Cling | caster | 1 min/lvl | self | U |
| 11) | Landing True * | caster | - | self | U |
| 12) | Greater Traction | caster | 10 min/lvl | self | U |
| 13) | No Trace | caster | C | self | U |
| 14) | Greater Merging | caster | 1 min/lvl | self | U |
| 15) | Greater Clinging | caster | 1 min/lvl | self | U |
| 16) | No Sense | caster | C | self | U |
| 17) | Passing II | caster | 1 min/lvl | self | U |
| 18) | | | | | |
| 19) | Traction True | caster | 10 min/lvl | self | U |
| 20) | Merging True | caster | 1 min/lvl | self | U |
| 25) | Clinging True | caster | 1 min/lvl | self | U |
| 30) | Passing True | caster | 1 min/lvl | self | U |
| 50) | Movement Mastery | caster | 1 min/lvl | self | U |

1. Longjump I — Allows the caster to jump, from any pace, up to a distance of 50' and/or a height of 25'. This spell also includes a safe landing from the jump.

2. Landing — Allows the caster to land safely in a fall of up to 20' /lvl, and to take that distance off the severity of any longer falls.

3. Traction — Caster can run on even, unstable surfaces (i.e. sand, ice, etc.) or uneven surfaces (i.e. rocky, pitted ground) as they would on a hard, stable surface.

4. Silent Movement — The caster is able to cloak all of his movements in utter silence. Intentionally making a noise (i.e. talking) will cancel the spell. This grants a +50 to appropriate Stealth maneuvers.

5. Merging Organic — Caster can merge into organic material (live or dead). While merged the caster cannot move or perceive. When the caster emerges from the material, he can emerge from any side or face of it. Caster cannot move "through" any material greater than his body with plus 2 feet. The caster may exit before the duration expires and forces him to exit.

6. Traceless Passing — Caster can walk without leaving any tracks or other visible signs of his passing.

7. Spider Climb — Caster may move along (half BMR - walking pace) any solid surface angled up to 90 degrees so long as he maintains at least a 3 point contact with the surface (i.e., both feet and one hand or both hands and one foot). The GM may require a moving maneuver roll each round with the difficulty based upon the type and angle of the surface.

8. Merging — As *Merging Organic*, except that the caster may merge with any material.

9. Passing I — Caster may move through up to 1' of material per level. It takes 1 round to move through 2' of material.

10. Cling — As *Spider Climb*, except that the caster can move along and cling to any surface, even ceilings.

11. Landing True — As *Landing*, except that the distance is 50' /lvl of the caster.

12. Greater Traction — As *Traction*, but the surface may be at any angle less than 90 degrees.

13. No Trace — Caster can walk without leaving tracks or other visible signs of their passing.

14. Greater Merging — As *Merging*, except that the caster can turn within the material and see out if he is within 6" of the surface.

15. Greater Clinging — As *Cling*, except that the caster only needs 2 points of contact and can move up to his BMR

16. No Sense — As *No Trace*, except that the caster is also undetectable by sight (treat as identical to *Invisibility* from the *Open Mentalism* spell list, *Cloaking*), smell and sound and the spell only lasts as long as he concentrates.

17. Passing II — As *Passing I*, except that the caster may move through up to 5' per level.

19. Traction True — As *Greater Traction*, but the caster may also move across surfaces such surfaces as tree limbs and open water.

20. Merging True — As *Greater Merging*, except that the caster may also cast spells upon himself while merged.

25. Clinging True — As *Cling*, except that the caster only needs 1 point of contact and he can move up to twice his BMR (running pace).

30. Passing True — As *Passing I*, except that the caster may move through up to 10' per level.

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

POISON MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|------------------------|----------------|------------|---------|------|
| 1) | Poison Lore | caster | -- | self | I |
| 2) | Poison Resistance I | caster | 10 min/lvl | self | U |
| 3) | Apply Poison I | 1 poison | varies | touch | U |
| 4) | Work Poison V | 1 poison | varies | touch | U |
| 5) | Poison Analysis | 1 poison | -- | self | I |
| 6) | Delay Poison * | caster | 1 hour/lvl | self | Us |
| 7) | Transfer Poison I | 1 poison | P | touch | F |
| 8) | Apply Poison II | 1 poison | varies | touch | I |
| 9) | Neutralize Poison | caster | C | self | U |
| 10) | Work Poison X | 1 poison | varies | touch | U |
| 11) | Venom | 1 poison | P | touch | U |
| 12) | Apply Poison III | 1 poison | varies | touch | U |
| 13) | Neutralize Poison True | caster | C | self | U |
| 14) | Transfer Poison II | 1 poison | P | touch | F |
| 15) | Venom's Touch | 1 target | 10 min/lvl | touch | F |
| 16) | Work Poison True | 1 poison | varies | touch | U |
| 17) | Apply Poison IV | 1 poison | varies | touch | U |
| 18) | Contact Poison | 1 poison | P | touch | U |
| 19) | Transfer Poison III | 1 poison | P | 10' | F |
| 20) | Venom's Breath | caster | 10 min/lvl | self | F |
| 25) | Venom's Glare | 1 poison | 10 min/lvl | 100' | F |
| 30) | Venom's Cloud | varies | 10 min/lvl | 10' | F |
| 50) | Venom's Sight | 1 poison | 10 min/lvl | 10'/lvl | F |

1. **Poison Lore** — The caster knows what type of poison(s) are needed to achieve a particular effect. The GM may deem it appropriate to give the caster a bonus of +25 to his Poison Lore skill.
2. **Poison Resistance I** — For the duration of the spell, the caster gets an additional RR versus poison(s).
3. **Apply Poison I** — This spell causes one dose of a poison to adhere to an inanimate solid surface. The poison will wear off normally.
4. **Work Poison V** — This spell magically prepares a poison (up to 5th level in potency). This spell normally requires d100 minutes of concentration before completion. Note that the caster must have the poison in its raw form before casting this spell (i.e., the spell does not "create" the poison; it merely prepares it).
5. **Poison Analysis** — Caster may analyze a poison to determine exact effects and what antidotes are necessary.
6. **Delay Poison** — For the duration of this spell, all effects from a single poison are cancelled. Note that the poison will still be in the caster and take effect normally after the duration (though he may cast the spell again to continue to delay the effects).
7. **Transfer Poison I** — Caster can transfer a single dose of a poison from any target that he is touching into himself. For example, if a companion has been struck by a poison arrow, the caster can touch the companion and transfer the poison into himself (where he can delay the effects, or neutralize it).
8. **Apply Poison II** — As *Apply Poison I*, except affects two doses (though they can be applied to different surfaces).
9. **Neutralize Poison** — If the caster concentrates, this spell has a 50% chance of neutralizing a poison inside himself (modified by the potency of the poison). In any case, it delays the effects of the poison for the duration of the spell.
10. **Work Poison X** — As *Work Poison V*, except affects poisons up to 10th level of potency.

11. **Venom** — The caster can convert any poison that he is touching into a venom. The poison will now be effective when introduced into the victim's blood stream (regardless of its normal method of affecting the target).
 12. **Apply Poison III** — As *Apply Poison II*, except affects up to three doses.
 13. **Neutralize Poison True** — As *Neutralize Poison*, except chance of neutralizing is 100% (modified by the potency of the poison).
 14. **Transfer Poison II** — Caster can transfer a single dose of a poison from any target he is touching to any other target that he is touching.
 15. **Venom's Touch** — This spell allows the caster to coat the target's hands with a poison. The target is unaffected by the poison.
 16. **Work Poison True** — As *Work Poison V*, except affects any poison.
 17. **Apply Poison IV** — As *Apply Poison II*, except affects up to four doses.
 18. **Contact Poison** — As *Venom*, except converts the poison into a contact poison (a poison that affects its victim upon contact with the victim's skin - regardless of its normal method of affecting the target).
 19. **Transfer Poison III** — The caster can transfer a single dose of a poison in any target he is touching into any other target within range of the spell.
 20. **Venom's Breath** — The caster can ingest a single dose of a poison. For the duration of this spell, he will be unaffected by the poison. Anytime before the duration expires, the caster can attempt to transfer the poison to a single target. The target must be no further away than 5' and the caster's mouth must be capable of delivering the poison (either through a kiss, a whisper, spitting, etc.). The target gets an RR to avoid the effects of this spell (in addition to the RR for the poison).
 25. **Venom's Glare** — As *Venom's Breath*, except the caster can transfer the poison to any single target within the range. The caster must be able to cast an obvious, evil glare at the target. The target gets an RR to resist the effects of this spell (in addition to the RR for the poison).
 30. **Venom's Cloud** — The caster can disperse a poison into a misty cloud. The size of the mist is 1' radius per dose of the poison used. The poison will linger in the area normally until the duration of the spell expires (i.e., the mist will be subject to wind, etc.). When the duration expires, the poison disperses.
 50. **Venom's Sight** — As *Venom's Glare*, except for the range.
- Note 1:** Any spell on this list that requires the caster to touch a poison automatically gives the caster immunity to the effects of the poison for the duration of the spell.



SENSING

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|---------------------|----------------|------------|-------|------|
| 1) | Presence* | 10'/lvl | C | Self | I |
| 2) | Sidevision | Self | 10 min/lvl | Self | U |
| 3) | Improved Senses | Self | 1 min/lvl | Self | U |
| 4) | Clear Sight | Self | 1 min/lvl | Self | U |
| 5) | Darkvision | Self | 10 min/lvl | Self | U |
| 6) | Improved Senses II | Self | 1 min/lvl | Self | U |
| 7) | Remote Sense | Self | C | Self | U |
| 8) | Awareness* | 30' R | C | Self | I |
| 9) | Clear Sight II | Self | 1 min/lvl | Self | U |
| 10) | Improved Senses III | Self | 1 min/lvl | Self | U |
| 11) | Remote Sense II | Self | C | Self | U |
| 12) | Awareness II* | 10'/lvl | 1 min/lvl | Self | I |
| 13) | Darkvision True | Self | 10 min/lvl | Self | U |
| 14) | Clear Sight III | Self | 10 min/lvl | Self | U |
| 15) | Barrier Sight | Self | C | Self | U |
| 16) | Improved Senses IV | Self | 1 min/lvl | Self | U |
| 17) | Remote Sense III | Self | C | Self | U |
| 18) | Clear Sight IV | Self | 10 min/lvl | Self | U |
| 19) | Improved Senses V | Self | 1 min/lvl | Self | U |
| 20) | Awareness True* | 10'/lvl | 10 min/lvl | Self | I |
| 25) | Remote Sense True | Self | C | Self | U |
| 30) | Barrier Sight True | Self | C | Self | U |
| 50) | Sensing True | Self | 1 rnd/lvl | Self | F |

1. **Presence** — Caster is aware of the presence of all sentient/ thinking being within his range, and their approximate location within that range.
2. **Sidevision** — Caster has a 300° field of vision.
3. **Improved Senses** — Caster gains a +10 on any and all perception style maneuver (i.e. Perception, Tracking, etc.).
4. **Clear Sight** — Caster can clearly see up to 50' through non-solid obstructions such as fog, rain, water, etc.
5. **Darkvision** — Caster may clearly see up to 20' in total, non-magical darkness. He can see twice as far as normal in situations where there is low or little light, and can see normally in the daylight. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 40'.
6. **Improved Senses II** — As *Improved Senses*, except that the bonus is +20.
7. **Remote Sense** — Caster may move the focal point of a single sense (such as sight or hearing) at a rate of 5' per round, up to a maximum distance of 5' per level away from his location. He may not send his sensing focal point through barriers (a closed door is a barrier, a pit or open window is not). The caster must select which sense to send at the time of casting, and he loses the use of that sense while this spell is in effect.
8. **Awareness** — As *Presence*, except for the shorter range and that the caster knows the general actions being taken by those within the range. Caster learns things like person 20' north of you is casting a spell, but not which spell nor who it is aimed at.
9. **Clear Sight II** — As *Clear Sight*, except that the caster may see up to 100' clearly.
10. **Improved Senses III** — As *Improved Senses*, except that the bonus is +30.

11. **Remote Sense II** — As *Remote Sense*, except that the caster may move the focal point for his senses at a rate of 10' per round and he has a maximum range of 10' per level.
12. **Awareness II** — As *Awareness*, except that the caster can sense presences in a larger area.
13. **Darkvision II** — As *Darkvision*, except that the caster can see up to 50', even in magical darkness, and up to 4 times the normal distance if there is some light, and he can see normally in daylight.. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 80'.
14. **Clear Sight III** — As *Clear Sight*, except for a longer duration and caster can see a maximum of 150'.
15. **Barrier Sight** — Caster may see through 1" per level of non-magical materials.
16. **Improved Senses IV** — As *Improved Senses*, except that the bonus is +40.
17. **Remote Sense III** — As *Remote Sense II*, except the caster may move two senses together at the same time or he may move one sense and still retain it at his location as well.
18. **Clear Sight IV** — As *Clear Sight III*, except that caster can see a maximum of 200'.
19. **Improved Senses V** — As *Improved Senses I*, except that the bonus is +50.
20. **Awareness True** — As *Awareness II*, except that the caster knows what the specific actions are going to be.
25. **Remote Sense True** — As *Remote Sense III*, except that the caster can move two senses together and still retain them in his location as well.
30. **Barrier Sight True** — As *Barrier Sight*, except that the caster may see through up to 1" per level of any material.
50. **Sensing True** — Caster may freely cast any one lower level spell from this list at a rate of one spell per round.

SURVIVAL MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-------------------------|----------------|-----------|-------|------|
| 1) | Internal Sustenance | caster | 1 day | self | U |
| 2) | Water Finding I | 1 mi R | - | self | I |
| 3) | Turn Animal I | 1 animal | varies | 100' | Fm |
| 4) | Fire Starting | 1' R | - | 1' | E |
| 5) | Water Purification | varies | - | touch | U |
| 6) | Nature's Protection | 1 target | 1 min/lvl | touch | D |
| 7) | Food Finding I | 1 mi R | - | self | I |
| 8) | Turn Animal V | 5 animals | varies | 100' | Fm |
| 9) | Sustenance Purification | varies | P | touch | U |
| 10) | Shelter Finding I | 1 mi R | - | self | I |
| 11) | Create Shelter I | 1,000 cu ft | 1 day | 10' | U |
| 12) | Water Finding II | 10 mi R | - | self | I |
| 13) | Turn Animal X | 10 animals | varies | 100' | Fm |
| 14) | Food Finding II | 10 mi R | - | self | I |
| 15) | Shelter Finding II | 10 mi R | - | self | I |
| 16) | Sustenance Pur. True | varies | P | touch | U |
| 17) | Create Shelter II | 3,000 cu ft | 1 day | 10' | U |
| 18) | Water Finding True | 1 mi R/lvl | - | self | I |
| 19) | Food Finding True | 1 mi R/lvl | - | self | I |
| 20) | Shelter Finding True | 1 mi R/lvl | - | self | I |
| 25) | Turn Animal True | 1 animal/lvl | varies | 100' | Fm |
| 30) | Create Shelter True | 3,000 cu ft | P | 10' | U |
| 50) | Survival Mastery | caster | 1 min/lvl | self | U |

- 1. Internal Sustenance** — Allows the caster to go without food or water and not suffer any ill effects (i.e. provides nutrition and water for 1 day). This spell may not be used for a number of consecutive days greater than the casters level. Once the caster stops using this spell, he cannot use it again for a number of days equal to the number of consecutive days it was used (i.e. if used for 5 days, then it cannot be used again for another 5 days).
- 2. Water Finding I** — Caster can locate any natural source of running water, exposed groundwater, etc., exceeding 1 gallon within a 1 mile radius. He will know approximate size and quality of source.
- 3. Turn Animal I** — Target animal must make a RR or flee from the caster for 1 round for every 10 points that it fails the RR.
- 4. Fire Starting** — Allows the caster to set a fire of 1' radius. Fire will burn as long as there is fuel. A target within the radius will take an "A" Heat critical during the round that the fire ignites.
- 5. Water Purification** — Allows the caster to purify a number of gallons of water equal to his level.
- 6. Nature's Protection** — Target is protected from any natural cold or heat (treat as if target were in 70°F temperature). Target also receives a +20 to all RRs vs. Heat/Cold; +20 DB vs. elemental cold/ice and fire/heat attacks. If the target is more than 10' from the caster at any time, the spell is cancelled.
- 7. Food Finding I** — Caster learns location, type, and approximate quantity of edible food (e.g. dead animal matter, plants, etc.) within the 1 mile radius. The food source must exceed 1 pound in weight.
- 8. Turn Animal V** — As *Turn Animal I*, except that it affects up to 5 animals.

- 9. Sustenance Purification** — This spell neutralizes abnormal diseases, poisons, and other similar substances from a one day's supply of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (i.e. it will not neutralize the poison in poison mushrooms).
- 10. Shelter Finding I** — Caster learns the location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet. The shelter must have an entry (exceeding 2' R) opening into open air.
- 11. Create Shelter I** — Caster is able to create a cave in the surrounding terrain, shaped in any shape he wants, so long as the total volume does not exceed 1,000 cubic feet. This cave will be stable, and will return to its natural state at the end of the spell.
- 12. Water Finding II** — As *Water Finding I*, except for it having a 10 mile radius.
- 13. Turn Animal X** — As *Turn Animal I*, except that it affects up to 10 animals.
- 14. Food Finding II** — As *Food Finding I*, except for it having a 10 mile radius.
- 15. Shelter Finding II** — As *Shelter Finding I*, except for it having a 10 mile radius.
- 16. Sustenance Purification True** — As *Sustenance Purification*, except that it will also remove any natural poisons or similar substances from foods (i.e. it will make poison mushroom be edible and not poisonous).
- 17. Create Shelter II** — As *Create Shelter I*, except that the total volume of the cave is 3,000 cubic feet.
- 18. Water Finding True** — As *Water Finding I*, except for it having a radius equal to 1 mile per level of the caster.
- 19. Food Finding True** — As *Food Finding I*, except for it having a radius equal to 1 mile per level of the caster.
- 20. Shelter Finding True** — As *Shelter Finding I*, except for it having a radius equal to 1 mile per level of the caster.
- 25. Turn Animal True** — As *Turn Animal I*, except that it affects up to 1 animal per level of the caster.
- 30. Create Shelter True** — As *Create Shelter II*, except that the duration is permanent.
- 50. Survival Mastery** — Caster may freely cast any one lower level spell from this list at a rate of one spell per round.

ARCANE SPELL LISTS

BLADERUNES

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|---------------------|----------------|----------|-------|------|
| 1) | Prime | 1 item | — | touch | U/I |
| 2) | Weapon Rune I | 1 weapon | varies | touch | U |
| 3) | Empathy Rune | 1 item | P | touch | U |
| 4) | Shield Rune | 1 item | varies | touch | U |
| 5) | Weapon Rune II | 1 weapon | varies | touch | U |
| 6) | Haste Rune | 1 item | varies | touch | U |
| 7) | Return Rune | 1 weapon | varies | touch | U |
| 8) | Minor Death Rune | 1 weapon | varies | touch | U |
| 9) | Cleaving Rune | 1 weapon | varies | touch | U |
| 10) | Long Flight Rune | 1 weapon | varies | touch | U |
| 11) | Resistance Rune | 1 item | varies | touch | U |
| 12) | Long return Rune | 1 weapon | varies | touch | U |
| 13) | Weapon Rune III | 1 weapon | varies | touch | U |
| 14) | Etched Rune | 1 item | varies | touch | U |
| 15) | Renew Rune | 1 etched rune | varies | touch | U |
| 16) | Defender Rune | 1 item | varies | touch | U |
| 17) | Spell Rune | 1 item | varies | touch | U |
| 18) | Weapon Rune IV | 1 weapon | varies | touch | U |
| 19) | Power Rune | 1 item | varies | touch | U |
| 20) | Force Rune | 1 weapon | varies | touch | U |
| 25) | Bladerunes Research | — | — | self | I |
| 30) | Permanency | 1 bladerune | varies | touch | U |
| 50) | Black Rune | 1 weapon | varies | touch | U |

- 1. Prime** — The caster prepares the item's aura to receive Bladerunes. This spell also determines exactly what Bladerunes are already on an item (if any).
- 2. Weapon Rune I** — Increases the item's OB by 10 once it has been activated. This bonus will last until the wielder makes an attack that does damage (i.e. if the wielder's attack does zero damage, the Bladerune remains).
- 3. Empathy Rune** — When this Bladerune is successfully cast, the item attunes itself to one wielder as defined by the Caster. This wielder must be present and also touch the item. The wielder may then activate any other Bladerunes on the item without a Runes skill roll being required (see *Note 2* below).
- 4. Shield Rune** — When cast just before a *Weapon Rune* spell, the *Weapon Rune* normal OB bonus becomes a DB bonus instead. Once activated, the bonus to DB remains until it is used to prevent an attack (i.e. a shield used for DB, or a weapon used to parry). The combination of these 2 Bladerunes counts as a single Bladerune against the item's capacity.
- 5. Weapon Rune II** — As *Weapon Rune I*, except the weapon's OB is increased by +20.
- 6. Haste Rune** — Wielder has 200% activity for the round after this Bladerune is activated.
- 7. Return Rune** — Whenever the item is thrown or fired (as from a bow), the item flies back to the wielder who may catch it if desired (otherwise it falls at his feet). Travel is very rapid (approx. 2000'/rnd), but the item cannot pass through intervening obstacles. This Bladerune will activate automatically if the weapon is thrown, and then it will fade after that one use.

8. Minor Death Rune — This Bladerune causes the item to act as an item "of Slaying" vs. a particular race or type of creature (chosen by caster when the Bladerune was created). On the first hit against that type of foe that achieves a critical result, the wielder is permitted an additional roll on the Slaying Table; the Bladerune then fades.

9. Cleaving Rune — If an attack with a weapon having this Bladerune succeeds in causing a critical that specifies a body area, any armor that the item has struck will be shattered and rendered useless or bones in an unarmored area will be shattered. If such an attack delivers only concussion hits or a critical that does not specify a body part, roll randomly to see if the target's weapon or his shield is shattered (normally 30%/70%). Magic items and natural material (i.e., "bones", hide, skin, etc) receive a RR, and will not be affected if successful. After one item/area is shattered the Bladerune fades (even if the item/area resists).

10. Long Flight Rune — Allows a normally unthrowable weapon to be thrown with its normal melee OB and range mods as for a light crossbow or allows a throwable weapon to be thrown using Long Bow ranges (with penalties halved) or allows a missile weapon to multiply its ranges by a factor of four. It fades after one use.

11. Resistance Rune — Causes the wielder to make all RR's as if he were ten levels higher. The Bladerune fades when it allows the wielder to resist an effect (spell, poison, etc.) that would have otherwise affected him.

12. Long Return Rune — As *Return Rune*, but the item teleports back to the wielder's hand (may travel through intervening obstacles).

13. Weapon Rune III — As *Weapon Rune I*, except the weapon's OB is increased by +30.

14. Etched Rune — When this spell is cast immediately before another Bladerune spell, the second spell is "etched" into the item's aura. The effect of this is: a faded Bladerune may be recharged with the *Renew Rune* spell or the faded Bladerune will recharge itself in exactly 24 hours. Each time an *Etched Rune* is recharged, there is a 10% chance that the *Etched Rune* will fade permanently. The GM may wish to increase or decrease this percentage to control the power of this spell.

15. Renew Rune — Recharges any one faded *Etched Rune*.

16. Defender Rune — In the round in which the wielder wills this Bladerune to activate, the wielder may use his entire OB to parry every melee attack directed against him. He may parry even if he has suffered an "unable to parry" result. However, any penalties for being stunned, etc., still affect his OB normally.

17. Spell Rune — The caster may use this Bladerune to store any one spell, which may be cast at a later time when a wielder "wills" it. The Power Points must be spent for both the Bladerune and the stored spell. There is a limit to the number of Spell Runes that may be cast on an item. The total number of "levels" of spells stored may not exceed three times the item's Bladerune capacity.

- 18. Weapon Rune IV** — As *Weapon Rune I*, except the weapon's OB is increased by +40.
- 19. Power Rune** — The caster may store Power Points in the item up to double the item's Bladerune capacity. The wielder may use these Power Points at any later time. However, Power Points stored in this way may not be multiplied in any way (such as by a Spell Bonus device).
- 20. Force Rune** — The wielder of the item may (before he makes an attack) "will" that this Bladerune be used in that attack. If the attack succeeds in causing a critical result, the attack will cause an additional critical equal in severity to the original (use a separate dice roll). The type of additional critical is pre-selected by the caster when the Bladerune is cast.
- 25. Bladerune Research** — This spell is used as a Lord Research spell (see Spell Law), but specifically for creating new Bladerune types designed by the caster.
- 30. Permanency** — The caster may cast this spell in conjunction with any Bladerune spell. It makes that Bladerune permanent. This spell, in addition to the normal chances of failing when being cast, has an addition 10% of failing to make the Bladerune permanent that must be checked separately. If this spell is ever cast with ESF, all ESF mods are also added to this base 10% chance. If the *Permanency* fails, the following effects take place: 1) The item's Bladerune capacity is permanently reduced by 1. 2) The caster receives a point blank Fireball (+50 OB). 3) The item must resist a 30th level magical attack or be destroyed. See *Note 7* below.
- 50. Black Rune** — As *Force Rune* except that the additional critical is rolled on the "Slaying" column of the Large Creature Table (or the "Super-Large" if the target is Super Large).

Note 1: All "runes" on this list are called Bladerunes. They may only be used on non-magical items, though high quality items will often hold Bladerunes better. Each +5 quality/material bonus that an item has reduces all failure or fading changes by 1% (see *Etched Runes*, and *Permanency*).

Note 2: Unless the item contains the *Empathy Rune*, activating a Bladerune requires a Rune skill roll to activate. This activation requires 50% of the character's activity in the round that the Rune is activated. With the *Empathy Rune*, activation only requires 10%.

Note 3: Bladerunes are considered to be a lesser form of enchantment because they are temporary. Once activated, they will normally fade from use. The *Prime* spell prepares the aura of items to receive and hold Bladerunes. If cast on an item that has already been primed, it will simply reveal the rune capacity of the item.

Note 4: Bladerunes can be affected by cancel or dispels. Bladerunes resist using their spell level, not the caster's level.

Note 5: Only a single Bladerune of any given type may be active at one time. However, multiple Bladerunes, of different types, may be active at the same time. So, while only one *Weapon Rune* may be active at a time, a character may have a *Weapon Rune*, a *Shield Rune*, a *Haste Rune*, and other Bladerunes all active at the same time.

Note 6: Weapons have a Bladerune capacity equal to 2 + 1 per each foot of length, up to a maximum capacity of 10, thus a 4' long sword will have a rune capacity of 6, while a 1' long dagger will have a rune capacity of 3. Shields have rune capacities as follows: Target (5), Normal (8), Full (10), Wall (15). Bracers, gauntlets, greaves and helms all have a rune capacity of 4. Breastplates and/or jackets or shirts (of armor) have a rune capacity of 10. Items such as bracelets and amulets have a rune capacity of 2. The GM should be able to these given capacities to determine the capacities of any items not listed.

Note 7: *Permanency* will make the effects of most Bladerunes constant. However, there are a few exceptions. The Bladerunes *Haste Rune*, *Defender Rune*, and *Spell Rune* must still be activated to be used. These three runes are also only usable once every other round if they are made permanent. *Permanency* may not be used on the *Empathy Rune*, or *Etched Rune*.



EARTHBLOOD'S WAYS

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|--------------------------|----------------|--------------|-------|------|
| 1) | Detect Earthblood | caster | — | self | I |
| 2) | Nodestore | caster | 1 hour | self | I |
| 3) | Earthpresence * | 100'R | 1 min/lvl(C) | self | Im |
| 4) | Earthcalm * | 1 target | 10 min/lv | 100' | D |
| 5) | Nodeguide | caster | — | self | I |
| 6) | Earthsense * | 1 node | C | self | Im |
| 7) | Earth's Door | 1 target | — | 10' | U |
| 8) | Earthblood's Awareness * | 100'R | 1 min/lvl(C) | self | Im |
| 9) | Earthblood Gather | caster | C | self | U |
| 10) | Earthgate | 1 target | — | 10' | U |
| 11) | Earthmight | 1 target | 1 rnd/lvl | 10' | U |
| 12) | Earthcommune | caster | — | self | I |
| 13) | Earthkeep * | caster | 2 hrs/lvl | self | Hs |
| 14) | Earthcloak | caster | varies | self | Pm |
| 15) | Earthgate True | 1 target | — | 10' | U |
| 16) | Earthalarm | varies | varies | touch | I |
| 17) | Greater Earthmight | 1 target | 1 rnd/lvl | 10' | U |
| 18) | Earthbeast | 1 beast | 1 rnd/lvl | 10' | F |
| 19) | Earthjar * | caster | special | self | Hs |
| 20) | Mass Earthgate | varies | — | 50' | U |
| 25) | Earthblood Generation * | caster | varies | self | Hs |
| 30) | Earth Summons | varies | varies | 10' | F |
| 50) | Earthguardian | 1 target | varies | 10' | U |

1. **Detect Earthblood** — Caster determines whether he is within the radius of an Earthnode (see page 81). If the answer is yes, he learns the direction and distance to the center of the Earthnode, and the size of the Earthnode.
2. **Nodestore** — Caster memorizes the location of an Earthnode if he is currently within the radius of one, and attunes himself to it for the purpose of throwing the various *Earthgate* and other spells on this list. This spell takes 1 hour to perform.
3. **Earthpresence** — Each round the caster may concentrate on an area (up to 100'R) within the Earthnode that he is in. He will be aware of the presence of all sentient/thinking beings within that area. Spell has no effect outside an Earthnode.
4. **Earthcalm** — The target is immune to any fear or panic type effects for the duration of the spell.
5. **Nodeguide** — Caster learns the direction and distance to the nearest Major Earthnode.
6. **Earthsense** — If this spell is active, the caster will immediately become aware of any “familiar” presences in the same Earthnode as the caster. “Familiar”, for this spell, is defined as any intelligent being with whom the caster has previously observed or communicated with for at least 5 minutes. The caster will not learn the location of the familiar presence(s) within the Earthnode, but he will know the identity of the being(s).
7. **Earth's Door** — If the target is currently within an Earthnode, the caster may teleport the target to some other location within the same Earthnode. The following chances for failing exist: Never seen place (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) = 1%; Lived in (1 yr) = .01 %. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for # of feet). If this spell is imbedded into a location within an Earthnode, it may be designed to teleport any being entering the location to another specific location within the same Earthnode.

8. **Earthblood's Awareness** — As *Earthpresence*, plus a general knowledge of the actions of each being within the Earthnode (e.g., being is casting a spell but does not know what spell is being cast).
9. **Earthblood Gather** — Caster may recover used Power Points by absorbing power directly from the Earthnode that he is in. The caster may absorb 1 power point for every two minutes that he concentrates. Note that the caster must still spend the 9pp for this spell. The caster may never increase Power Points beyond his maximum.
10. **Earthgate** — Caster may teleport the target to any Major Earthnode that he has *Nodestored* and which is within 10 mi/lvl of the caster. Possibility for teleport failure is 1%.
11. **Earthmight** — Target absorbs power directly from the Earthnode (that the caster is in) into his body. The target gains the size, strength, physical abilities and defenses (but not appearance or sunlight problems) of a Troll as defined in *RMC Creatures & Treasures* (*RMC C&T* - starting on p. 117), The GM should determine the type of Troll based upon the primary type of terrain for the Earthnode: Cave Troll (underground and near caves); Forest Troll (in woods and forests); Snow Troll (on glaciers and snow fields); Hill Troll (in mountains and hills); and Stone Troll (almost everywhere else). The GM should only allow Mountain and War Trolls in very rare instances.
12. **Earthcommune** — If the Caster is within an Earthnode he has *Nodestored*, he may ask a single question that might be answered “yes” or “no” and he will know the correct answer. This power may be used only once per day and only once per week at a given Earthnode.
13. **Earthkeep** — Upon receiving a death blow, if the caster is within an Earthnode that he has *Nodestored*, the caster goes into a state of suspended animation, until they are cured, their brain is destroyed, or the maximum duration (lvl x 2 hours) is exceeded. If the caster's body cannot be revived within the maximum duration, the caster will die unless his soul can be kept from leaving his body by other means.
14. **Earthcloak** — Caster is undetectable by sight, sound, smell, or “Detects” so long as he remains in the Earthnode in which he cast the spell and he does not cast any other magic, move faster than a walk, make an attack, or suffer or give a violent blow.
15. **Earthgate True** — As *Earthgate*, except that caster may also teleport the target to minor Earthnodes which he has *Nodestored* and the distance limit is now 20 mi/lvl.
16. **Earthalarm** — When in an Earthnode, the caster may designate that Earthnode or one area within that Earthnode. If that area is entered by an unauthorized presence (specified by caster when the spell is cast), an alarm will be “sounded”. The alarm will alert the caster at any distance. Within the disturbed area, the alarm may be silent or may make a loud raucous, according to the caster's specifications when the spell was cast. The caster may never have more than one of these spells active at any one time.

17. Greater Earthmight — As *Earthmight*, except the characteristics gained are those of a Giant (**RMC C&T**, p. 117) and the target also gains the Giant's inherent magical abilities (this includes spells but not Power Points). The GM should determine the type of Giant based upon the primary type of terrain for the Earthnode: Fire Giant (in volcanoes and lava fields), Forest Giant (in woods and forests), Frost Giant (on glaciers and snow fields), Hill Giant (in mountains and hills), Water Giant (in lakes, rivers and the sea), and Stone Giant (almost everywhere else). The GM should only allow Cloud, Mountain, and Storm Giants in very rare instances.

18. Earthbeast — If the Caster is within an Earthnode he has *Nodestored*, he creates a vicious *Earthbeast* from the power of the Earthnode. The beast is of animal intelligence, but innately knows and understands the layout of this Earthnode to the extent of the caster's knowledge, and will follow simple commands from the caster (even those which will result in the destruction of the *Earthbeast*). The *Earthbeast* may be of the form and physical characteristics of any of the mature Lesser Drakes (**RMC C&T** p. 56). At the end of the duration, the *Earthbeast* disperses back into pure magical energy and is reabsorbed into the Earthnode whence it was created.

19. Earthjar — As *Earthkeeping* above except if the duration is exceeded, the caster's soul remains within the Earthnode rather than going away into the appropriate after-life. For a period following the soul's departure of 1 day/lvl the caster is "in" the Earthnode and may re-enter his own body if it is healed and within the Earthnode or he may enter and possess another dead body which has been made capable of life. If none of these conditions are fulfilled within the 1 day/lvl duration, the caster will reform into one of the "greater" or "major" undead (**RMC C&T** p. 90), and will usually adopt its normal alignment and character (GM's option). The caster may intentionally depart his own body (or any other body he has "obtained" prematurely) to enter without corpus into the Earthnode as outlined above. The timing of the 1 day/lvl limit begins the moment the caster enters the Earthnode without a body.

20. Mass Earthgate — As *Earthgate True* except that the Caster may transport to any Earthnode within 30 mi/lvl which he has *Nodestored*. The Caster may also take along "passengers" and "baggage" at an additional power cost of 1 PP per 50-pound unit.

Example: *The Caster is going to teleport himself, a 220-pound fighter, an 80-pound thief, and 3 pieces of baggage weighing 110, 70, and 35 pounds. Total power point cost of the trip is 33 Power Points as follows: 20 points for the spell (which teleports the Caster), 5 for the fighter (4 complete 50 pound units plus a fraction of another), 2 for the thief, 3 for the 110 pound piece, 2 for the 70, and 1 for the 35.*

25. Earthblood Generation — If the caster is within an Earthnode which he has *Nodestored*, he will heal all damage (except a destroyed brain) over the course of 10-100 hours.

30. Earth Summons — As *Earthbeast* above except the caster may form any number and type of creatures from the Earthnode whose total levels do not exceed the caster's levels. No matter what forms are chosen, the beasts normally have none of the special abilities of the actual creatures and they still have only animal intelligence. The GM may allow special abilities directly related to the primary terrain of the Earthnode (e.g., flame-related abilities at a volcano, ice or cold abilities on a glacier, water abilities in the sea, etc.).

50. Earthguardian — The caster may commission a willing target to be an "eternal" guardian of the Earthnode, following instructions that the caster gives. So long as the being fulfills the conditions of the contract he will not age and if injured will automatically regenerate 1 hit/rd and gradually heal all other injuries. The conditions of the contract may vary but all contracts must contain the following: the being must have submitted to this of his own free will, he will submit to the wishes of the caster, he may not leave the radius of the Earthnode, and he will defend the caster and the Earthnode. If a guardian breaks the contract he will resume aging at the normal rate, but will not suffer aging for all the time he has been a guardian.

ENTITY MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|-------------------------|----------------|--------------|---------|------|
| 1) | Familiar | 1 target | P | touch | Fm |
| 2) | Detect Entity * | 10' R/lvl | C | self | I |
| 3) | Homunculus | 1 entity | 24 hrs | touch | U |
| 4) | Minor Construct Spirit | 1 entity | P | touch | F |
| 5) | Servant Spirit | 1 entity | 1 min/lvl | 10'/lvl | F |
| 6) | Command I * | 1 target | varies(C) | 10'/lvl | Fm |
| 7) | Minor Golem Spirit | 1 entity | P | touch | F |
| 8) | Lesser Warder Spirit | 1 entity | 1 yr/lvl | touch | F |
| 9) | Command II * | varies | varies(C) | 10'/lvl | Fm |
| 10) | Lesser Construct Spirit | 1 entity | P | touch | F |
| 11) | Weak Elemental | 1 entity | 1 rnd/lvl(C) | 10'/lvl | F |
| 12) | Lesser Golem Spirit | 1 entity | P | touch | F |
| 13) | Command III * | varies | varies(C) | 10'/lvl | Fm |
| 14) | Greater Warder Spirit | 1 entity | 1 yr/lvl | touch | F |
| 15) | Major Golem Spirit | 1 entity | P | touch | F |
| 16) | Command IV * | varies | varies(C) | 10'/lvl | Fm |
| 17) | Guardian's Spirit | 1 entity | varies | touch | F |
| 18) | Instability | 1 entity | 1 rnd/lvl(C) | touch | F |
| 19) | Greater Spirit | 1 entity | varies | 10'/lvl | F |
| 20) | Command V * | varies | varies(C) | 10'/lvl | Fm |
| 25) | Golem Spirit True | 1 entity | P | touch | F |
| 30) | Command VI * | varies | varies(C) | 10'/lvl | Fm |
| 50) | Shard Spirit | 1 entity | P | touch | F |

- 1. Familiar** — The caster can attune himself to a small creature of animal intelligence to serve as their familiar. The caster must obtain the creature through normal means (can be no more than 10% of caster's own mass) and cast the spell on the animal once/day for 1 week (concentrating for 2 hours/day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50'/level). If the animal is killed the caster will have a -25 modification all actions for 2 weeks.
- 2. Detect Entity** — Allows the caster to detect the presence of artificial beings and entities from other planes. He only receives a rough estimate of their direction and distance, not what they are doing.
- 3. Homunculus** — Allows the caster to create a homunculus that will function as his familiar. The caster must obtain a vat or caldron with a capacity of at least two cubic feet. For 12 days the caster must put his own blood into the vat (5 points damage to himself each day), casting this spell each day. On the 13th day, the caster puts twice as much of his own blood into the vat, and then places his familiar into the vat. The familiar is "absorbed", but the caster does not suffer the normal penalties associated with its death. Then this spell is cast for the final time and the homunculus is generated. During this process the caster must cast this spell each day and any spell failure means that he must start over.
- 4. Minor Construct Spirit** — Forms and animates a Minor Construct body.
- 5. Servant Spirit** — Creates a "Servant" (a very minor elemental) from a nearby source of the element as described in C&T.

- 6. Command I** — As Demon Mastery I on the Evil Magician list: Dark Summons, except that any artificial being or elemental of 5th level or less may be "mastered" if its creator is not present or "in contact" with the artificial being. This spell succeeds automatically for the creator of the target (unless the spell fails), but RR's apply if anyone else casts this spell. If the spell is not successful, the target will attack the caster. In addition, the permanently animated artificial beings (golems, constructs, and shards) may be given instructions that they will follow outside of the normal command range of this spell.
- 7. Minor Golem Spirit** — As Minor Construct Spirit except that golems of 5th level may be formed and animated.
- 8. Lesser Warder Spirit** — To use this spell the caster must first pay the level of the warder squared in gold pieces (for Alchemical solutions). Immediately the caster must instruct the warder concerning its charge (see C&T for more information).
- 9. Command II** — As Command I, except that artificial beings of 10th level or less may be "mastered".
- 10. Lesser Construct Spirit** — As Minor Construct Spirit except that a Lesser Construct may be formed and animated.
- 11. Weak Elemental** — As Servant Spirit except a weak elemental is formed.
- 12. Lesser Golem Spirit** — As Minor Golem Spirit except that a greater construct or a golem of 10th level or less may be formed and animated.
- 13. Command III** — As Command I, except that artificial beings of 15th level or less may be "mastered".
- 14. Greater Warder Spirit** — As Lesser Warder Spirit except that each animal must be larger than 400 pounds and a greater warder is created.
- 15. Major Golem Spirit** — As Lesser Golem Spirit except that a golem of 15th level or less may be formed and animated.
- 16. Command IV** — As Command I, except that artificial beings of 20th level or less may be "mastered".
- 17. Guardian's Spirit** — As Weak Elemental except that the Guardian (see C&T) generated is permanent (until slain). However, it may not move more than 5' per the caster's level from the location it is to guard.
- 18. Instability** — When used against an artificial being, this spell causes the target to unform. Every round that the caster concentrates, the entity must attempt to make an RR. If it fails, it is limited to 25% of normal movement or combat, may not throw spells, is in agony, and loses a percentage of all its characteristics equal to the amount by which it failed. When the entity is reduced to 0%, it is destroyed and all that remains is an amorphous mass of the material that made up its body. Any round that the entity succeeds with its RR, the caster takes damage equal to 10% of his original total hit points but may continue to maintain the spell if he is not prevented by some other occurrence. If the entity survives the spell, all its reductions and damage done to it are restored.
- 19. Greater Spirit** — As Lesser Golem Spirit except that a golem of 25th level or less may be formed and animated or a strong elemental may be formed.
- 20. Command V** — As Command I, except that artificial beings of 25th level or less may be "mastered".

- 25. Golem Spirit True** — As Lesser Golem Spirit except that any golem may be formed and animated up to the level of the caster.
- 30. Command VI** — As Command I, except that artificial beings of up to the caster's level may be "mastered".
- 50. Shard Spirit** — The caster must prepare a laboratory for the growth and storage of the shards. Because of their bizarre configuration and mystical dependence on each other, 5 lesser shards must be created before 1 greater shard may be grown. The caster must spend gold pieces equal to $(Lvl \times Lvl \times 10)$ per growth tank, where the Lvl refers to the shard to be created. These costs are in addition to those mentioned in note A. below, and they include the compounds, poisons, gems, and creature parts necessary. Each vertically doored vat may only grow one shard at a time. In a number of weeks equal to the level of the new shard, the thing will come to life.

Note 1: Many of the spells on this are used to form and animate artificial beings, such as golems and constructs. The term "artificial beings" equally refers to elementals as well. The statistics, descriptions, and all other relevant information for these creatures can be found in the **RMC C&T**, in Section 4.4, starting on p. 72. The statistics for the Homunculus are found in the table on p. 99, while his description is found on p. 103.

Note 2: For each of these a "body" must be formed and animated by the appropriate spell. A suggested basic cost of a golem or construct body is the level of the resulting creature cubed ($Lvl \times Lvl \times Lvl$) in gold pieces, plus the cost of the materials required to make the body of the creature (i.e. a golem made from Eog will cost more than one made from steel or clay). The time required to fashion the body is a number of consecutive days equal to the level of the creature squared ($Lvl \times Lvl$), and the proper spell must be cast at least once a day during the creation. If the caster is unable to spend the requisite number of consecutive days making the creature (i.e. if he is interrupted for 1 or more days), then the total time required is automatically doubled (i.e. it normally takes 9 days to fashion the body of a Minor Construct (3rd level), if the caster missed a day for some reason, it would him a total of 18 days to finish fashioning the body).

Note 3: The Command and Instability spells may also be used on Entities from Other Planes (**C&T**, p. 78 – i.e. demons) only if the GM decides that allowing it fits in with the world system of the setting.

Note 4: Elementals, Servants, and Guardians take between 2 rounds and their level in rounds to fully form (roll randomly or allow the summoner to make a maneuver roll with difficulty based upon how quickly he is trying to make it form).



ETHEREAL MASTERY

| Lvl | Spell | Area of Effect | Duration | Range | Type |
|-----|--------------------------|----------------|--------------|--------|------|
| 1) | Blur | caster | 1 min/lvl | self | D |
| 2) | Shadow | caster | 10 min/lvl | self | P |
| 3) | Blink \$ | caster | 1 rnd/lvl(C) | self | U |
| 4) | Phase Store | 5 lb/lvl | 1 day/lvl | touch | F |
| 5) | Phasing \$ | caster | 1 min/lvl(C) | self | U |
| 6) | Conjuring Circle I \$ | 5' R | 1 min/lvl | 10' | Fm |
| 7) | Ethereal Room \$ | 10'x10'x10' | 10 min/lvl | 30' | U |
| 8) | Shift * \$ | caster | — | self | U |
| 9) | Ethereal Vision | 5'/lvl | C | self | U |
| 10) | Conjuring Circle II \$ | 5'R | 1 min/lvl | 10' | Fm |
| 11) | Ethereal Door | caster | — | self | U |
| 12) | Lesser Ethereal Gate \$ | 7'x4' | 1 day/lvl | 5' | F |
| 13) | Conjuring Circle III \$ | 5' R | 1 min/lvl | 10' | Fm |
| 14) | Voice of Summons \$ | 1 being | C | self | Fm |
| 15) | Traveler \$ | caster | — | self | U |
| 16) | Conjuring Circle IV \$ | 5' R | 1 min/lvl | 10' | Fm |
| 17) | Signpost | 1 gate | P | touch | U |
| 18) | Contact Other Plane \$ | caster+1 | 10 rnds | self | Fm |
| 19) | Conjuring Circle V \$ | 5' R | 1 min/lvl | 10' | Fm |
| 20) | Greater Ethereal Gate \$ | 20'x20' | 1 day/lvl | 5' | F |
| 25) | Planar Displacement \$ | 1 target | — | 1'/lvl | F |
| 30) | Conjuring Circle VI \$ | 5' R | 1 min/lvl | 10' | Fm |
| 50) | Disjunction \$ | 30' R | — | self | F |

1. **Blur** — Causes caster to appear blurred to attackers subtracting 10 from all attacks.
2. **Shadow** — Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
3. **Blink** — When he concentrates, the caster is able to “blink” out of the normal plane for up to a number of rounds equal to his level. He will reappear whenever he ceases to concentrate. While “blinked out” he has no perception of anything occurring during his absence. He returns to exactly the same spot with the same orientation as before.
4. **Phase Store** — Caster stores inanimate material of up to 5 lbs/lvl. The material is in an “ethereal storage space” and is completely undetectable from the normal plane. The caster must specify a storage time (up to 1 day/lvl) after which time the material will reappear at the exact spot that it was “stored”. If the caster is at the spot where he stored the material, he may cancel the spell and retrieve the material. However, there is a 1% chance per day stored that someone or something from the ethereal plane will take the material and it will not return normally.
5. **Phasing** — Allows caster to put himself “out of phase”. Caster is invisible to those on the normal plane and he can see the normal plane only on a very blurred basis (-50 to all perception rolls). The caster cannot affect or be affected by anything (attacks, spells, etc.) on the normal plane; except that ethereal and undead creatures (also similar creatures at the GM’s discretion) can perceive and may attack the caster normally (and he may perceive and attack them). The caster may move at a rate of 30'/rnd, but at a risk of “dissembling”. Each round that the caster moves, his chance of dissembling is 1%/10' (or fraction thereof) moved that round. If the caster is dissembled, his soul departs his body, which then reappears on the normal plane (i.e., he’s dead).

6. **Conjuring Circle I** — [RR mod: -20] Caster creates a “conjuring circle”. If the caster casts the circle around himself, it is a sphere of protection vs. beings from other planes (demons, certain elementals, etc.). The circle must be at least equal in “type” (I-VI) to any attacker (lower type circles do not effect higher type creatures). If the caster casts the circle so that he is not inside it, a creature from another plane will be summoned. If its “type” is at most equal to the type of the circle, it will be imprisoned in the sphere; otherwise, the normal reaction is to attack the caster and/or nearby associates. Roll to determine the type of the creature: if (1-60) the summoned creature will be a demon, elemental, etc. (whichever is desired) of equal type to the circle; if (61-80), it will be of lower type (if possible, otherwise of the same type); if (81-90), it will be a higher type; if (91+), it will be a totally random ethereal summoning. As long as the summoned being is imprisoned, the caster may attempt to communicate with it and spells from *Entity Mastery* or the *Evil Magician* base lists may be cast upon it. The caster may send the creature away ethereally to perform one simple task (kill someone, get an item, deliver this message, etc.); the creature will attempt to perform the task (very literally), and then will return to the circle (if not destroyed). Performing the task must not take more time than the duration of this spell and it must not require the creature to travel more than 1 mile/caster lvl from the location of the circle.

7. **Ethereal Room** — Creates a 10'x10'x10' ethereal space that is undetectable from the normal plane. The inner surface of the room is uneven with lots of protuberances that things can be secured to. The space can be entered or exited from a 4'x8' door that appears randomly within 30' of the caster (always in a non-solid area: air or water). The door may be entered or exited by anyone, but it is only visible to the caster and ethereal and undead creatures. When the duration of the spell is up or the caster cancels the spell, everyone and everything in the room will reappear in normal space in the area immediately adjacent to the door (i.e., if the door is on the ground, they will appear on the ground; if the door is in the air, they will appear in the air).
8. **Shift** — When cast during any portion of a round, caster will shift away from this plane and back again almost instantly with the same orientation (facing). During the shift, he may move up to 2.5' per level from his original position. The caster may specify the distance and in which direction he wishes to move, but there is a 30% chance that the direction will be random. The caster will never materialize in solid material but will instead remain on the ethereal plane (see page 78) for 1-100 rounds and then reappear in an open random area within 2.5'/lvl of his original position. All attacks directed against him in his original position will miss except for area attacks that include the destination point as well as the original position. However the caster always suffers at least -30 to orientation and activity after a blink (for attacks/maneuvers/etc).
9. **Ethereal Vision** — Caster can see invisible and ethereal objects within 5'/lvl (beings, gates, “signposts”, etc.).
10. **Conjuring Circle II** — As *Conjuring Circle I*, except that a Type II Circle is created.

11. Ethereal Door — Caster teleports with no error up to 30' lvl. He must visualize his destination or specify direction and distance. He will not materialize in a solid object but will instead be stunned for 1 round and remain on the ethereal plane for 1-100 rounds and then return to his original position. The caster may fall if he materializes over empty space. Reorientation always takes at least one round.

12. Lesser Ethereal Gate — A Lesser gate is opened to the ethereal plane, 7' tall by 4' wide. It is not visible except on the ethereal plane or by ethereal vision. Only creatures "small enough" to pass through may pass, though unusually powerful creatures (20 levels +) may rip the gate, producing a greater gate and come through. It should be noted that almost an infinite number of gates are visible from the ethereal plane: to many planes, times, and places (see page 78). Therefore most persons will become lost almost immediately after entering the ethereal plane.

13. Conjuring Circle III — As *Conjuring Circle I*, except that a Type III Circle is created.

14. Voice of Summons — Caster may summon by name any being on the ethereal plane or other appropriate planes (see page 78). The caster must issue the summons into a gate or be ethereal himself. Each round there is a 35% chance the desired being will hear and a 15% chance a random being will hear. This spell does not control the summoned being though the being will be heavily influenced (-20 RR) to come to the caster.

15. Traveler — Caster may move into and on the ethereal plane. This spell must be cast again to move back onto the normal plane (at his original position) unless the caster passes through a gate/is summoned/etc.

16. Conjuring Circle IV — As *Conjuring Circle I*, except that a Type IV Circle is created.

17. Signpost — Allows the caster to make some form of identifying mark on the "inside" (ethereal side) of an ethereal gate. The spell must be cast from the ethereal plane and serves simply to identify a gate otherwise identical to the infinite number of other gates. This virtually assures knowing the destination of a gate marked by the caster. This spell may also be used to change or erase already existing "signposts" belong to the caster. This spell does allow the caster to read, change, or erase "signposts" created by other casters.

18. Contact Other Plane — Caster sends his mind to another plane for advice, information, etc. from a random being. Probabilities of truthfulness, willingness, knowledge, ability, etc. are determined by characteristics of the being contacted. There is a chance of temporary insanity (min 10 weeks) based upon the nature of the plane (see page 78) contacted: another prime 10%; elemental plane 20%; Unique Planes 30%; the Eternal Planes 40%; a Planes of the Dead 50%; The Infernal Planes 60%; etc.

19. Conjuring Circle V — As *Conjuring Circle I*, except that a Type V Circle is created.

20. Greater Ethereal Gate — As *Lesser Ethereal Gate* except that any creature may pass through with no effort. "Visible" dimensions usually about 20' high by 20' wide.

25. Planar Displacement — Transport target to a randomly determined plane. If this spell is cast against non-magic users it is possible that they may never be seen again.

30. Conjuring Circle VI — As *Conjuring Circle I*, except that a Type VI Circle is created.

50. Disjunction — All magic effects and magic items in the radius except those on the caster's person must make a RR. Items failing by more than 100% are disjoined (separated into their separate magical components and thus usually destroyed). Each item failing by 61- 100% is affected by a Planar Displacement spell (see above). Each item failing by 01-60 is affected by a Shift spell (see above) of the caster's level (random distance and direction for each item so affected). Special artifacts and very powerful items may be given special RR modifiers by the GM.

Note: § — These spells have a 1-10% chance of triggering a random ethereal encounter (see page 79). The GM should vary this in general or on a case-by-case basis.

Note: It should be noted that this list contains among the most dangerous spells ever researched. Therefore most magical libraries are required by local authorities to make these spells available only to those who have secured a permit specifying permission/time/place of study or use. Many authorities also require testing of the user's mental stability and national loyalties by a certified specialist. See page 78 for details concerning the nature of the Ethereal plane.

OPTIONAL RULES



In this section, we cover a wide variety of rules options that can be used with your game. All of the options affect magic and the use of magic within the game. Some options just add more flavor to the game, such as Arcane magic or Alternate Planes of existence and Earthnodes, while other options will change how the game actually functions in some respects, such as a faster method of regaining Power Points, or a new method to determine the casting level of a spell, or changes to how long it takes to cast a spell.

It is strongly recommended that the GM read all of the options over very carefully before including any of them. Certain specific combinations of options may be unbalanced when used together, and it is possible that there are multiple options that cover the same area of the rules.

The GM should always carefully consider what options to include, and how those options may interact with the rules and any other options that he may be using.

ALTERNATE REALMS

In **RMC**, the Monk is an Essence user and the Bard is a Mentalism user. With this option, the GM can swap the realms associated with these two professions to have an Essence Bard and a Mentalism Monk.

Additionally, the GM should feel free to use the Beastmaster profession as either a Channeling or Essence profession in addition to its normal Mentalism Realm.

When changing the realm associated with a given profession, the GM needs to change the Prime Requisite stats of the profession so that its *realm stat* (i.e. Intuition for Channeling, Empathy for Essence, and Presence for Mentalism) is the proper for the new realm that the profession is moved to.

ALTERNATE PLANES

The concept of other worlds, times, and planes existing next to the “real” world is common to many works of fantasy, mythology, and religion. Such factors are key to creating a campaign game or world for fantasy role-playing.

A plane is a single universe with its own distinctive component characteristics of energy, matter, physics, and life. The total universe is made up of an infinite number of planes (also called variant realities). A single plane is often radically different from any others in terms of its component characteristics or at least, its history. The universe we are aware of is just one of the myriad planes.

Rolemaster already contains the concept of alternate planes of reality. We have both Demons of the Pales, and Demons of the Void. The Pales is the name given to a relatively small collection of planes from which many types of demons, and beyond the Pales is the Void, yet another plane, but a formless one, often considered to be beyond all other planes.

There are potentially an infinite number of planes of existence, so a comprehensive listing with descriptions of each is entirely impossible. However, the planes can be divided into several main classifications. Each is described below, sometimes with one or more sub-classifications.

INNER PLANES

This classification refers to those planes closest to the main or prime material plane (the plane that the characters are from). Even then, there are a number of possibilities.

When most scholars discuss the Inner Planes, they are referring solely to the Astral and Ethereal Planes, and not the Alternate Primes or Variant History Planes as these latter two are the hardest planes to reach.

Astral Plane: The Astral Plane is a plane of existence that lies closest to the material plane. It appears as an odd reflection of the material world, except that instead of seeing the normal shapes of things, a person on Astral Plane will see the auras of those on the material plane. Non-living things have no aura and appear in shades of grey, and the auras of creatures will vary in color due to their nature. Vegetarian creatures will have a brownish aura, while those who eat meat will reddish-brown aura. Sentient races will often have various colored auras, with the most common being a yellow-gold to a white-blue color. Sentient being who have killed for some reason will have bright red highlights swirling through their aura, and those who are evil will have black tendrils mixing with theirs.

Alternate Primes: These support life in much the same way as the plane that the characters are from. However, there can be extreme differences in flora, fauna, sentient life, differences in how magic works, or even a **nearly** complete lack of magic altogether, variations in the laws of nature, etc. The variations can and quite likely do range from the extremely minor to the extremely major in their impact and implications for those who travel the planar landscape.

Alternate History Planes: These are similar to other planes but differ from them in their history. Different battles are won or lost. Different events, lives and deaths, make these planes interesting and confusing to those familiar with a different planar history. These places may appear similar in some ways to another plane but can be very different in other ways.

OUTER PLANES

Beyond the Inner Planes, lay the Outer Planes. These are harder to reach, and the beings from these realms often have unusual powers and abilities. It is from these planes that many summoned creatures or beings come from.

Upper or Eternal Planes: These are the planes associated with those beings and spirits of immeasurable power whose intent is usually benign or at the very least neutral towards the material planes. Beyond the Upper planes lays the realm known as the Source, or the True Light.



Lower or Infernal Planes: These planes are associated with those beings and spirits of immense power whose intent towards the material planes is inimical in nature. The goals of these beings range from corruption to outright destruction. These planes are home to the beings known as demons as devils. What often saves the material realms from their attentions is the fact that demons and devils are usually at war with one another. Beyond these planes lay the Void, thought to be the source of all things evil, and home to the most powerful entities of evil.

Planes of the Dead: This is a generic term referring to one of many planes where the souls of the dead go for the afterlife, be it for eternal paradise or eternal torment. It also includes the Plane of the Undeath, the place that the souls of the undead gain their abilities from.

Elemental Planes: Each of the Elemental Planes is devoted to a single element. The plane contains regions that may be habitable or at least tolerable to mortals, but there just as many regions that won't support mortal life. The planes are filled with a myriad of life forms, collectively referred to as elementals. Many of these creatures mirror creatures found in the material realms.

Unique Planes: In addition to the Upper and Lower Planes, there are any number of unique planes, sometimes referred to as pocket dimensions. These planes are often fully self-contained, and it isn't unusual for a whole pantheon of deities to dwell within a unique plane, or connected series of unique planes. The Norse deities realm of Asgard or the Greek deities realm of Olympus (including Hades and Tartarus, Elysian Fields, etc.) are some examples of unique planes.

THE ETHEREAL PLANE

The Ethereal Plane is the plane of connection or transport. It is the medium that must be traversed to move from one plane to another. Even very powerful gates which link varied planes directly (such as those which communicate to a deity, or summon a demon) must have some root in the Ethereal Plane – an alteration in the Ethereal Plane which permits the new link to exist – a “short cut” so to speak. A more “normal”, certainly less power-consuming method, is to move through a gate (door, access) from the plane you are residing in into the Ethereal Plane, and then, to move from there to your destination plane. Even this lesser process is fraught with its danger.

The Ethereal Plane can be quite confusing and frustrating. It appears as a great misty plain, perpetually in shadow. There is sufficient light (its source is unknown – perhaps it is the diffused radiance of the gates, or the charge of a magic-rich atmosphere) for a common man to perceive by sight other beings or objects quite clearly up to about 50'. Beyond that range, the fog seems to rise up, offering only rare glimpses of what may lay beyond.

There is also a constant layer of swirling opaque fog about 18 inches deep on the floor. This fog immediately conceals any objects dropped within the depth of the fog, leaving anyone searching for something the task of groping to find it.

At what often appears to be random intervals a traveler in this misty realm can see gates to other locations, other planes. And there seems to be an infinite number of them.

The destination of each of these many gates is not apparent from the Ethereal Plane, and the gates appear identical except for two things: the first is its size, as there are lesser and greater

gates, each being different in the mass and power of the being or beings which can pass through the gate. The second difference is markings, as some spell casters have learned ways to mark the gates so that they will be recognizable at a later date so that they may be used or avoided.

ENCOUNTERS

There are beings that exhibit a remarkable innate talent for inter-planar travel and who can be encountered when someone dares to toy with the magic of the planes. The term "Ethereal Encounters" refers to such creatures, or other encounters that result from Ethereally related magic, travel, or even a locale that is, for some reason, unusually well linked to the Ethereal or another plane.

An Ethereal encounter can be impossibly unpredictable since the beings that can wander the planes are myriad both in form and in outlook. Demons, angels, genii, elementals, powerful undead, benevolent beings such as the ki-rin, or terrible evils such as Ordainers are all known wanderers of the planes.

A GM can use the encounter tables in **Creatures & Treasures** if he needs to determine the nature of a random or wandering Ethereal encounter. Some of the specific tables for this in **C&T** are: Universal Monsters (p 204-205), X-over Points (p 206-207), Burial Areas (p 206-207), Ruins (p 206-207), and Enchanted Areas (p 206-207).

The GM might determine which table is to be used randomly, or he might select one based on the nature of his campaign or the location of the encounter (burial areas, ruins, etc). A glance at these tables is all that is required to see that such an event will almost always be very dramatic and significant as a great many of these beings are truly awesome in power.

ARCANE MAGIC

There are a couple of schools of thought about the nature of Arcane Magic.

According to one school of thought, Arcane Magic is a more primal method of tapping into what is believed to be the real, single source (i.e. the Ethereal Plane) of magical energy, mana, in order to cast spells. It is felt that this more primal method of accessing mana, while more dangerous, also allows for more powerful spells to be cast.

A second school of thought believes that Arcane Magic is simply an over-powered Hybrid of the three realms, much like how a Mystic combines the realms of Essence and Mentalism for his spells. Coincidentally, this school of thought also considers that this method is more dangerous than standard, but also allowing for more powerful spells to be cast.

There are other schools of thought on Arcane Magic as well, but essentially, they all come to the same conclusion. Arcane Magic is dangerous, but it allows for more powerful spells.

What is important to understand is that when discussing Arcane Magic, we are not talking about Arcane Spell Lists. A person who learns an Arcane Spell List (see below for more information) does not automatically use Arcane Magic, just as a Magician who learns a Cleric's Base List does not automatically use Channeling magic. In both cases, the spell user uses his own realm of magic to cast spells, regardless of where they originally came from.

There is only one profession that uses Arcane Magic, and who may learn Arcane Spell Lists as Base Lists and that is the Archmage (see page 5). He is unique in that he has three realm stats.



POWER POINTS

In order to determine the number of Power Points that the Archmage has, average all three of his realm stats (Intuition, Empathy, and Presence) and use the resulting number for determining Power Points.

ARCANE CASTING REQUIREMENTS

Each realm of magic has its own casting requirements. Hybrid spell users must meet the requirements of both of their realms. Arcane spell users have their set of casting requirements as follows:

- The caster must have at least one hand free.
- The caster must be able to speak normally
- The caster may not be wearing any armor.
- The caster may not be wearing a helm.
- The caster may not have more than 20 lbs of organic material upon his person.
- The caster may not have more than 5 lbs of other metal upon his person.
- The spell being cast is of equal or lower level than the caster.

ARCANE FUMBLE RANGE

Spells cast using Arcane Magic will have an unmodified Fumble Range of 01-10.

RESISTING ARCANE SPELLS

When an Archmage casts a spell that requires a Resistance Roll, the target of the spell will average together all three of their RR modifiers for each realm. This averaged total is then the modifier used against arcane spells.

CANCELING/DISPELLING ARCANE SPELLS

There are currently no spells dedicated to canceling or dispelling arcane magic, although it is almost assured that some mage somewhere has researched them. However, the existing Cancel and Dispel spells found in each realm will still work against arcane magic, though at a reduced effectiveness.

If a canceling or dispelling spell targets only a single realm, the arcane spell receives a bonus of +50 to any Resistance Rolls. If such a spell targets 2 realms of magic, the arcane spell would receive a +25 to any Resistance Rolls. If a spell targets all three realms, such as *Cancel True* or *Dispel True*, then the arcane spell receives no modifiers to its Resistance Rolls.

Additionally, spell users may work together to attempt to cancel or dispel an arcane spell. By having each caster cast a different Cancel/Dispel versus a different realm at the same time, the arcane spell, while still getting a separate RR versus each spell, would treat each spell as if it affected multiple realms. Thus three spell users, each casting a dispel against a different realm would require the arcane spell to resist each of the three spells with no modifiers.

ESF MODIFIERS

If the GM is allowing the use of ESF, the Archmage, when tempting ESF, would use the the highest of the ESF modifiers from all three realms, but with an additional +10. For example, a Magician casting a spell while wearing AT 10 would have an ESF modifier of 30. For the Archmage, this modifier would be a 40.

Arcane magic is dangerous enough on its own. Trying to use it and chancing ESF at the same time is even more so.

ARCANE SPELL LISTS

In addition to an arcane source of mana (i.e. Arcane Magic), there are also Arcane Spell Lists. These spell lists are sometimes more powerful and more dangerous than normal spell lists.

Spell users from any realm may learn and cast Arcane Spell Lists. Thus, they are essentially omni-realm spell lists, existing in all three realms, or above all three realms, depending upon how magic in your setting works.

While learnable by all realms, these spell lists are harder to learn than normal spell lists. They cost double the normal amount of Development Points, under the core rules, to learn. The following table shows the maximum level to which a spell user may learn Arcane Lists.

| MAXIMUM SPELL LEVEL | | | | |
|---|-----------------|--------|------|---------|
| Caster Type | Spell List Type | | | |
| | Open | Closed | Base | Arcane* |
| Pure Spell User | 20 | 20 | 50 | 20 |
| Hybrid Spell User | 20 | 10 | 50 | 20 |
| Semi-Spell User | 10 | 5 | 50 | 10 |
| Non-Spell User | 5 | - | - | 5 |
| * = Costs double normal DP costs to learn an Arcane list for all except the Archmage. | | | | |

CASTING ARCANE SPELLS

When any spell user, excepting the Archmage, attempts to cast any spell from an Arcane Spell List, his unmodified (UM) Fumble Range is 01-20 and if there is any ESF involved, there is a special ESF modifier of 20 that is applied to the total (not to each individual ESF mod).

CASTING LEVEL

Almost every spell has one or more attributes that are determined by level at which the spell was cast. This could its range, or its duration or area of effect, or even the level used when making a Resistance Roll against it. These attributes are determined by the Casting Level of the spell. When using this option, the Casting Level is determined by the number of Power Points (PP) used in casting the spell.

Every spell has what is known as a *Base Spell Level*. This is the level that it appears on a given spell list, and this is also the minimum number of Power Points that are required to cast the spell.

Example: *On the Open Channeling Spell List, Light's Way, the spell Light II is in the 4th level slot on the list. This means that the spell requires a minimum of 4 PP to cast. It can never be cast with less than 4 PP.*

However, a caster is not limited to using just the minimum number of required Power Points in casting the spell. He may use a number of PP equal to the number of ranks that he has in the

spell list. However, if the player has the caster puts in more PP than the character has levels, then he chances Extraordinary Spell Failure (ESF – *Spell Law*, page 35).

Example: *Joe the 4th level Cleric knows the Open Channeling Spell List, Light's Way to 8th level (he has 8 ranks in the spell list). Joe can cast the 2nd level spell, Light I, which has a duration of 10 minutes per level, as using the minimum required 2 PP and it will have a Casting Level of 2 and a duration of 20 minutes. Or he can cast it using 4 PP (his level) and it would have a Casting Level of 4 and thus a duration of 40 minutes. Or he could, if he wanted, cast it using anywhere from 5 to 8 PP, which would give the spell a Casting Level of 5 to 8, depending on how many PP he actually used. However, by using more PP than his level, Joe is chancing ESF, so he needs to decide whether or not it would really be worth it.*

To recap, the Casting Level of a spell is determined by how many PP are used to cast it. The caster may use any number from the minimum required by the Base Spell Level on up to a number equal to the number of skill ranks that the caster has in the spell list. Should the caster use a number of PP greater than his character level, the caster will be chancing ESF. See page *Spell Law*, page 35 for more information on the ESF modifiers.

CLERIC SPELL SELECTION

The core rules allow Pure spell users to select 4 additional lists as Base lists for their profession. This allows the character to learn those lists beyond 20th level. The core rules put no restrictions on this, though they do recommend that only Open and Closed lists from the character's realm be allowed to be selected.

Under this option, all Pure users may only select their additional Base lists from among the Open and Closed lists of their realm unless they get special permission from the GM to select one of the Base lists of another profession from the same realm. However, Pure spell users should never be allowed to select lists from other realms as Base lists.

The Cleric, on the other hand, instead of being allowed 10 Base lists is only allowed to have 8 Base lists. He is also allowed to select any Open, Closed, or Base list from the Channeling, Essence, or Mentalism realms as a Base list. The catch is that the lists selected must be able to be associated to the deity that the Cleric worships, and the GM **must approve** any list selected as a Base list. The core Cleric Base lists, with the exception of Life Mastery, are always acceptable as a choice for a Base list.

Note: Life Mastery should only be selected by a Cleric who worships a deity that is associated with death, life and/or rebirth.

The player must select and/or identify which 8 lists will be Base lists for his Cleric prior to character creation. He is not required to learn all of the lists at once; they just need to be selected/set before the character begins play. All selected Base lists are treated as Channeling spells in all respects, regardless of what profession they came from.

The GM can use the *Deity Specific Lists by Sphere* table (see the page 88) as a guideline on deciding which lists the player should be allowed to select from for his Cleric.

Example: Bob is creating a Cleric that worships Targus, the God of the Sea and of Storms. For his 8 Base lists he selects Channels (Cleric Base), Communal Ways (Cleric Base), Protections (Cleric Base), Holy Vision (Astrologer Base), Starlights (Astrologer Base), Starsense (Astrologer base), Water Law (Magician Base), and Wind Law (Magician Base).

EARTHNODES

Earthnodes are areas rich in magical power. While Earthnodes do increase potential magic use and scope, they also restrict the increase in power to limited areas that can be controlled by the GM without changing the basic magic system.

If a GM decides to use Earthnodes, he can specifically tailor them to his world by controlling their number, size, and placement. Earthnodes enable a GM to create certain areas in his world where special activities (requiring magical power outside of the normal scope of **Spell Law**) can take place; for example, Earthnodes for special item creation, Earthnodes placed so as to create a transportation grid based upon teleportation, Earthnodes as centers of healing, etc.

Earthnodes themselves appear in two forms, called Major and Minor nodes. Major Earthnodes are those that have radii larger than 100'; Minor Earthnodes have radii of less than 100'. Most Earthnodes are perfectly circular. Major Nodes can be detected from far away by their tremendous outlay of power by a mere 5th level Arcane spell called *Nodeguide* (see page 71). However, Minor Earthnodes are not detectable at all except from within their actual radii. This makes them very difficult to find, their discovery only being made by a chance detection of a passer through or difficult scanning operations made by masses of highly trained personnel. However, the power available in both Major and Minor Earthnodes is virtually identical and can be accessed by the spells on the *Earthblood's Ways* list (page 71).

EFFECTS AT EARTHNODES

Previously undiscovered Earthnodes are often still found by spell casters. Spells cast while within the radius of the Earthnode only require 75% of normal PP's. All fractions are rounded up, so that a 4th level spell costs only 3 Power Points, a 7th level spell costs 6, an 8th level spell also costs only 6, while a 20th level spell only costs 15 Power Points.

A spell caster may also recover his Power Points more quickly within an Earthnode than without: sleep time (as well as Meditation time) is reduced by a third.

This power can be directly accessed by the spells on the *Earthblood's Way* list (p. 71), as well as in any other way that the GM decides is appropriate.

PLACING THE EARTHNODES

If the GM decides to include Earthnodes in his world, he should note the locations of the Major and Minor Earthnodes on his campaign map or similar record-keeping device.

It is recommended that the GM roll for the number of

Major and Minor Earthnodes for each 250 square mile area.

Major Earthnodes: $2 + 1d5$

Minor Earthnodes: $5 + 1d10$

Once the GM knows how many Earthnodes are in a given area, then he can place them however he wants.

PHENOMENA AT THE NODES

One of the most striking characteristics of the Earthnodes (in particular Major Earthnodes) is the way unusual items and beings often turn up within the Node. It appears that either fate (personified) "focuses its attention" on Earthnode areas, or that powerful beings are drawn subconsciously to the magic-rich areas.

The GM should randomly determine for each Major Node what important occurrence exists at that node. There is only a 30% chance that a Minor Node will have such an important occurrence:

Valuable Herb: Especially rare and/or magical herbs occurring in abundance or in an uncharacteristic environment. It is possible that the herb is of an entirely new species, produced first by the node. This herb will spontaneously generate in this node with a frequency and abundance determined by the GM.

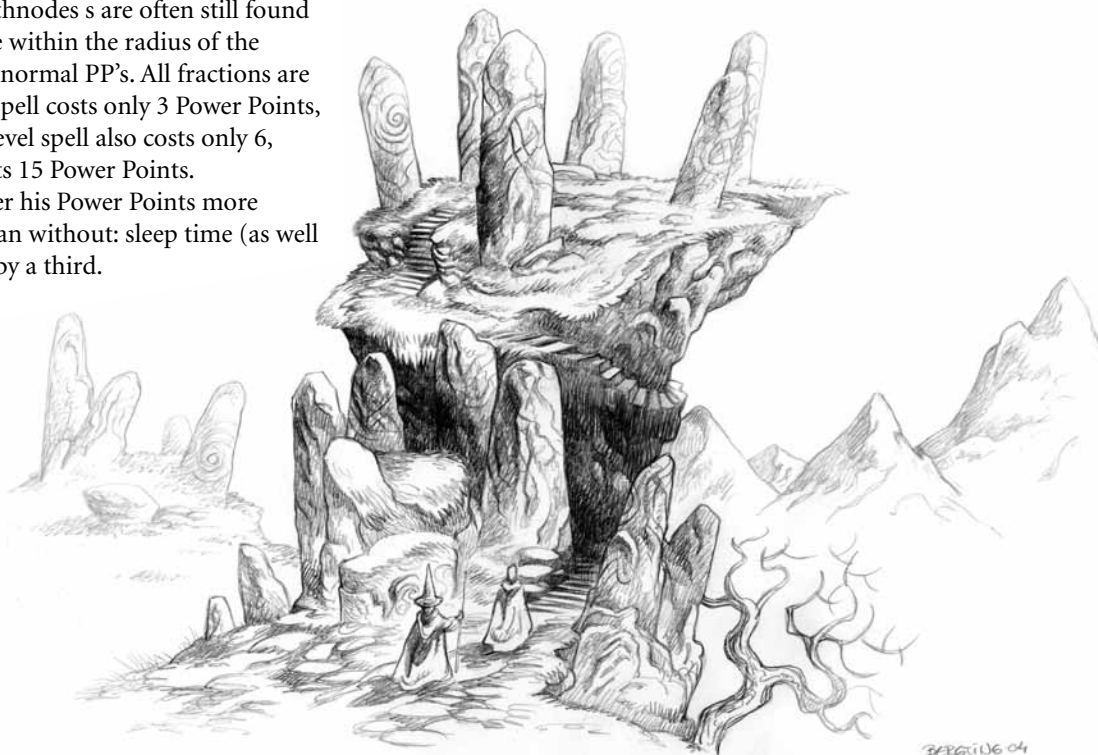
Valuable Ore: primarily of magical materials such as laen, eog, keron, ogamur, etc. In some cases, such ores will even regenerate over time (i.e. several centuries).

Major City: Usually a leader in commerce, power, academia, etc. Such cities will also often have a strong magical guild, whose residence is on the node itself.

Dungeon: A very complicated and usually subterranean complex. Quite often, these are built around subterranean Earthnodes, allowing the owner access to it.

Lair: the Dwelling of a powerful monster or a lair of a large number of smaller monsters. Even bad guys and monsters, especially dragons, like Earthnodes.

Castle: Usually that of a mighty fighting lord, spell caster, scholar, financier, etc. As the saying goes, "Location, location, location."



Shrine: a place holy to a particular deity, being, or principle. Often Shrines are uninhabited, being magical places of worship for the local populace or passersby. Shrines are more common for Minor Earthnodes, built because the discoverer thought that location was blessed by their deity.

Temple: much like a shrine except more often employing personnel and offering services appropriate to the religion represented. As with shrines, often built by the discoverer, in support of their deity.

Rare Creature: Usually wild in the area, such as a Unicorn, White Hart, Ki-lin, Lammasu pride, etc. Such creatures seem to have an affinity for such locales.

Supernatural Dwelling Place: Often of a powerful being, such as a titan, giant, lich, angel, demon, etc. And they are not very keen on trespassers.

Lord: The Dwelling of a human-type being of great power, often magical, perhaps not appearing as a lord at all. He may look like a simple farmer, but beware his mighty magical abilities!

Magical Phenomenon: A magical warping of reality occurring in one of myriad forms: enchanted pools, streams, rivers, or fountains; enchanted or cursed forests; areas full of the nature of Faerie; free flowing chaos; a gate into a far different space, plane, time, or location; a personal alteration device. Just about anything can happen.

EXTENDED SEMI BASE LISTS

This option is intended to help bridge the gap between Semi Spell Users in **RMFRP** having 6 Base Spell Lists and Semi Spell Users in **RMC** only having 5 Base Spell Lists.

When using this option, Semi Spell Users are allowed to select a 6th Base Spell List from the Closed spell lists for their realm.

Certain of the Semi Spell Users given in the first part of this book are conversions and thus have 6 Base Spell Lists. The descriptions for each of those professions specifies that the profession may only select 5 of those lists as Base Spell Lists unless this option is being used. If this option is used, those particular professions get the 6 spell lists listed as their Base Spell Lists, they do not get to select a 6th Base Spell List from the Closed spell lists of their realm.

FAST POWER POINT RECOVERY

In the core rules, a caster has to sleep or meditate for up to 8 hours to restore their Power Points once they have expended them. This can lead to the situation where the party gets up, has a major battle within the first hour of rising and then the magician has to go back to sleep to recover their Power Points (PP).

The core rules also include magical devices that multiply the number of Power Points is able to use each day. Multipliers range from giving double the normal amount of PP to giving up to 5x the normal amount. Unfortunately, this can, at higher levels, be extremely unbalancing.

The basic concept here is that the number of PP that a magic user has is not a daily allotment, but representative of how much magical energy the character can manipulate before that he needs to rest.

This means that a character with 12 Power Points can cast up to 12 PP worth of spells, and a short while later be back at full capacity and ready for the next encounter.

PP RECOVERY TIMES

The rate at which a character recovers Power Points depends upon his activities. The more active a character is, the slower he will regain the ability to manipulate the magical energies required for casting spells.

Complete Rest – The character is meditating, sleeping, or lying down, with little to no movement or activity (physical or mental). He will recover 1 Power Point for every 5 minutes of complete rest. The character must spend a minimum of 5 minutes resting before recovery can even begin, and then he will recover his first PP only after another 5 minutes (i.e. 10 minutes to recover the first PP, and 5 minutes per PP afterwards).

Mildly Active – The character is sitting still, or not performing any taxing physical activities, but still mentally active. This includes things eating dinner, walking, riding (a walking mount), or other tasks that require mild concentration or effort. During this type of activity, the character will recover 1 Power Point for every 30 minutes of this type of activity. Like the entry for Complete Rest, the character must spend one time period at this activity level before PP recovery will begin.

Active – This includes things like running, fighting, casting spells, concentrating on spells, exploring a dungeon or other strenuous activities or activities requiring strong concentration. During this type of activity, the character will not recover any Power Points.

SPELL DEVICES

The use of spell devices with these rules is slightly problematic, and each type of device needs to be addressed separately.

- **PP Multipliers:** These should not be allowed with this option as it will make spell users way too powerful overall.
- **Spell Adders:** These types of spell devices are allowed as they have no affect on the number of PP that a character has.
- **PP Adder (Type I):** This is a spell device that grants the character xx number of PP each day. These are allowed, but it needs to be remembered that this is per day allowance. Once those PP have been used, they will not be available again until the next day. They do not regenerate quickly like the caster's own Power Points.
- **PP Adder (Type II):** This is a spell device that provides 1 or more PP each time that the character casts a spell. With these devices, the character must always supply at least 1 PP to the casting process. These types of items are allowed, but they should never give more than 2 or 3 PP at most.
- **PP Batteries:** These are devices which store PP for later use. The character has to spend 10 PP just to increase the number of PP within the battery by 1 PP as it puts a larger strain on the body to store PP in a device than it does in casting a spell. Using Power Points that are already in a battery works just the same manner as a Type I PP Adder described above.



FOLIOS

Spell casting can be divided into two main components, Realm and Folio.

A Realm consists of the caster's source of magic along with any restrictions and requirements that may affect his casting of spells. Realms are described in more detail in the **RMC Spell Law**. Folios are described in more detail below.

WHAT IS A FOLIO?

A Folio is the collection of Base Spell Lists that every spell casting profession. For most Pure spell users, this consists of 6 predetermined lists and then 4 additional lists that are selected from all of the other spell lists within the Realm. The major benefit of Base Lists is that the caster may learn those lists to 50th level.

For Pure spell users all other lists are restricted to 20th level. Hybrids and Semi Spell Users have other, different restrictions, but we won't concern ourselves with them here since the purpose of this option is about creating Folios for Mages and Mentats.

CREATING A FOLIO

The intent of this option and the Mage and Mentat professions is for the GM to create a Folio of 15 spell lists from the Master Spell List table for each profession. These Folios should be tailored to the setting, with different Guilds or groups of Mages/Mentats having different Folios depending upon where they are from in the campaign setting. This allows the GM to set up rival groups who may have a few Base Spell Lists available to both groups, but also have spell lists that are unique to each group.

The Master Spell List tables contain all of the Base Spell Lists from each profession of that realm, along with any "Realm Lists" (see page 86) for that realm. The Master Spell List tables

also contain the Open and Closed spell lists from the other realms. The Open and Closed Spell Lists from the same realm as the Mage/Mentat are not included on their Master Spell List tables because they are always allowed to select from those lists in addition to the Folios created by the GM.

In creating a Folio, the GM should decide upon a basic theme or concept for the Folio and then select 15 of the lists from the Master Spell List table for the given profession. The selected lists should all fit the concept decided upon.

MAGICAL GUILDS

One method of using the Mage and Mentat professions is to associate them with some sort of Magical Guild in the setting, as this aids in giving them a background and gives them connections to others within the Guild or perhaps rivalries from other Guilds. As always, the GM should work with his players to determine the level of detail and interaction that they want with the Guild and its other members or rivals.



MAGE BASE LIST MASTER TABLE

| Open Channeling | Open Mentalism | Pure Essence | | |
|--------------------------|-------------------------|-----------------------|--------------------------|--------------------------|
| Barrier Law | Anticipations | Air Law* § | Glyphs § | Nomenclature Mastery § |
| Concussion's Way | Attack Avoidance | Body Reins | Guises | Organic Skills |
| Detection Mastery | Brilliance | Body Renewal | Ice Law | Physical Erosion (Evil) |
| Light's Way | Cloaking | Combat Illusions § | Illusion Mastery | Physical Manipulations § |
| Lofty Movements | Damage Resistance | Combat Ways § | Influences § | Senses § |
| Nature's Law | Delving | Commanding Will § | Inorganic Skills | Solid Destruction |
| Purifications | Detections | Concealment Mastery § | Inscriptions § | Soul Destruction |
| Sound's Way | Illusions | Dark Contacts (Evil) | Light Law | Sound Molding |
| Spell Defense | Self Healing | Dark Law* § | Light Molding | Symbolism § |
| Weather Way | Spell Resistance | Dark Summons (Evil) | Liquid-Gas Skills | Thieving Law § |
| Closed Channeling | Closed Mentalism | Darkness (Evil) | Magestaff* § | Warding Mastery § |
| Blood Law | Gas Manipulation | Earth Law | Magic Defense § | Warrior's Bridge (CC) |
| Bone Law | Liquid Manipulation | Earth Mastery* § | Matter Disruption (Evil) | Warrior's Element (CC) |
| Calm Spirits | Mind Mastery | Enchanting Ways | Mechanisms § | Warrior's Enhancements § |
| Creations | Mind's Door | Essence Imbedding | Ment/Chann Imbedding | Warrior's Esence (CC) |
| Locating Ways | Movement | Evasions | Mind Destruction | Warrior's Shield (CC) |
| Lore | Sense Mastery | Feel-Taste-Smell | Mind Sense Molding | Warrior's Way (CC) |
| Muscle Law | Shifting | Fire Law | Mirages* § | Warrior's Weapon § |
| Nerve Law | Solid Manipulation | Flesh Destruction | Monk's Bridge | Water Law |
| Organ Law | Speed | Fluid Destruction | Monk's Sense | Will of the Warrior § |
| Symbolic Ways | Telekinesis | Gas Destruction | Movement Mastery § | Wind Law |

* = This is a Realm Base List and not associated with any profession.

(CC) = This spell list can be found in the RMC Combat Companion.

§ = This spell list can be found in this product, all other spell lists, that are not from CC, are from RMC Spell Law.

MASTER MENTAT BASE LISTS

| Open Channelnig | Open Essence | Pure Mentalism | | |
|-------------------|-----------------------|---------------------|------------------------|-------------------------|
| Barrier Law | Delving Ways | Air Mastery* § | Healing (CC) § | Mystical Change |
| Concussion's Way | Detecting Ways | Animal Ways § | Hiding | Nerve/Organ Mastery |
| Detection Mastery | Elemental Shields | Assassin Mastery § | Item Lore | Past Visions |
| Light's Way | Essence Hand | Beastmastery § | Liquid Alteration | Path Finding § |
| Lofty Movements | Essence's Perceptions | Blood Mastery | Lores | Pathfinder's Arms § |
| Nature's Law | Lesser Illusions | Body (CC) | Mind Attack | Pathfinder's Movement § |
| Purifications | Physical Enhancement | Bone Mastery | Mind Control | Poison Mastery § |
| Sound's Way | Rune Mastery | Combat (CC) § | Mind Death (Evil) | Presence |
| Spell Defense | Spell Wall | Concussion Mastery | Mind Disease (Evil) | Prosthetics |
| Weather Way | Unbarring Ways | Confusing Ways | Mind Domination (Evil) | Sense Control |
| Closed Channeling | Closed Essence | Control (CC) | Mind Erosion (Evil) | Sense Through Others |
| Blood Law | Dispelling Ways | Controlling Songs | Mind Merge | Sensing (CC) § |
| Bone Law | Gate Mastery | Crystal Ways* § | Mind Speech | Solid Alteration |
| Calm Spirits | Invisible Ways | Disguise Mastery § | Mind Subversion (Evil) | Sound Control |
| Creations | Living Change | Escapes § | Mind Visions | Sound Projection |
| Locating Ways | Lofty Bridge | Future Visions | Misdirections § | Survival Mastery § |
| Lore | Rapid Ways | Gas Alteration | Movement Enhancement § | True Perception |
| Muscle Law | Shield Mastery | Gathering Secrets § | Muscle Mastery | True Sight |
| Nerve Law | Spell Enhancement | | | |
| Organ Law | Spell Reins | | | |
| Symbolic Ways | Spirit Mastery | | | |

* = This is a Realm Base List and not associated with any profession.

(CC) = This spell list can be found in the RMC Combat Companion.

§ = This spell list can be found in this product, all other spell lists, that are not from CC, are from RMC Spell Law.

EVIL FOLIOS

Please note that the inclusion of any of the Evil spell lists within a Folio will often mean that the character (or characters) with that Folio will be considered to be evil by many societies, and they could possibly be truly Evil depending upon the mechanics of the setting (i.e. how Evil spell lists are powered by the Unlife in Shadow World).

INCREMENTAL CASTING TIMES

The amount of activity required to cast a spell is based upon the total number of Power Points (PP) in the spell. Each PP in the spell requires 20% activity, with a base minimum of 60% activity. Thus, 1st, 2nd, and 3rd level spells all require 60% activity to cast, while a 4th level spell with require 80% activity and so forth.

Under this option, Instantaneous Spells require 20% activity to cast, regardless of their level. Any actions that may be allowed (such as leaping) will require 55%activity to accomplish.

Like any other action that requires more than 100% activity to perform, casting a spell that requires more than 100% activity will require multiple rounds to complete, with each full round spent casting the spell subtracting 100% from the total amount of activity required.

Characters may reduce the casting time of their spells, down to a minimum of 60% activity, but only by risking ESF. For every 10% that the caster reduces his casting time, he gains a +1 ESF modifier.

| CASTING TIME | | | | | | | | |
|--------------|--------|------|----|--------|------|--|--------|------|
| CL | Act. % | Rnds | CL | Act. % | Rnds | CL | Act. % | Rnds |
| 1 | 60% | 0.6 | 11 | 220% | 2.2 | 25 | 500% | 5 |
| 2 | 60% | 0.6 | 12 | 240% | 2.4 | 30 | 600% | 6 |
| 3 | 60% | 0.6 | 13 | 260% | 2.6 | 50 | 1000% | 10 |
| 4 | 80% | 0.8 | 14 | 280% | 2.8 | CL = Casting Level | | |
| 5 | 100% | 1 | 15 | 300% | 3 | | | |
| 6 | 120% | 1.2 | 16 | 320% | 3.2 | Act. % = Activity % | | |
| 7 | 140% | 1.4 | 17 | 340% | 3.4 | | | |
| 8 | 160% | 1.6 | 18 | 360% | 3.6 | Rnds = rounds; 100% Activity = 1 round | | |
| 9 | 180% | 1.8 | 19 | 380% | 3.8 | | | |
| 10 | 200% | 2 | 20 | 400% | 4 | | | |



IRREGULAR CASTING TIMES

According to the core rules, a spell requires zero to two rounds of preparation prior to a single round of actual casting. The actual time required is determined through comparing the spell's level to the caster's level, and how far below the caster's level the spell actually is.

Using this option, the casting time is based solely the level of complexity of the spell. This means that lower level spells will take less time to cast, while higher level spells will, because of their more complex and more powerful nature, will take longer to cast.

The Casting Times table shows how many rounds are required to cast a spell of a given level, and the following notes help to explain things a little more. Some of the following bullet points are similar to other options because it is felt that they should be included as part of this option.

- If a spell requires more than 1 round to cast, the rounds prior to the last one require 90% activity each round while the last round requires 75% activity. There are no "preparation rounds" and casting rounds, it is all "casting rounds".
- Instantaneous spells require only 1 round using 75% activity to cast. The first 10% activity is the actual casting, and the remaining 65% is recovery. No other actions may be performed or initiated during the recovery.
- Casting rolls for a spell should always be made at the end of the casting time.
- A caster may spend extra time casting a spell, gaining a +5 for each extra round spent, up to a maximum of +30 to his casting roll.
- A caster may rush in his casting of a spell, taking less time than normal, to a minimum of one round. The caster receives a -20 to his casting roll for each round he trims off his casting time.
- Should the GM be allowing the casting of spells above the caster's level, then the casting time for those spells, above the caster's level, will be increased by one additional round.

| CASTING TIMES | |
|---------------|--------------|
| Spell Level | Casting Time |
| 1 - 5 | 1 round |
| 6 - 10 | 2 rounds |
| 11 - 15 | 3 rounds |
| 16 - 20 | 4 rounds |
| 21+ | 5 rounds |

LIFEGIVING & HEALING

One thing that has always seemed odd, no matter the version of RM being used, is how does one heal a dead body? Lifegiving spells, as they currently stand, do not heal a dead body, so if the damage that killed the character is not healed and somebody casts Lifegiving on him, he will just turn around and immediately die.

Spell Law is not specific about whether or not healing spells may be cast on a dead body, so it can easily be ruled by a GM in either direction. If the GM allows the casting of healing spells on a dead body then there is no real need for this option, but if the GM likes he can still use it. This option is more specifically for those who believe that healing spells will not work on a dead body.

This option works as follows:

- If caster of the Lifegiving can cast the spells needed to heal the body of the death dealing damage and/or any other mortal damage that would kill the newly resurrected character, then the Life giving puts him into coma until such time as those spells are cast. This coma will last up to 24 hours, at which point the character will die again if he has not been healed.
- If the caster of the Lifegiving is unable to cast the spells required to heal the resurrected character (because he does not know the proper spells), then the coma into which he is placed will be a regenerative coma that will heal the death dealing damage, and only that damage at 10x the normal rate.

LEVEL BONUSES

RMC gives several options for alternative level bonuses in **Character Law**. The following tables provide the level bonuses for those options. The titles on the tables explain which options that each goes with.

The table with the RM2 compatible level bonus option is to the right, while the table with the RMFRP compatible option is located on page 86.

| LEVEL BONUS TABLE: RM2 OPTION | | | | | | | | |
|-------------------------------|--|-------------|-----------------|----------------|-------------------|-------------|------------|-----------|
| Profession | Combat | Base Spells | Directed Spells | Outdoor Skills | Subterfuge Skills | Item Skills | Perception | Body Dev. |
| Priest | — | +1 | +1 | — | — | +2 | +2 | — |
| Druid | — | +1 | +1 | +2 | — | +1 | +1 | — |
| Paladin | +2 | — | — | — | — | +1 | +1 | +2 |
| Ranger Revised | +1 | — | — | +3 | — | — | +1 | +1 |
| Mage | — | +1 | +2 | — | — | +2 | +1 | — |
| Runemage | — | +1 | — | — | — | +3 | +2 | — |
| Dabbler | +1 | — | — | — | +2 | +1 | +2 | — |
| Warrior Mage | +2 | — | — | +1 | — | +1 | +1 | +1 |
| Mentat | — | +2 | +1 | — | — | +2 | +1 | — |
| Beastmaster | +1 | — | — | +2 | +1 | — | +1 | +1 |
| Magent | +1 | — | — | — | +2 | +1 | +2 | — |
| Pathfinder | +1 | — | — | +3 | +1 | — | +1 | — |
| Archmage | — | +2 | +1 | — | — | +2 | +1 | — |
| KEY | | | | | | | | |
| Combat: | Applies so all melee and missile OB's, including Martial Arts. | | | | | | | |
| Directed Spells: | Applies to all 'directed spell' OB's. | | | | | | | |
| Base Spells: | Applies to all base (nondirected) spell rolls. | | | | | | | |
| Outdoor Skills: | Applies to all maneuver rolls involving the following outdoor skills: Climbing, Swimming, and Riding (appropriate secondary skills such as Tracking can also receive this bonus). | | | | | | | |
| Subterfuge Skills: | Applies to all maneuver rolls involving the following subterfuge skills: Disarming Traps, Picking Locks, and Stalking & Hiding (appropriate secondary skills such as Trickery can also receive this bonus). | | | | | | | |
| Item Skills: | Applies to all attempts to "Read Runes" or "Use Items" (i.e., utilizing the Runes skill or the Staves & Wands skill). | | | | | | | |
| Perception: | Applies to all rolls utilizing the Perception skill. | | | | | | | |
| Body Dev.: | Applies to the number of "hits" obtained by each Body Development skill rank. | | | | | | | |
| Note: | After 20th level all level bonuses increase differently. Combat level bonuses increase as described in Sections 4.1 and 5.2. Other level bonuses as follows: +3 level bonuses increase as a rate of +1 per level, +2 level bonuses increase at a rate of + 1/2 per level, and +1 level bonuses do not increase as all. | | | | | | | |

| LEVEL BONUS TABLE (RMSS/RMFRP CONVERSION FRIENDLY OPTION) | | | | | | | | | | | | | |
|---|--------|-------|------|---------|------|-------|------|-------|--------|---------|--------|------|-------|
| Profession | Priest | Druid | Pal. | RangerR | Mage | RMage | Dabb | WMage | Mentat | Bstmstr | Magent | Path | Amage |
| Armor | | | +1 | | | | | +1 | | | | | |
| Artistic | | | | | | | | | | | | | |
| Athletic | | +1 | +1 | +1 | | | | | | +1 | | | |
| Awareness | +1 | +1 | +1 | +2 | | +2 | +2 | +1 | +1 | | +2 | +2 | +1 |
| Body Dev. | | +1 | +2 | +1 | | | +1 | +1 | +1 | +1 | +1 | | |
| Combat Man. | | | +2 | | | | | +2 | | +1 | | | |
| Communication | | | | | | | | | | | +1 | | |
| Crafts | | | | | | | | | | +1 | | | |
| Directed Spell | | | | | +3 | +1 | | | | | | | +1 |
| Influence | +2 | | | | | | +1 | | +2 | +1 | +1 | | +1 |
| Lore | +1 | +1 | | | +2 | +2 | +1 | | +1 | | | +2 | +1 |
| Martial Arts | | | | | | | | +1 | | | | | |
| Outdoor | +1 | +3 | | +3 | | | | | | +2 | | +3 | |
| Pwr Awar./Manip. | +3 | +1 | +1 | +1 | +3 | +3 | +2 | +1 | +2 | | +1 | | +3 |
| Power Point Dev. | +1 | +1 | | | +1 | +1 | | | +1 | | | | +1 |
| Science/Analytic | | | | | | | | | | | | | |
| Self Control | | | | | | | | | +1 | +1 | +2 | +1 | |
| Special Attacks | | | | | | | | | | | | | |
| Special Defenses | | | | | | | | | | | | | |
| Spells | +1 | +1 | | | +1 | +1 | | | +1 | | | | +2 |
| Subterfuge | | | | +1 | | | +1 | | | +1 | +1 | +2 | |
| Technical/Trade | | | | | | | | | | | | | |
| Urban | | | | | | | +1 | | | | | | |
| Weapon | | | +2 | +1 | | | +1 | +2 | | +1 | +1 | | |

LIMITED OVERCASTING

This is an option that is based on Option 10.4 found in the **RMC Spell Law**, as well as the Spell Class descriptions found on pages 29-30 of the **RMC Spell Law**.

In those Spell Class descriptions, spells are classified based on their level in relation to the caster. This classification determines how much time is required to cast a spell.

With this option, we add a new Spell Class that allows the character to cast spells that are within a few levels of his own. This is similar to Option 10.4 mentioned above, but not quite the same.

CLASS IV SPELLS

Class IV spells require 4 rounds to cast; three rounds of preparation, and one round for effect. Class IV spells have a level that is one, two, or three levels above the level of the caster. (i.e. 5th, 6th and 7th level spells would be Class IV spells for a 4th level caster).

Class IV spells receive a -25 modifier to their casting/attack rolls. Additionally, if a character has a Directed Spell attack as a Class IV spell, this allows them to learn one rank in the proper Directed Spell skill each level until the spell becomes a Class III spell, at which point the character may begin learning the skill normally (i.e. two ranks per level if the profession's costs for the skill allows).

REALM LISTS

In the core rules, every Base Spell List belongs to a profession. The only exceptions are the Evil spell lists, but they also have special rules regarding how they can be acquired, turning a

regular profession into an evil version of itself, so they essentially belong to a profession as well.

However, not every Base Spell List needs to be tied to a specific profession. Some can be tied to the Realm itself, and as such be available for selection as a Base Spell List by any Pure spell casting profession for the realm.

The following table shows the Realm Lists that we give in this product.

| REALM LISTS | | |
|---------------|---------------|--------------|
| Channeling | Essence | Mentalism |
| Holy Symbol | Air Law | Air Mastery |
| Major Healing | Dark Law | Crystal Ways |
| | Earth Mastery | |
| | Magestaff | |
| | Mirages | |

RELIGIOUS ORDERS

Religious Orders fill several roles, more than just supplying Priest characters s selection of spell lists from which the Priest chooses his Base Lists. Religious Orders provide players with information that they can use to more closely tie their characters to the setting in which they are being played. Religious Orders also provide information that can be used to aid in shaping the personalities of their characters as well.

CREATING ORDERS

The following example shows the layout of a Religious Order and describes/defines the purpose of each section. It also includes some guidelines

ORDER NAME

The first part is the name of the Order. This represents what they are known as to others of the setting. This is sometimes, but not always, followed by a short section of descriptive text about the Order. Such descriptive text is often located in the same position as this paragraph. This is then followed by a number of sub-sections, each of which details a specific aspect of the Religious Order. They are listed below.

Focus: This section tells what deity or deities the Order worships. Some deities have multiple aspects that may seem to be very diverse. In such cases, this section will list the name and descriptive text about the aspect that is worshipped.

Spheres of Influence: This section lists the Spheres of Influence the deity covers.

Culture (Temple Locations): Not every deity will be worshiped in every location. Some deities will want their temples or shrines to be located in specific locations. This section describes where temples and shrines are most likely to be located and which cultures this Order can be found in.

Membership: This section lists the races which comprises the Order. It will also list any membership restrictions to such things as race, culture, or sex of the worshipers.

Benefits of Membership: This section lists any special benefits that are received by being a member. The benefits could be a static bonus to a few skills, a talent/gift, or some in game benefit, such as always having a place to sleep and free meals from worshipers.

When the benefit is a static bonus or a talent or gift, then the Priest character will have to pay the DP costs for the benefit, also to be listed with the benefit, before they actually receive the benefit. The character does not need to pay for this when they join the Order (i.e. create the character), they may decide to pay for and acquire the benefit whenever they go up a level.

Restrictions: This section lists any restrictions that the Order imposes upon its members. An example of such a restriction would be that members of the Order are not allowed to kill animals except for food.

Symbol: This section will contain a description of the Order's holy symbol. The higher in the hierarchy, the more likely that a Priest's holy symbol will be made of rarer materials.

Dress: This section describes the type of clothing and vestments worn by Priests belonging to the Order.

Structure: This section describes the basic hierarchal structure of the Order and may include additional information such as titles used by members of the Order.

Philosophy/Purpose: This section describes the underlying philosophies and principles of the Order and even some of their more overt purposes and goals.

Activities: This section describes some of the major activities undertaken by the Order to achieve their goals and promote their philosophies.

Favored Skills: The Priest is a generic profession. This means that sometimes the Development Point (DP) costs for the Priest won't be as favorable as they should be for some skills in regards to the aspects of the deity that the Order worships.

The GM is allowed to reduce the costs of up to 5 skills related to the worshipped aspects of the deity. When a skill's DP cost is reduced, it is reduced by 1 point on both the primary and secondary costs. For example, a cost of 4/* would become 3/*, a cost of 3/8 would become 2/7, and a cost of 8 would become 7.

Spell Lists: This section gives a selection of spell lists from which the character selects his 8 Base Lists. The table, Deity Specific Lists by Sphere, on the following page, gives a list of possible aspects, also known as Spheres of Influence.

Each Sphere also has one or more spell lists. Some Spheres have spell lists that may seem at odds with each other, like Death/Rebirth having both the Necromancer and Life Mastery spell lists. This is because the Sphere or aspect may be interpreted in different ways.

All Priests will always have access to the spell lists from the Universal Priest sphere, and the GM should select 3-5 other spheres and then select what spell lists from those spheres are available for selection as Base Lists. In addition to the Sphere Lists, the Priest may also select Base Lists from any of the Open and/or Closed Channeling spell lists.



| DEITY SPECIFIC LISTS BY SPHERE | |
|---|---|
| Universal Priest | Magic |
| Channels (Cleric Base) | Spell Enhancement (Closed Essence) |
| Communal Ways (Cleric Base) | Spell Reins (Closed Essence) |
| Holy Symbol (Channeling Base) | Nature |
| Protections (Cleric Base) | Nature's Guises (Ranger Base) |
| Summons (Cleric Base) | Nature's Lore (Animist Base) |
| Animals | Nature's Movement (Animist Base) |
| Animal Mastery (Animist Base) | Nature's Protection (Animist Base) |
| Arts/Crafts | Nature's Way (Ranger Base) |
| Inorganic Skills (Alchemist Base) | Night |
| Lesser Illusions (Open Essence) | Darkness (Evil Magician Base) |
| Living Change (Closed Essence) | Warrior's Element (Elem. Warr. Base – Darkness) |
| Organic Skills (Alchemist Base) | Plants |
| Darkness | Plant Mastery (Animist Base) |
| Darkness (Evil Magician Base) | Revenge |
| Warrior's Element (Elem. Warr. Base – Darkness) | Curses (Evil Cleric Base) |
| Death/Rebirth | Disease (Evil Cleric Base) |
| Life Mastery (Cleric Base) | Mind Disease (Evil Mentalist Base) |
| Necromancy (Evil Cleric Base) | Mind Subversion (Evil Mentalist Base) |
| Destruction | Sea/Oceans/Rivers/Water |
| Dark Channels (Evil Cleric) | Liquid Alteration (Mystic Base) |
| Flesh Destruction (Sorcerer Base) | Warrior's Element (Elem. Warr. Base – Water) |
| Fluid Destruction (Sorcerer Base) | Water Law (Magician Base) |
| Gas Destruction (Sorcerer Base) | Water Law (Magician Base) |
| Mind Destruction (Sorcerer Base) | Sky/Weather/Storms |
| Solid Destruction (Sorcerer Base) | Gas Alteration (Mystic Base) |
| Soul Destruction (Sorcerer Base) | Weather Ways (Open Channeling) |
| Earth | Wind Law (Magician Base) |
| Earth Law (Magician Base) | Spirit |
| Solid Alteration (Mystic Base) | Spirit Mastery (Closed Essence) |
| Warrior's Element (Elem. Warr. Base – Earth) | Strength |
| Evil Cults | Body Reins (Monk Base) |
| Curses (Evil Cleric Base) | Body (Venturer) |
| Dark Channels (Evil Cleric Base) | Combat (Venturer) |
| Dark Lore (Evil Cleric Base) | Subtlety/Stealth |
| Fire | Cloaking (Open Mentalism) |
| Fire Law (Magician Base) | Hiding (Mystic Base) |
| Warrior's Element (Elem. Warr. Base – Fire) | Shifting (Closed Mentalism) |
| Healing | Sun |
| All Healer Base Lists | Light Law (Magician Base) |
| Herb Mastery (Animist Base List) | Starlights (Astrologer Base) |
| Major Healing (Channeling Base) | Travel |
| Hunting | Path Mastery (Ranger Base) |
| Nature's Guises (Ranger Base) | Undead |
| Nature's Way (Ranger Base) | Necromancy (Evil Cleric Base) |
| Path Mastery (Ranger Base) | Repulsions (Cleric Base) |
| Justice | War |
| Mind Visions (Seer Base) | Attack Avoidance (Open Mentalism) |
| True Perception (Seer Base) | Combat (Venturer Base) |
| Knowledge | Warrior's Shield (Elemental Warrior Base) |
| Item Lore (Bard Base) | Warrior's Way (Elemental Warrior Base) |
| Lore (Closed Channeling) | Winter |
| Light | Ice Law (Magician Base) |
| Light Law (Magician Base) | Warrior's Element (Elem. Warr. Base – Ice) |
| Light Molding (Illusionist Base) | Wisdom |
| Warrior's Element (Elem. Warr. Base – Light) | Anticipations (Open Mentalism) |
| Love/Fertility | Mind Mastery (Closed Mentalism) |
| Controlling Songs (Bard Base) | Sensing (Venturer Base) |
| Mind Merge (Mentalist Base) | |

This gives Priests a minimum of 25 spell lists from which to select their 8 Base Lists.

SAMPLE RELIGIOUS ORDER

The following is a Religious Order created as an example to show what a finished Religious Order should and could look like.

LIGHTBRINGERS OF BELARUS

Belarus is the Sun Lord, the Bringer of Warmth, Light, & Life. Belarus is also the Bearer of the Healing Light and the Scourge of the Undead. Belarus is also the Light of Knowledge.

Focus: Belarus, the Sun Lord.

Spheres of Influence: Universal Priest, Healing, Knowledge, Light, Sun and Undead.

Culture (Temple Locations): There are temples and shrines to Belarus in every major city and town as Belarus is the premier deity in the lands where he is worshipped.

Membership: The Lightbringers of Belarus accept members of either sex and from any race.

Benefits of Membership: Some Priests of Belarus are able to invoke the Aura of Belarus. This ability costs the Priest 10 DP and it grants the Priest the ability to use the spell Aura (RMC Spell Law, page 93) at will, without casting a spell. The Priest need only expend the Power Points (3 per use) for the ability and it activates automatically.

Restrictions: The Lightbringers have no restrictions.

Symbol: The symbol of the Lightbringers is a stylized rising sun. This is often worked into an amulet or brooch and is often the focus item for the Holy Symbol spell list for the Lightbringers.

Dress: Lightbringers dress in orange and yellow robes for ceremonies and services, but outside of that, they have no specific form of dress. However, most Priests will often wear a shirt or vest of either orange or yellow, and all Priests will always be wearing their Sun Symbol in a prominent and easily viewable location.

Structure: The order is ruled by a council of 9 elders, one for each ray on the holy symbol, as each also represents the 9 districts that the order divides the area it covers into. Each council member holds his office for 9 years, and the order holds elections for one district each year.

Philosophy/Purpose: Of course the order exists to spread the word of Belarus, but they also work to heal the sick and injured, and to fight Undead, which they consider to be a blight and sickness upon the world itself. Priests of Belarus are also dedicated to recovering, preserving, and spreading knowledge.

Activities: Most Priests spend their time in temples and shrines, directing worship of followers and maintaining libraries for the public to use. There is a small group of Priests, often referred to as Seekers, who travel the world looking to recover lost knowledge and to find and fight Undead creatures.

Favored Skills: Lightbringers have a cost of 1/4 for Lore: Magical, 2/6 for Lore: Obscure, 1/5 for Lore: Technical, and 1/5 for Diplomacy.

Spell Lists: The Lightbringers select 8 Base Spell Lists from Open Channeling spell lists, Closed Channeling spell lists, and the following spell lists.

- Channels (Cleric Base)
- Communal Ways (Cleric Base)
- Holy Symbol (Channeling Base)
- Item Lore (Bard Base)
- Light Law (Magician Base)
- Light Molding (Illusionist Base)
- Lore (Closed Channeling)
- Major Healing (Channeling Base)
- Protections (Cleric Base)
- Repulsions (Cleric Base)
- Starlights (Astrologer Base)
- Summons (Cleric Base)
- Warrior's Element (Elemental Warrior Base - Light - Combat Companion)

SEMI SPELL PICK EXPANSION

Under this option, Semi spell users will get a slightly wider selection of spells overall by gaining an 'A' pick for Closed spells of their realm. This will allow them to learn the Closed lists from their realm to 5th level.

This option grants the Semi spell users a slightly larger versatility without it being a major increase in the potential power level overall.



NOTES

