

THE YSGARTH RULE SYSTEM



3: THE ARCANES ARTS

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1 THE SCIENCE OF MAGIC

Magic is not merely a jumble of ill-concieved and unrelated spells and powers. Magic is both an art and a science. The forces of nature and the supernatural follow rigid laws and patterns of power. There is a science to understanding the laws of magic, and interpreting and applying them is a true creative art.

In this book a large number of magic using professions are explained, as are the rules for handling magic. Spells and powers are defined within clear limits, and their natures are guided by important common principles which define the science of magic.

A mage is more than just a person who has learned a few spells. He must be a scholar and a student of the magical arts. Each spell is more than a skill, it is a manifestation of supernatural forces. The mage must understand and command the forces with which he works before he can use his spells safely or effectively.

You will find that there are certain powers which are not granted to some mage classes, or that a magic item may be limited in certain ways because of what is called 'its nature'. Behind every study of magic, or any magical artifact lies a concept of some sort. Perhaps this is the idea of a relationship between a certain set of spells, on an elemental or functional basis, or the compatibility of the powers in question. Think about your mage and what he knows and understand, and choose your spells and skills by that. Find the core of his interest and knowledge, and use it to guage what is appropriate to his interests.

Magic is a science in that it abides by clear laws, guidelines, and relationships. This allows it to become an art in the mind of a good practitioner, because he can use relationships to augment, expand, and adapt powers, playing this well tuned system like an instrument of creation and generation of great versatility and power.

1.1 SPELL USING PROFESSIONS

There are a number of occupations, professions, and schools for magic use. There are also a large number of different kinds of magic, each with its own rules and basic nature. Magic is classified by its nature and the area where its power lies. Thus, different types of spells are classified separately. It is conceivable that an infinite number of types of magic could be set down, but to save time and space we will describe the most popular and playable types.

Each of these classes is playable as a profession, with practical, commercial, and research applications, and combinations of several are also possible. Some professions are more limited than others, but all cover a broad range of related magical powers. Each of these professions has its own guild, and sees itself as an allied body of professionals, with ethics and aims.

There are three general divisions into which these classes fall. These are the Low Mages, who are primarily concerned with practical, everyday magic, Elemental Mages, who work magic of the elements of nature, and High Mages, who work magic of the most arcane and challenging sort. Low Mages and Elemental Mages are relatively common in the society, and they serve many useful functions in the society. High Mages are of a less practical nature, but their work involves more potential power and more risk. Among the large jumble of Low Mages are the Alchemists, Bards, Conjurers, Divines, Physicians, and others. They are looked on as of lesser social importance than the other two groups. The Elemental Mages cover the four basic elements, with Aeromancy, Geomancy, Hydromancy, and Pyromancy, but other pseudo-elements like light, dark, or ice could also be included. They are a mixture of practical and high-power magic, and occupy a middle-segment. Their association with elemental spirits and their practical usefulness hold them in the area between the other two groups. High Mages deal with extra-natural and unusual spirits and powers. The group includes Necromancers, Sorcerers, Enchanters, and Wizards. While they have the highest social status and most powerful spells, their areas are demanding and dangerous, and the powers which they invoke may tend to warp them. Many



High Mages are reclusive because of the demands of their art. The practical uses of these types of magic are major, but very expensive. Some types of High Mages are reviled in certain circles, and they often run afoul of religions, because they work to serve themselves more than to advance others for pay, raising themselves above the practical level on which they do not threaten temples and churches. There are few High Mages, but there are also some of great power.

In picking a profession for your mage you should consider such factors as his temperament and alignment. Find a class which will not hinder the personality which you are forming for your character. Do not make a light-hearted, outgoing character a Necromancer. Corpses make poor drinking companions. In the same manner, a demon-summoning Sorcerer must have a resolute will and a strong personality. An ambitious, self-serving opportunist probably would not want to be a Physician or Divine, though there are artful ways to turn the most unlikely profession to your goals, and such a character may be the most interesting of all. Think about where you're going and what your character would want to do. Also consider whether he has actually been trained in the area which he would have chosen if he'd had a choice. Children are often apprenticed against their own interests.

1.2 LEARNING SPELLS AND SKILLS

A variety of skills are available to the mage. Most of these skills are spells. A spell is any magical skill which has a cost in Mana Points for use, and employs supernatural forces. Essentially a spell is learned exactly like a skill, by expending the level of the spell in LSP to learn it. Once a spell is learned it is learned, and additional LSP will improve skill with that spell, however, such improvement may not be recommended, as will be made clear in the section on spell casting. Generally just the level of the spell in LSP should be expended. There is no limit on how many spells a character can learn within his class, but he must learn at least 50% of his LSP worth in that class. The rest of his LSP may be used in any way he wishes. All mages must use at least 5% of their LSP on general mage skills and spells.

There are some general skills and spells which are available for all mages to fill the 5% quota mentioned. These are the most basic skills, often held in common by a number of mage types. They are available to all mages in their early training, and they can be useful to all.

All of these skills and spells add in to something called a Magic Index. The higher the magic index is the more chance the mage has of casting a spell, so it is to his benefit to learn a number of spells.

The level of the spell determines the cost in MP and FP, so higher level spells are more taxing. They are also harder to throw, because they lower the MI. A character may learn spells of any level starting out, if he can pay for them in LSP, but the higher the level of the spell above his own the less is his chance of throwing it successfully.

Certain characteristics are also important for mages. Generally these are TAL, WIL, INT, and DEX, all of which take some role in spell casting. WIL is only important for some classes, and the others take different emphasis from one class to another. TAL is of the most weight, as it determines MP and the cost of spells. DEX also helps all, as it makes spell casting easier.

1.3 COMBINED CLASSES AND CONTRIBUTION

Mage classes, like any other can be combined. Each one has an assigned Experience Class, and this is used to determine level advancement. When a mage has two classes from different groups, for example a Divine/Pyromancer (Low/Elemental), the two EC are added together normally, but when the two classes are in the same group, like Sorcerer/Necromancer (High/High), the second class has an EC of 1. This applies with the addition of a 3rd, 4th, 5th, etc. When the character is of combined classes the LSP use distribution is divided 2 classes: 25% each, 3 classes: 17% each, etc.

Unlike standard classes there is no contribution between mage spells in any way, including within the same class. All costs are straight and unadjustable.

There are no other restrictions on combination, but it is suggested that the GM keep contribution down to a reasonable level. Characters may learn any number of spells that they wish outside their class, but if they pass half what



they have spent on their main class in another class, they must take that class as well, and figure it into their EC and LSP requirements. Thus a Bard/Divine with a 25%/25% split who passes 13% in Alchemy has to make it a 17%/17%/17% minimum split, and increase his EC by the 1 level for adding Alchemist to his profession.

1.4 THE DUEL ARCANES

An important part of the culture of Ysgarth and many other worlds is the concept of the duel with honor. This concept extends beyond the realm of the martial arts to influence both religion and magic. Thus, it is natural that a practice of a magical duel is very important. For a magical duel to be worth fighting there must be elements to magic which will keep the mage alive and in combat for more than just a couple of rounds. The two keys to this are spell interaction and certain mage skills.

Mage skills are learned as a fundamental part of training by apprentices, and they deal mainly with the manipulation of mana. They are what keep a mage alive in a duel and let him absorb or negate various sorts of magical attacks. It is very important for a mage to develop these skills if he plans to do anything more than research-type magic.

Spell interaction is determined by the type of the spell. It is also important, because when spells collide, they may change the effect of each other, and just what happens may make a big difference in a duel. Spells are classified by type, and the types of colliding spells are compared to find the exact result of the encounter.

Other factors, such as spell duration, range, and casting time make a difference in a duel situation as well, and should be considered in picking spells, in the light of the type of situations the mage expects to be in.

1.5 UNDERSTANDING SPELL DESCRIPTIONS

The spells which are described for each of the character types which follow are described in detail, but a bit of advance knowledge will help to make the descriptions clear. In addition to the written description, which gives a verbal image of the effects of the spell, there are a set of numbers and figures for each spell, which outline its exact physical limits and effects. The statistics are described here, with their functions explained.

Level (LEV): A spell, like a skill, is assigned a level. This is the cost in LSP to learn that spell. It is also used to determine costs for casting. The level is equal to the cost in Mana Points when casting the spell, and the level times the SC/L is the cost in FP to cast the spell.

Casting Time (CT): Each spell takes a set number of Combat Rounds (CR) to cast. This is set, though it may be modified as described in the section on spell casting. The CT of a spell indicates the time from initiating the casting to the moment when the spell takes effect. This is a period when the mage must concentrate, and distractions increase his chance of fumbling.

Range (RAN): This is the distance at which the spell is effective. The number given is the maximum effective distance in feet. If a letter is given it indicates the striking area of the spell. M indicates a missile, hitting in a located area and requiring a roll to hit. T means the effect is on the touch of the caster. S means it effects only the caster. C means the caster is immune to the effects of the spell. R means that the number given is for the radius around the caster where the spell works. G means that the center of a radius-effect spell is movable, up to 2 times the radius from the caster. If there is no designation a single target up to the range given may be hit.

Duration (DUR): This is how long the effects of the spell will last, or how long the damaging effects will last. Duration for damage done is as would be normal for that type of damage. An X indicates that the spell lasts until dispelled, cancelled, or voluntarily removed by the mage. The rest will be numbers with a letter for time unit. C=CR(6S), S=Second, M=Minute(10C), H=Hour(60M), D=Day(24H), W=Week(7D), Y=Year(364.25D).

Type (TYP): Spells are of different natures and effects. These can be broken down into 14 types of spells. Each of these types has a letter designation, which is given with the spell. Each spell fits into one of these 14 classes, which describe the nature and effects of the spell in a general way. The groups are: A-Missiles (impact, non-flaming or exploding physical missiles), B-Exploding Missiles (flame or explosion augmented missiles), C-Ray/Beam (non-physical energy, light, etc. focused beams), D-Area Effect (effects all within area of spell with standard results, magic works by its presence in the area not in the subjects), E-Individual Effect (works directly on one or more individual targets, and is specific to them not the target region), F-Binding (those which envelope, bind, constrict, and immobilize through magically conjured physical creations, such as bands, blocks, and the like, which are projected from the caster to envelope a target), G-Vocal (works from being heard and understood by the victim), H-Image (relies on being seen by the victim), I-Alteration

(those which change the nature, form, or substance of the target), J-Creation (spells which create new matter, energy, objects, beings, and the like out of mana alone), K-Animation (those which imbue objects or beings with movement in the control of the caster, including some peripheral enchantments), L-Summoning (spells which call creatures from elsewhere), M-Mental (effect the mind and will of the target, including all types of magical control and guidance), N-Detection (all forms of detection, analysis, and location). The use of these groups is to determine how spells may interact. Spells which effect only the caster or something he touches are rarely altered or interfered with in any case.

Save (SAV): This indicates the characteristic based saving throw which is made against that particular spell, if any. A "----" indicates no save made. A MIS indicates that the caster must roll to hit, and no save is made. A SAV with a fraction means that even if the save is made that fraction of the damage is still taken.

Base Damage (DAM): This indicates the maximum damage, similar to the WDF of a weapon which the spell does. "----" indicates non-damaging effects. For example a 6 would mean that the spell would do 1D6 as base damage, if unmodified.

2 GENERAL MAGE SKILLS AND SPELLS

While the study of magic is highly specialized and there are many different types of mages, there are certain basic skills and spells which are available to every apprentice, and some of which are considered prerequisites to higher study in the arcane arts. These skills and spells are of a general and simple nature, but involve some basic principles behind magic. They all fill the 5% general requirement which was mentioned earlier, and there is no limit on how much skill is devoted to them.

Some of these skills are contributive in the same manner as other skills, and they are presented in groups for that purpose. Naturally, the spells are not contributive. All of these skills and spells are added into the character's total LSP expenditure on magic for determining his Magic Index.

2.1 BASIC MAGE SKILLS

These four groups of skills are available to all mages. They are things which would be taught in the first years of apprenticeship, and while they need not be learned they do much to improve the mage in several areas. They are treated exactly like other skills in all ways, though some of them have almost magical effects.

2.1.1 CLERICAL SKILLS

These are skills of knowledge and learning related to skilled magic use. Some of them can be very useful, though none is essential.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Research	This is the skill of researching spells. Each new one researched takes a period of time equal to the level of the spell as set by the GM, divided by his SL and times 5 days.	15
Preparation	This is the skill of preparing for a major spell casting by collecting aids for concentration, material elements appropriate to the spell, and talismans. This has the effect of raising the mage's effective level for that spell by his SL. It also multiplies the casting time by the SL, and requires space and concentration to be used.	12
Lost Scripts	Mages have a penchant for using unknown languages for their written records and spells. Each level of this skill adds a new lost language to the mage's knowledge. These would be the various scripts of lost races and other planes, at the discretion of the GM, including demon language and the like. Only a minimal reading comprehension of each is gained. Each level gives a 5% chance of having the ability to read the secret writings of another mage.	16

2.1.2 TARGETTING SKILLS

These are skills for the use of magical and magic-like missile attacks, concerned mainly with aiming them as a weapon would be aimed, though this is a bit more difficult with magical missiles. The specific skill needed depends on the source from which the attack is fired. Spells will specify what the point of origin of the missile is and when a spell is a missile and needs to hit like a normal missile attack. Such things as rays, fireballs, force-spears, and the like fall in this group.

<u>Skill/Origin</u>	<u>Description</u>	<u>LSP Cost</u>
Hand	This covers all parts of a single hand from which a missile might originate.	3
Eyes	This covers missiles shot from the eyes.	2
Two Hands	This is for those missiles which require two hands to fire.	4
General	This covers missiles fired from the general area of the mage's body.	5
Wand/Rod	This is for missiles fired from weapons, rods, wands, and other sticks or tubes up to 3 feet long.	6
Staff	This is for firing from weapons or implements which are more than 3ft long.	7

All of these skills are treated like normal missile skills, as an addition to the character's MR, but the LSP expended still count as magic for the Magic Index.

2.13 MANA MANIPULATION SKILLS

Part of the basic training of the mage is the manipulation as a raw force. Mana can be turned into a weapon or used as a defense. It is primarily chosen as a defense, as it is more efficient to channel the mana into spells to attack with.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Shield	This is the main skill in this group. It allows the mage to absorb magical attacks directly, negating them with direct application of his mana. The mage may absorb 5xSL levels of spell attacks in a round. The attacks knock mana off of his reserve at a rate of 2MP lost per spell level. It is always in effect if the mage is conscious. This doesn't work against spells which don't directly effect the mage, or physical, visual and sonic attacks. It absorbs only the portion of an area spell which hits him.	7
Blast	This is the primary mana attack. It consists of hitting the chosen target with raw mana, and can be done if he is within sight range. SLx5 points of mana can be put into each use, and they knock twice that amount directly off the target's mana, or half of that off if he has shield skill.	9

These are classified as skills rather than spells, because they use the native power of the character without alteration, though that power originates in the character's natural magical ability.

2.14 ENHANCEMENT SKILLS

These are skills aimed at increasing the mage's natural attributes by specialized training in concentration and related factors of magic. There are only two skills, one for power and one for technique, but both can be of great importance.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Enhance Will	This skill increases the power of the mage's will through concentration. It is essential for all mages who engage in controlling spirits or other beings, especially Necromancers and Sorcerers. The SL with this is multiplied by the character's WIL to find the Will Rating of the character, which is used in contests of will.	6
Control	This skill allows the character to control his spells a bit better than normal. Each SL adds 2 to the character's magic index. This is a cheaper way to get good with spells than learning a vast number.	1

These are basically skills of practice and training, and can be very important to the mage who aims to be the best at what he does.

2.2 BASIC SPELLS

These spells are of such a common nature and so generally useful that they are widely available to be learned by apprentices preparatory to their introduction to the more esoteric aspects of their particular area of study. They are described in standard format as it will be used in later sections.

<u>Spell</u>	<u>LEV</u>	<u>CT</u>	<u>RAN</u>	<u>DUR</u>	<u>TYP</u>	<u>SAV</u>	<u>DAM</u>
Cause Fire: This will cause flammable material to light. It is more effective than flint and steel.	1	1	3	10M	E	---	1
Circle of Protection: This is a basic ward, which is a general protection against spells, blocking all which are lower level than Casting Level of the circle.	5	5	5R	5M	D	---	---

<u>Spell</u>	<u>LEV</u>	<u>CT</u>	<u>RAN</u>	<u>DUR</u>	<u>TYP</u>	<u>SAV</u>	<u>DAM</u>
Detect Magic: This allows the caster to do two things. He may examine a general area, causing the fact that magic is present in that area to be revealed to him alone, or he may tell if a specific object is magical. He gets no hints on power or nature of the magic.	1	4	20G	1C	N	---	---
False Light: This creates a glow emanating from the surface of any small object up to the size of a medicine ball. It is roughly equivalent to torchlight.	1	2	T	20M	H	---	---
Farsee: This allows the mage to extend his vision to 2x normal range if cast at normal level, and with one more multiplier for each casting level. it can also be used as a microscope.	2	5	S	10C	I	---	---
Negate Magic: This lets the caster eliminate the magic in an item or area, if the Casting Level of the negation is higher than that of the spell being negated. For defending, related powers are added and unrelated ones should each defend separately.	2	6	15G	1C	D	---	---
Sleep: This puts a single target into a deep sleep.	3	2	50	45M	E	---	---

Note that Casting Level indicates the modified level at which the spell is cast. For example, Detect Magic cast at 10th level would have a CL of 10, while at 2nd level the CL would be 2. This is explained in detail in the section on variable magic. A 5th level spell has a base CL of 5 and goes up in 5s.

2.3 ADVANCED STUDY

After looking through the basic skills and spells and picking a few to fill your required 5% you are ready to go on to pick a profession. Mages are divided into 3 major groups, each of which has several professions in it. You should look them all over and consider them before picking one. Each has its peculiar attractions and advantages, while they also have difficulties and disadvantages, so you are advised to pick wisely.

Detail on apprenticeships and the role of the mage in society can be found elsewhere. Only brief and general descriptions are given here for each class, though they should be enough for you to choose a class.

3 LOW MAGES

These are what might be called the commoners of the mage professions, as they are the most common in society, and have the most practical and worldly applications. Some are rarer than others, but all perform functions which are necessary in a highly magic-oriented society where magic fills the role of technology in our world.

Low mages have a definite place in the culture and they can always find employment, though they cannot command the outrageous fees of the more spectacular classes. They are functionally oriented. It should be noted that in some cases classes include both skills and spells which are appropriate to their area of magic.

3.1 ALCHEMIST

The alchemist is a master of compounds of different elements with unusual powers. He concocts strange brews and philtres, and may use them as he chooses. This class is unlike other mage types in many ways. There are several straight skills involved, and in addition there are some skill/spells, which involve the application of magic in creating the intended substance.

The basic skills are explained first. They are followed by the sections on creating alchemical compounds. The basic skills are straightforward enough, but the nature of the compounds is more complex and needs some special explanation. They are Experience Class 2.

BASIC SKILLS

These skills cover the general ability to make a compound and prepare the ingredients, including preservation of the compound.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Research	This is the skill of specific alchemical research, not normal magical research. It allows the character to determine the ingredients of a compound which will achieve the results which he desires. The SL with this skill indicates the character's chance of researching a particular compound. His general chance	7

Skill	Description	LSP Cost
	of success is $SL - (\text{Effect Level} + \text{Form Level}) \times 5\%$. EL and FL are explained below. He may also learn to make a number of different compounds equal to his SL once he has researched them. There is no cost to do the research. It is merely an enabling skill. The costs are paid in the actual manufacturing process.	
Mixing	This is the skill of making compounds. A character may make any compound, but for each level the Effect Level + Form Level total is above his level he has 5% off his Magic Index while creating it. Each level below adds 5 to MI. Fumbled alchemy can be quite nasty for the alchemist. Remember that all of the ingredients must be available.	5
Fixing	This is a method of stabilizing compounds so that they last longer than normal. Each level of skill with this gives the compounds made a shelf life of 1 week.	3

MAGICAL SKILLS

These are the skills and incantations directly involved in making any specific compound. They are divided into two groups, Form and Effect. These cover the two key aspects of any compound, what it does and what it is. Both form and effect have levels to learn, and the cost to manufacture a given compound is found from these levels combined. In addition each compound is paid for based on that level like a spell, paying for both form and effect. They can both be treated as spells in all respects, except that they are also paid for in cash to cover the material aspects of the compound.

Generally an Alchemist will mix up a variety of compounds for use in the future. Thus, fixing them is quite important. The specific forms and effects are described below. They are learned like spells, and only those learned may be used. Thus a character who had Gas Creation and Nausea, but not Liquid Creation, could make a noxious gas, but not a noxious liquid. In addition, while many of the characteristics of a normal spell are not given, as they do not apply, the forms which a specific effect can take are given.

Alchemical magic runs off of MP generated from TAL like most other mage types. It requires concentration and considerable casting time, so it is assumed that such creation is done in the lab. The chance of finding the components for a specific compound in the wild are $100 - (\text{Compound Level} (\text{EL} + \text{FL}) \times 5)\%$ per day, with GM adjustment. It can be assumed that no compound can be made in less than Compound Level in minutes. Only learning forms is contributive.

Forms	LEV
Gas: This allows the creation of materials in gaseous form, and implies a knowledge of appropriate containers and the means of containing the gas, or if other forms are known, the ability to combine two forms to produce a gas on the spot. In combining only Gas is paid for in MP.	11
Liquid: This allows the creation of a liquid compound or a compound in a suspension, with appropriate containers. When combined with a knowledge of other forms it allows dissolving and the like to form a compound on the spot. Combining is as above, only Liquid is paid for as a spell, and that is done in the preparation of the original material to be dissolved.	9
Solid: This allows the creation of solids which have set effects, usually when dissolved or taken internally.	5
Powder: This allows the creation of dusts with powers, or the grinding up of Solids for use as powders. This includes blowable, sprinklable, and other powders.	7

Note that Gas can be made from Liquid and Solid or Powder, and Liquid can be enhanced by Solid or Powder, but Solid and Powder themselves are static, although Solid may be ground to Powder. Grinding a Solid up takes time.

Effects	LEV	DEL	DUR	FORM	SAV	DAM
Nausea: Causes retching and disorientation.	3	1C	10M	GLSP	CON	---
Sleep: Causes very deep and complete slumber.	2	3C	30M	GLSP	CON	---
Love: Makes victim love next being seen.	3	2C	X	GLSP	WIL	---
Neural Disorder: Causes loss of motor control.	4	5C	12M	GLSP	WIL	---
Insanity: Usually causes schizophrenia, paranoia, or severe disorientation.	1	7C	1H	GLSP	WIL	---
Paralysis: Complete loss of control over limbs.	6	12C	30M	GLSP	CON	---
Death: Kills dead.	10	15C	P	GLSP	CON	---
Crying: Tear causing effect, severe loss of sight and other faculties.	3	1C	13M	GLP	CON	---
Acid: Dissolves materials at a variable rate.	5	1C	5C	L	AGI	6
Explosive: Explodes in the presence of a set elemental stimulus, fire, water, etc.	7	1C	1C	GLSP	AGI	6

Effects

	LEV	DEL	DUR	FORM	SAV	DAM
	18	25C	14D	LP	---	---
Transmutation: From one set material to another, both set in advance. Only on inorganic or dead-organic material.						
Severe Cramps: Causes serious stomach cramps, enough to get the victim doubled over in pain every few minutes.	1	8C	20M	LSP	CON	---
Forgetfulness: (Waters of Lethe) Causes subject to forget the top 3 concerns which are foremost in his thoughts.	9	10C		X L	CON	---
Hallucinations: Fairly common, drug induced hallucinations.	1	25C	1H	GLSP	WIL	---
Euphoria: An intense feeling of pleasure and well-being	1	15C	30M	GLSP	WIL	---
Invisibility: Makes things disappear until they attack or cast spells	7	1C	20C	LP	---	---
Preservation: Makes an object protected from normal wear or aging. Does not work on living beings.	3	1C	20D	LP	---	---
Longevity: Lengthens the subjects lifespan by 2 years per dose. Half of that is taken off of his physical age.	15	40C		X LS	---	---
Characteristic Augmentation: Any characteristic may be increased, though which one must be specified on making the compound. Adds 1.	13	20C	1H	LSP	---	---
Obedience: This makes the taker obedient to all who command him, effectively eliminating his will.	10	10C	5H	LSP	WIL	---
Repellant: Repels one kind of thing, specified in advance. For example, insects, plants...	8	5C	2H	L	---	---
Flash: This causes a flash of light, distracting, and blinding to those who look at it.	2	1C	1C	P	---	---
Light Source: Object which can be lit and will keep flaming for a long period.	1	2C	1H	S	---	---
Healing: Each dose cures 1 point of located damage.	5	4C		X LP	---	---
Curing: Cures a disease, must be pre-determined type.	7	5C		X LP	---	---
Smoke: When lit, creates huge amounts of concealing smoke.	1	3C	10M	LSP	---	---
Blindness: Causes total loss of sight.	11	5C	3D	GLP	---	---
Bang: Makes a loud and distracting noise, some deafness to those nearby.	1	1C	1C	GP	---	---
Sneezing: Uncontrollable fits of sneezing.	1	1C	10C	P	---	---

There are myriad other creations possible if GM and player work together, but these are some good basic ones to work with. There are also additional ways to trigger some of them, such as burning them or introducing other stimuli. In general the character should set a particular stimuli to set them off. Air is the most common, but any element will work, and some make the materials easier to handle. All figures given are for 1 dose. More doses add on in all areas.

All of the effects can be raised on the ground outlined later for all general variable forms of magic. In addition several things should be noted about the descriptions given above. DEL indicates the delay before something takes effect, all the other terms are standard for spells. Range varies on the material and form of delivering it.

Note also that all compounds can be counteracted with antidotes, and the knowledge of a compound effect implies the knowledge of the antidote at the same costs, though the form may be different. Remember that several of the compounds require that just what they work against be determined at the time of manufacture, not of use.

The chart below and to the left gives totals of EL and FL and the corresponding cost to purchase the materials needed to manufacture that compound. The chart below and to the right gives Size Classes and the Saving Throw modifications against poisons and other internally taken compounds. Larger size reduces effects. The number given is used to modify the roll, as a + or -.

FL + EL	MATERIAL COST	SC	BONUS OFF SAVE
1-6	75M	1-3	-4
7-11	3300M	4-7	-2
12-15	16500M	8-11	-1
16-18	42000M	12-15	+0
19-20	72300M	16-18	+1
21	97200M	19-20	+2
22	117000M	21	+3
23	140000M	22	+4
24	166000M	23	+5
25	195000M	etc...	(add 1/SC)



An example should make everything clear. Savak is an Alchemist. He has invested a large number of LSP. He has: Research:10, Mixing:18, and Fixing:5. One of his creations is to be a rodent repellent. He indicates rodents as his subject, and manufactures. He wants it as a lotion, and as he knows all 4 forms there is no problem. He also knows repellent. To make his repellent he sets to work. Liquid plus Repellent=17, just within his limit from Mixing. He makes a double dose, paying 9MP for the Liquid and 8x2=16 for the repellent. Note that doubling is only done on the Effect for modification, not on the Form. He now has a salve he can use anytime in the next 5 weeks which will keep rodents away for 4 hours.

3.2 BARD/TEULUWR

The bard is a relatively simple class which makes magic by playing and singing. They may learn any of a variety of skills which augment their magic, and some of which are essential, and they also have two types of spells. In essence they work by influencing nature and the mind with sound and persuasive words. The class has a high potential for power and subtlty. They are EC2.

BARDIC SKILLS

Bards have a good number of skills in singing and playing, which have an effect on their magic as well as entertainment value.

Skill	Description	LSP	COST
Voice	Each SL with this skill makes the Bard's voice a bit better. The direct effect is in determining his proficiency with patterns, as described below. For each level which a pattern is above a Bard's skill with voice 5% is knocked off of his Magic Index, while each level below adds 5%.	7	
Instrument	Skill with an instrument acts exactly like voice, but with notes of power. There are a variety of instruments available. Each has the same cost to learn, but they must be learned separately. Contribution applies. Standard ones include Harp, Pipes, Lute, and Lyre.	5	

These skills are fairly straightforward, and act directly to effect MI, which is described later.

BARDIC SPELLS

These spells are divided up into two types, all of which must be cast with musical accompaniment. The first type are the Patterns, which take the longest to cast, and must be worked into a full song. They are governed mainly by the character's voice. The second type is the Notes, which need not be in a song, and can be cast very quickly. Both act as normal spells, and they can be cast in combination. In all cases the range is hearing range.

Pattern	LEV	CT	RAN	DUR	TYP	SAV	DAM
Aging: This causes all who hear it to age 1D20 years.	2	12	50R	X	G	TAL	---
Amnesia: This causes the hearers to forget selective bits of memory up to the bard's level of voice. One major incident is a bit of memory.	5	35	50R	X	G	WIL	---
Animation: This is actually several spells in one. It will animate any type of matter, but the character must state which type he is learning to animate (stone, wood, ice...). He retains control as long as he keeps playing. If he stops the thing stays animate, but leaves control.	3	8	50R	10M	GK	---	---
Charm: This will charm any 1 kind of creature, which must be stated when learning the spell. It works as animation, but consists only of control for the duration of play. Types of creature might be: Felines, Canines, Humans, Elves...	4	9	50R	10M	G	WIL	---
Cool: This lowers the temperature in the area by 10 degrees fahrenheit.	2	4	50R	20M	G	CON	---
Cyclone: This is a standard-type cyclone, summoned up by the bard, which moves at his direction for the duration of the song.	3	12	30G	10M	D	AGI	---
Darkness: This causes the area to gradually go dark. Equivalent to a starless/moonless night.	1	11	50R	15M	D	---	---
Fear: This causes fear of the gibbering and hiding in a corner variety for the duration of the song.	4	8	50R	20C	G	WIL	---
Feeblemind: This erases all serious conscious thought from the mind of all who hear it. The effect will wear off in time.	7	20	50R	3D	G	WIL	---
Healing: This will cure 1 point of located damage for each level of casting on all within hearing range.	2	20	30R	X	G	---	---

Pattern

	LEV	CT	RAN	DUR	TYP	SAV	DAM
Heat: Raises area temperature by 10 degrees fahrenheit.	2	4	50R	20M	G	CON	---
Pacify: This causes creatures and beings in range to become calm and non-hostile for a limited time.	1	10	50R	5M	G	WIL	---
Pattern Enchantment: This binds magic used in the same song with it to a particular object to be triggered by a pre-set note trigger. It is usually used to invest the harp with additional powers, or to store up powers.	4	20	20	3H	E	---	---
Sleep: This causes all in hearing range to doze off.	2	8	50R	30M	G	WIL	---

This is only a limited selection of the possible powers of a bardic pattern. additional powers should be up to the GM working from this guideline. Most of the spells of an Enchanter are possible for a bard, as are selected spells from other classes. Conjuror is totally usable with bardic skills.

Note

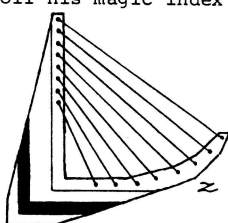
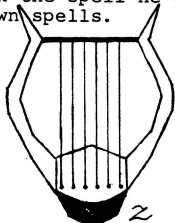
	LEV	CT	RAN	DUR	TYP	SAV	DAM
Deafness: This is a single note which deafens all who hear it.	3	1	50R	8M	G	CON	---
Death: This kills all who hear it.	25	2	30R	X	G	WIL	---
Note Trigger: This triggers stored up patterns when played. It can be set to trigger a particular one or all at once.	6	1	20	1C	G	---	---
Paralysis: This freezes a victim in his tracks, and works on anything with a nervous system. It works on all in hearing range.	9	1	50R	10M	G	CON	---
Petrify: This turns all who hear it to stone.	23	2	20R	1H	G	TAL	---
Shatter: This shatters any objects of the appropriate type or less within range. At 1st CL it shatters glass, at 2nd fractible rock, at 3rd some brittle metal, at 4th most metal, at around 9th it will shatter wood, at 13th flesh.	10	1	35R	X	G	TAL	---
Wounding: This causes spontaneous wounds to open on all who hear it.	3	1	50R	X	G	TAL	1

There are many more notes possible, but they should be chosen along the guidelines appropriate to those given here. Once again, enchanter spells are the most likely. Both notes and patterns cannot be missiles or the like.

Chords are considered to be combinations of notes for the same or different targets, but each must be saved against separately. Songs are combinations of the same sort with powers.

Remember that bards can play normally without using any magic save that of good music. How well they do this depends on their skill.

Bards may also select to limit an area effect spell to a single target or several of the available targets, excluding others. For each being he intends not to effect with the spell he should roll his magic index again. Bards are immune to their own spells.

**3.3 BEASTMASTER**

This is the class of the professional animal handler and the mage who makes his living and study the tending and treating of animals. It often helps to couple the class with some rural native skills and physician spells. They are in great demand in rural areas, especially those which depend on livestock for food and sustenance. They are ECL.

There are two aspects to beastmastery. Each beastmaster establishes an affinity with one or more types of animals. These affinities are skills for studying and coming to know that type of animal or creature. The second aspect of the class are a set of general spells which can be used by any beastmaster who has set-up an affinity. The affinity guides the exact results of a given spell, and if a beastmaster has several affinities he can do different things with the spells. Affinities can be treated as skills, and cost no MP to use, and are in force at all times, as fully absorbed knowledge.

Most of the affinities are given here, though more are possible, depending on what is available in your world. Affinities have different costs in LSP, and there is no limit on the number which may be learned.

The beastmaster affinity is a telepathic relationship and includes some peripheral ability to take care of and treat the animal in question. Each affinity need be learned only to 1 full skill level to be effective, and beastmasters are expected to develop several affinities. Additional affinities can

Affinity	LSP COST
Amphibians	8
Arthropods	3
Avians	7
Bovines	6
Canines	10
Equines	8
Felines	14
Insects	5
Marsupials	9
Pisceans	4
Rodents	8
Saurians	13
Simians	15
Ursines	12

be added easily, but most of the most common animal forms are covered, though magical creatures are not. Most magical creatures will fit as a sub-class of a particular group, but additional magical or unnatural creature groups can be made.

The establishment of an affinity allows that sort of creature or any of its subdivisions to be used in any of the basic spells which are described below. Only one creature may be used per spell at one time, but within that limit the beastmaster has full flexibility.

The spells are given below. They are learned and cast as normal spells. The only variation is that the cost to cast them, or to be precise, their effective level, is equal to the level given for the spell averaged with the LSP cost of the affinity being used. For example, Turn, a 5th level spell

might be used against Amphibians, which are 8th level, yielding a level of 7 for that casting. Always round up. This level adjustment counts only on mana cost for spell casting and on fatigue cost. It has no effect on the cost of learning that spell.

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Beastform: This lets the caster take the form of an affinity animal, changing shape completely. His mass is the average of his own mass and that of an average animal of that type. He gains all of the appropriate natural abilities and instincts, and retains his human intellect.	10	5	S	30M	I	---	---
Conjure: This calls up an available specimen of an affinity type from any distance by teleportation.	8	5	20G	X	L	---	---
Control: This is cast to maintain control over a given animal with which the character has affinity.	6	3	80	10M	M	WIL	---
Converse: This lets the character talk to affinity creatures. It must be thrown once for each type conversed with. Communication is semi-telepathic.	2	2	S	15M	M	---	---
Hold: This immobilizes a single affinity animal.	3	1	50	30M	M	WIL	---
Locate: This allows the caster to find a specific animal with which he has an affinity, or just any animal of the affinity group. It will tell the location, number and disposition of such animals.	1	3	10K	20M	D	---	---
Summoning: This summons any creatures of the affinity intended from within the range of the spell. They will then leave if not controlled.	3	5	10K	30M	L	WIL	---
Turn: This repels animals of the indicated affinity. It must be cast separately for each affinity type. They will flee from the given radius for the duration, though they may wait at its limits.	5	2	50R	15M	D	WIL	---

Note that in the range, the letter K indicates that those numbers are multiplied by 1000 feet. C indicates 100s of feet.

This covers the main spells and skills of the beastmaster. It is usually suggested that they take another class to balance them out.

3.4 CONJUROR

This is the class of thaumaturges or illusionists, who work with magic of deception and illusion. The system for running illusion is very simple, and involves a set of Elements, which are the equivalent of skills and spells, sort of a combination of the two, and something else again. They learn the Elements like skills, and may combine any number of them in casting a spell. Each Element has a level, and from the total levels of the Elements used in a given spell you determine the level of that spell, which is used for finding MP and FP cost, while the Element level is used for learning cost in LSP. Modification of effects works as in other classes. Volume, duration and figures are added into final level, but they count as a single Element each, with variable Element levels for determining spell level, but a single level for learning. Conjurors are Experience Class 2.

The Elements are divided into 5 areas. These are Sensory Effect, Action, Figures, Volume, and Duration. Of these, the 1st two have several sub-elements to learn, while the last two are learned like skills, with additional Skill Levels increasing the degree to which they can be learned.

<u>Sensory Effect</u>	<u>Description</u>	<u>LSP COST</u>
Scent	This allows all smells with which the caster is familiar.	1
Sound	This lets any sound which the caster has heard or can imagine well, be created.	2
Feel	This creates texture or overlays texture on a real surface. It should be based on something that the caster has felt, but it can be any kind of tactile sensation.	3
Taste	This gives flavor to an illusion, or changes the flavor of something real. The taste can be anything the caster can imagine fully.	5
Sight	This can be divided into several areas, and can be used to create anything which the caster has seen or can visualise. The actual cost depends on the number of dimensions in use, and the dimensions must be learned separately. It also varies for color. A dimension and a color form must be used with each visual illusion. B&W can be any color and white, not just black.	2D:4 3D:6 B&W:5 Color:7
Mental	This lets an illusion register as having an intellect and thoughts when it encounters normal telepathy. It can be cast on any object, being, or illusion.	8

Sensory effects are the main body of any illusion. They can stand alone or in any combination. When all are used the illusion begins to resemble reality, though it is totally static and non-moving or movable, and has no means of fooling a person who tries to manipulate it. This is the realm of the Action elements.

<u>Action</u>	<u>Description</u>	<u>LSP COST</u>
Random	This lets an illusion move in a random pattern in two dimensions, i.e. on the ground, not up and down. There is no logic or pattern to the movement. Random 3D movement can be learned at a LSP cost 1 higher.	2D:2 3D:3
Imitation	This lets the illusion move in an exact imitation of the actions of a being or object which it is keyed onto by the caster. The imitated actions must be visible to the caster, and within the abilities of the form which the illusion is in.	5
Reenactment	This lets the illusion do an exact replay in form and action of any incident which the caster or a co-caster has seen. It repeats the incident only once, unless a loop is added.	6
Programmed	This lets the illusion move and perform in a pre-set pattern of actions conceived by the caster. All actions must be fully thought out.	7
Loop	This causes a programmed illusion or a reenactment to repeat itself once for each time which it is added into the total illusion.	5
Direct Control	This puts the illusion under the character's constant mental direction, so that he can make up its actions as needed. It only works while he can see the illusion, unless he has interface.	9
Interface	This allows the caster to see, taste, feel, etc. what his illusion does so that he can control its actions without being present.	8
Original	This gives the illusion the power to create its own actions as it would if it were real, and behave in a natural manner for what is seen. The caster must have a good understanding of the nature of what the illusion represents.	10
Interactive	This lets the illusion interact with reality. It will react logically for its apparent nature to any situation. The nature of the illusion is formed by the caster.	12

Action	Description	LSP COST
Manipulate	This gives the illusion sufficient substance to actually move physical objects by touch, in a way akin to telekinisis. It endows the illusion with all of the physical abilities it would have if it were real. One Casting Level of this Element is only good for 1D6 damage, and additional levels must be added for more damage, thus an illusion which does 3D6 damage would have to have 3x the normal level. This is a modification of the final conjuring level as determined later.	13

After the action elements there remain only the three independant skill-type elements, which can be learned at augmented levels like normal skills. On all of these, the levels of skill learnt determine the degree of use of that skill, and the SL as indicated is figured into the total of the Elements for figuring the casting level of the specific illusion. These elements are all covered separately and in detail.

FIGURES

The number of figures in an illusion which move or take some action, makes a big difference in the cost of throwing that illusion. Additional skill levels with this skill which costs 6 per level add a set number of figures to the capability of his illusions. The SL needed for the number of figures in use is also the Element level for an illusion with that number of figures. Thus, an illusion with 20 figures would require a SL of 4 to be cast at all, and that 4 would be added into the total of Element levels for determining the level which is used in actually casting the spell. The table of SLs and number of figures allowed is given to the right.

#Moving Figures	SL	LSP COST
1	1	6
2-5	2	12
6-12	3	18
13-23	4	24
24-37	5	30
38-56	6	36
57-80	7	42
81-108	8	48
109-140	9	54
141+	10	60

VOLUME

This works along the same line as the number of figures, but covers the size of the illusion, in terms of total volume of the creation in cubic yards. Once again, the SL increases with each increment of volume, and is used to figure into the total element level along with the other elements. The LSP cost/SL for volume is 7, so this is also given to the right. A figure the size of a man would have a volume of about 2 cubic yards, while a giant might be as many as 15 cubic yards. A townhouse would be around 500 cubic yards in volume. Some GM discretion is needed in working this out accurately. For general reference, Size Class/5 is roughly equal to cubic yardage. The table can be extended along the same pattern as needed by the GM. Again, the SL is the upper limit of volume for that Conjuror.

Cubic Yardage	SL	LSP COST
0-1	1	7
2-6	2	14
7-16	3	21
17-32	4	28
33-56	5	35
57-80	6	42
89-130	7	49
131-181	8	56
182-243	9	63
244-316	10	70
317-499	11	77
500-733	12	84
734-1024	13	91
1025-1375	14	98

DURATION

This is the final Element of the skill-like variety. It works basically the same way as the two given above, with the SL setting the upper limit of time, and SL adjustable just like any skill. The cost per level is only 5, so it is the least expensive of the lot. Time given is in hours. A character with an SL of 3 could give a maximum duration of 27 hours, using his full SL, and that SL will be figured into the level of the spell for casting costs. The table should be extended as needed by the GM.

Hours of Duration	SL	LSP COST
0-1	1	5
2-8	2	10
9-27	3	15
28-64	4	20
65-125	5	25
126-216	6	30
217-343	7	35
344-512	8	40
513-729	9	45
730-1000	10	50

The final step of Conjuring is to find the level of the spell as cast. This has several functions. This level, which we will call the Conjuring Level is determined by adding the SLs of the last 3 elements and the LSP costs of the two earlier types of elements together and consulting the table which is given below. The Conjuring Level has several effects. It is used like a normal spell level to find Mana Point and Fatigue Point costs for casting the illusion, and

the Conjuring Level/2 is the casting time of the illusion in Combat Rounds. The table to the right gives the comparison of totalled Element LSP costs and Element SLs, as appropriate, and the resulting CL.

For example, Thorial the Conjuror wants to create an illusory dance. His SL with figures is 8, with Volume it is 9, and duration SL is 4. He also has most of the earlier elements. As the illusion is only meant as entertainment, he uses Sound(2), Sight:3D&Color(13), Programmed(7), and Loop(5). He sets up 20 figures(4), makes them larger than mansize for a total volume of 60 yards(6). He only sets it to last for 2 hours (2). The total of the elements is 39. Taken on the table this yields a CL of 10, taking 5 CR to cast, and costing the appropriate amounts for a spell of that level.

<u>TOTAL</u>	<u>CONJURING LEVEL</u>
1-7	1
8-13	2
14-18	3
19-22	4
23-25	5
26-28	6
29-31	7
32-34	8
35-37	9
38-40	10
41-43	11
44-46	12
47-49	13
50-52	14
53-55	15
+3/CL	

Conjuror is one of the most versatile classes of mages, and has the potential to do anything, though it is severely limited. When something like damage is increased with standard magic variability, the increase of the level of the spell is done to the final conjuring level. Thus a 2D6 spell would have 2x the CL of its basic counterpart.

3.5 DIVINE

The Divine has a peculiar and important role in society. He is a master of all forms of information magic. Divination takes three basic forms. There is Detection, Analysis, and Location. Each of these can be applied to a variety of subjects and situations, so a large number of spells are available to a good Divine. They are EC 1.

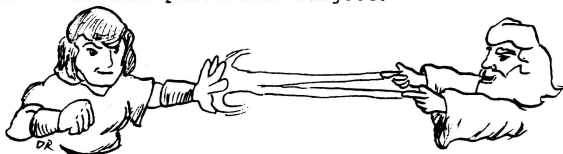
Given below is a list of divination subjects, cross-indexed with the three areas of divination. Given at the point of intersection is the level of the appropriate spell. This level is used like any spell level to find LSP learning cost(1xLevel), Mana Point cost at casting(1xLevel), and Fatigue Point cost at casting(SC/LxLevel). The general functions of the three different types of detection are described in the section before the list of spells.

Detection: This will tell if the condition or object in question is present in either a general area or a specific area. The area can be controlled from a 1 cubic foot limit to a 10 cubic foot maximum. The casting time is the level of the spell/3. The area of detection can have its center up to 50ft from the caster.

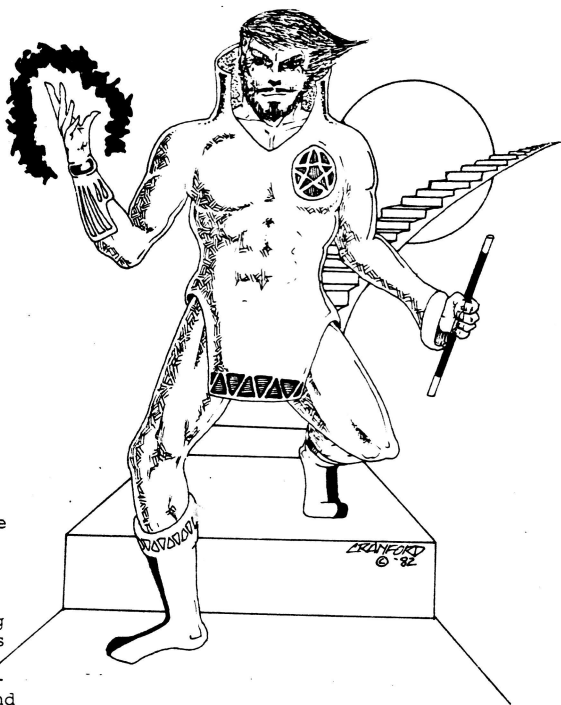
Analysis: This goes a step beyond detection, and gives the caster a good idea of the nature of a specific spell or magic item on which it is cast. It gives such information as relative level, and the general nature of the effects. It does not tell major statistics or much specific information. The casting time is the level of the spell, and it has a touch range.

Location: This can be used to find any of a number of things, which are indicated. It can work in any of several ways. It can have effect by indicating the position on a magically created or sensitized map. It can give the caster a mental image of the place where the target is, and the route which it took to get there, or it can be used to sensitize an object to act as a directional pointer fixed on that object. Each of these is a separate effect, with a different level. The level modifier and other specifics are: Map Effect-Level Modifier=x1.5, Mental Image-Level Mod.=x1, Pointer-Level Mod.=x1.25. Both the Map and Pointer remain sensitized, and adjust themselves if the object is moved. The Mental Image is cheap, but does not change. On all of these the range at which an object can be located is a base of 30 miles. The Pointer or Map must be visible to the caster. Anything can be a map or pointer, unless totally physically inappropriate. Level Modifier applies to all uses of the spell's level.

If a "----" is given this indicates that that particular effect is impossible or inappropriate with that particular subject.



SUBJECT	DETECTION LEVEL	ANALYSIS LEVEL	LOCATION LEVEL
Age	--	1	--
Curse	3	6	--
Danger	8	12	16
Density	--	5	--
Depth	--	1	3
Enchantment	3	5	7
Enmity	3	5	10
Evil	2	4	8
Food	1	2	4
Good	2	4	8
Height	--	2	4
Illusion	5	8	--
Invisible	6	--	10
Lie/Truth	4	6	--
Magic	2	5	9
Mass	--	2	4
Object	--	11	8
Path	--	9	12
Person/Being	--	14	10
Poison	4	6	8
Possession	5	10	--
Range	--	2	3
Rune	5	10	15
Slant	2	4	6
Speed	--	1	2
Volume	--	1	2
Water	1	2	3
Width	--	1	2



In several of these cases the likely result may not be totally clear. Some examples may make it clearer. Detection is generally straightforward. Is something there, or isn't it, does something possess that quality? Analysis is less clear. For example, Analyze object would tell the general nature and purpose of that object, and Analyze Person would tell his background, though not too specifically. Location in some cases is not clear, for example, location with a quantitative measure can be used to tell the greatest or least of several present instances of that measure, for example, Locate Depth could find the shallowest point in an area of a stream. The judgement of the GM can play an important role here.

As far as learning detection spells go, each Detection, Analysis, or Location for a specific subject is a separate spell and must be learned separately. Having one of the forms of divining with a subject does not give the others. In addition, which form of location is being learned should be indicated at the time of learning, and the proper level adjustments should be made.

A note of advice: Divines don't always work too well as a separate profession on an adventure-type scenario, so they are often of combined classes, for example, Enchanter/Divine, or Sorcerer/Divine. These two classes are particularly appropriate for combination.

3.6 HERBALIST

Herbalist is a major source class, with some crossover into priestly or druidic classes. It is the study of the magic of growing things, especially of plants and the like. They are in great demand in rural areas, especially where crops are the main source of sustenance. They are Experience Class 1.

Herbalist spells are run on the standard spell pattern, rather than a specialized, variable system, so they are listed below with their descriptions, in standard form.

Spell

Communicate-This lets the character communicate with any plant, on casting. It only works on one plant at a time.	LEV 1	CT 3	RAN T	DUR 5M	TYP E	SAV ---	DAM ---
---	----------	---------	----------	-----------	----------	------------	------------

Control-This lets the character control the actions of a single plant, and command its actions within the realm of its normal capabilities, or as enhanced by other magic cast on it.	4	2	20	5M	E WIL	---
---	---	---	----	----	-------	-----

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Create Food: This will make any form of organic matter into edible and palatable food. Each casting is enough for one person for one day.	1	3	T	X	I	---	---
Entangle: This animates tree or other roots, and lets them entangle the legs of those standing near them, if they do not save. The roots may not obey the caster. The victims have a STR/2% chance of breaking out of tree roots, with some modification for the type of plant.	4	1	30G	5M	K	---	---
Expansion: This causes unnatural growth in a plant, so that it increases up to 50% in size.	5	2	T	2H	I	---	---
Herblore: This gives the caster basic knowledge about a specific plant of which he has a specimen.	7	6	T	1C	N	---	---
Locate Plant: This lets the character find a specimen of a plant type with which he is familiar. Actually getting the specimen may take a while. Range is Unlimited (U).	5	4	U	3C	N	---	---
Plant Form: This lets the caster take the form of any type of plant for the duration of the spell. The mass of the two are averaged, and he suffers all of the limitations and benefits of the form.	2	4	S	50H	I	---	---
Plant Passage: This lets the caster merge into a plant and assimilate through it, emerging from any part of the plant, including the root system. He may move at normal movement speed.	6	1	TS	1H	I	---	---
Reduction: This decreases the size of a given plant by 50% of the original size.	3	2	T	5H	I	---	---
Summon Woodland Spirit: This calls the nearest Ent, Dryad, or appropriate spirit to the caster. It will not necessarily aid him, but they will listen, and certainly work against anyone who is inimical to plants. It will also work to summon field and garden spirits.	10	15	25K	3H	L	---	---
Summon Plant: This will cause a specified plant to spring from the ground and grow to maturity at an accelerated rate. Only 1 per casting. At the end of the spell the plant will wither.	8	10	20	1H	L	---	---
Thorn Flight: This causes a flight of long, magical thorns to be created and hurled at the enemy. It hits one target, and without modification hits with 1 thorn, they are about 1ft long.	3	1	50M	1C	A	---	6
Turn Wood: This causes weapons and implements of wood directed at the caster to be repelled. It adds 1 to the DR of the caster against these weapons. Casting Level modification can increase this.	2	1	S	10C	E	---	---
Wall of Thorns: This causes a 10ft high, 10ft wide, 3ft thick wall to be created of thorns, which is virtually impassable without taking large amounts of damage. The shape can be adjusted, and the exact damage depends on the situation.	7	2	30	2H	L	---	---
Warp: This causes wooden implements within range to warp and become useless.	2	1	30G	X	I	---	---
Wither: This causes any non-living organic matter to rot at an accelerated rate, turning to dust in a matter of seconds, at the end of the duration of the spell.	9	3	25G	8C	I	---	---
Wood Weave: This weaves the branches of a tree or a bush, or several, together to form a barrier. Such a barrier can be cut through in a period equal to 30/#of cutters, in CR. It varies on the strength of the materials.	3	2	5	1H	K	---	---

3.7 PHYSICIAN

The Physician is a healer, trained in the many areas of curing and healing his fellow beings. Physicians may also specialize in certain areas or types of healing, depending on their preference. They often work for pay, but are sometimes associated with religious orders of healers. It makes a good class to combine with Warrior. Physician spells may also be reversed to do harm. They are EC 2.

All physician spells have two aspects if they are marked with a ***. The aspects are the healing aspect, which is generally described, and the damaging or anti-healing aspect. The second aspect can be considered the exact reverse of the first, for example, Healing would become Wounding, Knit Bone becomes Bone-Shatter, Raise Dead becomes Death. Each of these should be learned separately, for example, Healing does not give knowledge of Wounding. The anti-healing or damaging spells are all 1 level higher than their counterparts and have a range of 25ft. It should be noted that the reverse of Regenerate Limb is Wither Limb, which might not have been totally clear.

Spell

	LEV	CT	RAN	DUR	TYP	SAV	DAM
	5	8	T	X	I	CON	---
Curing*: This spell cures diseases, and will work on any disease with which the physician is familiar. Some diseases may be more resistant than others.							
Healing*: This cures gross damage from physical wounding, primarily weapon damage. There are several subdivisions to treat different types of damage. each is learned separately. They are given here:	1	5	T	X	I	CON	1
Burns-This cures all damage caused by direct contact with a heat source.							
Puncture-This heals damage to muscles or organs which are punctured by piercing-type weapons.							
Cut-This cures damage to muscle or organs by cutting, hacking, and slicing.							
Rupture-This cures damage from club weapons to muscles or organs.							
All have the same costs and effects, but only work against the appropriate type of wound. Each cures one point of damage per Level of Casting, with a base minimum of 1 point.							
Knit Bone*: This rejoins broken bone-tissue, especially bones broken by club-type weapon attacks. It must be cast once for each fracture. The area cured is back to full use immediately.	9	15	T	X	I	CON	---
Neural Block*: This stops nerve impulses from traveling beyond the point where it is set. That area is made numb and immobile. The area between the head and the block is unaffected. The reverse is Neural Jolt, which requires a save against immobilizing pain.	3	5	T	20C	I	CON	---
Neutralize Poison: This eliminates the effects of a poison, assuming the character is familiar with it. Some poisons are more resistant than others.	10	5	T	X	I	---	---
Psychic Sanctity*: This will restore a madman to sanity at the first touch. It will not protect him permanently from degenerative effects of hormonal schizophrenia, but it works against other forms. The reverse causes an insanity of the caster's choice.	4	8	T	X	I	WIL	---
Regenerate Limb*: This will grow back a severed limb in a period of (30-CON)x3 days. The limb has to have been severed within 24 hours, and it will not work on cauterized limbs. The reverse will wither a randomly located limb, making it useless.	15	20	T	X	I	CON	---
Regenerate Organ*: This works as above, but regenerates ruined organs, assuming the character can live long enough to have the regeneration work. The limits and other aspects are as above.	17	30	T	X	I	CON	---
Resurrection*: This will raise a person from the dead, if it is cast within the victim's WIL ² hours. It cures only those wounds which were directly responsible for the character's death. It will work on non-humans, though with variable effectiveness at the GM's discretion. Any additional repairs must be done separately. Note that even willing subjects must make a WIL save and lose 1 point permanently off of their WIL, plus one off of CON for each 10 hours dead, but rounded off.	19	40	T	X	I	CON	---
Restoration*: This causes the effects of accidental, natural, or magical paralysis to be removed. It will not work against psychological paralysis. It will not heal a broken back, though it will negate the paralytic effects, until the spine is severed again. The reverse causes paralysis from the area touched down.	7	12	T	X	I	CON	---

There are also several basic, non-magical skills available to Physicians. These are given below in standard skill format.

Skill	Description	LSP COST
Arrest Bleeding	This is non-magical healing which stops the loss of blood from a wound. A wound of up to the character's SL can be stopped, any excess keeps bleeding. Healing is at the normal rate, but the wound will not get any worse.	2
Arrest Poison	This stops a poison which is introduced to the body from going any farther, stabilizing the victim. The chance of success is $SLx3+20\%$, modified for the type of poison.	6
Herbal Curing	This allows the character a $SLx3\%$ chance of curing a disease with the use of herbs, assuming he can find the appropriate ones. It gives an $SLx2\%$ chance of curing insanity.	5
Herbal Healing	This gives the character the ability to make a healing salve or poultice if the needed ingredients are available. It will increase the healing rate on a wound by $SLx10\%$ over normal rate.	7
Locate Herbs	This lets the character find the medicinal herbs he needs for a cure. There is an $SLx2\%$ chance of getting just what he needs per hour.	3
Minor Surgery	This lets the character perform basic organ surgery and repair, such as removing an appendix or spleen, or stitching up a wound. It also includes trepanning, bleeding, and other popular practices. On an internal repair the chance of success is $SLx2\%$. External stitching doubles SL when combined with Arrest Bleeding, or Herbal Healing.	8

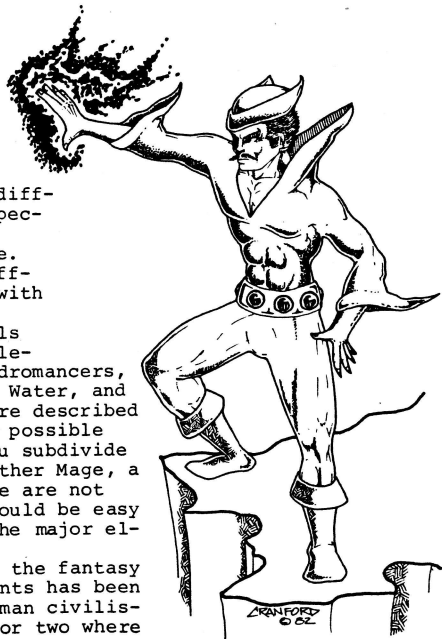
These skills are a good augmentation for a physician, or can be picked up by a character who would like to be able to heal, but is magically untalented. They add in on LSP distribution, for the character's 50%, but do not add onto Magic Index.

4 ELEMENTAL MAGES

It is generally agreed that there are some four basic elements, Earth, Air, Fire, and Water. Each of these is represented in a variety of magical and natural forms in the world, and every thing or being is made up of these elements in different proportions. Each element has its peculiar characteristics and attributes, and each has an essential and immutable nature. An element can take any of a number of different forms, and be manipulated by those with the right skills.

The manipulation of the elements falls within the power of the four classes of Elemental Mages, Aeromancers, Geomancers, Hydromancers, and Pyromancers, representing Air, Earth, Water, and Fire, respectively. These four classes are described in this section. There are several other possible elements and elemental mage classes if you subdivide and combine elements. For example, a Weather Mage, a Light or Dark Mage, or an Ice Mage. These are not described here, though their attributes would be easy to extrapolate from the descriptions of the major elemental classes.

Elemental magic has a clear place in the fantasy society, as the manipulation of the elements has been the driving force behind the growth of human civilization. Each class has a particular area or two where it is of outstanding utility, for example, Pyromancy in battle situations, Geomancy in fortification and general construction, Aeromancy and Hydromancy at sea. The elements determined the course of lives in a primitive world, and many things hung on the direction of the wind, or a calm sea. Control of these things is a valuable and saleable skill.



4.1 AEROMANCER

The Aeromancer has control over the element of air, including related effects, such as lightning and weather. They control wind and storm in any of a number of forms. A basic spell to this class is Call Wind, which is necessary for the use of some of the other spells. All of the spells are described below in standard format. There are no special skills available to Aeromancers alone which are of a non-magical nature. They are EC 3.

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Call Lightning: This will summon a bolt of lightning from a storm, assuming one is available, to hit a single target. The damage is located in an area, and adjacent areas take $\frac{1}{2}$ that damage. The power of the bolt can be adjusted by raising the Casting Level. No roll is made to hit.	8	3	100	1C	C	AGI	16
Call Weather: This will call up weather of the caster's choice, altering what exists at that time. Rating a serious rain-storm as a 10 and totally dry and non-humid weather a 1, each casting level can raise or lower the status of the weather by one. The spell permits the creation of clouds as needed and possible, and appropriate precipitation. Once called up the weather will act in a natural manner from then on. If conditions would permit its existence normally it will stay around after the spell runs out. While this can create a group of storm clouds, it will not trigger rain or position the clouds.	3	9	500R	15M	J	---	---
Call Wind: This allows the caster to create undirected winds of 15 MPH in the given area radius. If it is raised levels the exact effects change as on the table below. This causes a general area wind, without control over exact actions or area. Wind and weather combine to make deadly storms. Other degrees have lesser effects.	4	7	500R	10M	J	---	---
MPH EFFECTS 1-13 Leaves, twigs, banners, dust, and mists move. Fog breaks up slightly. 14-25 Dust raised, saplings bend, wavelets form, branches move. 26-47 Twigs break off, branches move, walking is a bit harder. 48-55 Slight structural damage, walking very hard. 56-63 Trees uprooted, large structural damage, walkers take 1D8 damage overall/10M. 64-73 Extreme structural damage, any abroad take wind speed(MPH)/10 points of damage per five minutes. 74-153 Hurricane, structures levelled, those out take Wind Speed/10 damage per minute overall, and must save each minute to keep from falling, with a minus of MPH/30.							
Control Weather: This lets the caster manipulate natural or called clouds and standard weather. They can be made to move or drop water, or any other natural function, clouds equivalent to level 5 of called weather would be a decent rain storm. Level 10 on that scale would be maximum cloud density, and be a heavy storm, limiting movement and activity. The duration of rain would be the level(up to 10) squared, times 5M.	6	15	30K	15M	D	---	---
Control Wind: This lets the caster direct the wind, be it called or natural. He may direct it towards a particular target or area. He may also make an area protected from a wind. His chance of control is 100-(Wind Speed/2)%.	8	2	100	5M	D	---	---
Create Air: This lets the caster create good, breathable air, enough for one person for one hour.	1	3	20A	1H	J	---	---
Create Mist: This creates ground mist and fog, if the Casting Level is raised the density of the mist is increased. Density starts at 1, which would be very slight mist and goes to 10, which would be very dense fog. The basic spell creates an area of mist or fog 3x3 feet.	2	10	30K	30M	J	---	---

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Cyclone: This creates a high speed air funnel which does damage to any caught in it. The size can be increased or the damage raised with added CL. A dodge save is needed to avoid being knocked down by the cyclone, and its movements are in the control of the caster. All in the area of the wind take damage from it.	5	4	30G	5M	J	AGI	6
Lightning Ball: This fires a ball of lightning from the caster's palm. A roll must be made to hit a target, but there is no save. It does overall damage.	3	1	75	1C	C	MIS	6
Lightning Bolt: This fires a bolt of lightning which does located damage, and must be rolled to hit, shooting from the caster's finger.	3	1	100	1C	C	MIS	6
Predict Weather: This lets the caster predict accurately the weather in the region within range for any time in the next 5 days.	1	15	75K	10M	N	---	---
Summon Air Elemental: This will summon an air elemental from the immediate area, with attributes appropriate to the weather at that time, or at CL3, it will call any type of air elemental to the area, whatever the weather. Such an elemental can be negotiated with for action, or engaged in a will-battle for control, as described in the section on Sorcerors, most elementals have Will Ratings from 50 to 500, with an average around 150, and the top range very rare. Power goes down with WR.	12	25	5	1H	J	---	---
Wind Barrier: This makes a wall or field of high-speed wind, equal to a hurricane in a very limited area, 10ft high and 10ft wide, impassable without being knocked aside. Those who enter take damage and must save against being knocked back. This damage is taken with each entry.	12	5	20	30M	J	AGI	30
Wind Blast: This is a brief strike of hurricane force wind in a limited area, directed at a single target. It does overall damage and knocks the target down if he doesn't save. It also works on inanimate objects.	10	1	30	1C	C	AGI	20
Wind Walking: This lets the caster and 100 additional pounds walk with the speed of the wind at that time, in immaterial form, letting physical attacks and matter pass through him. Once he arrives where he is going he may return to normal form, but before he can leave with the spell, he must re-cast it.	9	15	ST	30M	I	---	---

4.2 GEOMANCER

Geomancy follows the same general principles as Aeromancy, but there are some significant differences, as earth varies more from spot to spot for the type of earth available. This is especially significant in cases where damage is done. They are EC 3.

Earth is given different ratings, called Substance Rating, which runs from 1 to 10. The Substance Rating is for the major composition of the area. Some sample SRs are Loam-1, Dirt-2, Sand-3, Sandstone-4, Granite-6, Glass/Obsidian-9. Mud is generally LSR higher than the composite material. Different types of rock fall in the range from 4 to 10, with heavy elements up at 10, including metals, composite stones at 4-6, and harder stone ranging 7+. In determining damage done or HP in the case of animated stone, the value given as standard is multiplied by the quantity (SR/20)+1. For example SR10 would have a 1.5 modifier, and SR1 would be .5. A "*" marks those which vary with material.

The major Geomancer spells are given below in standard format. Always remember the role of the available materials in the place where the spell is cast, and the amount available for use.

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Animate Stone*: This will animate shaped stone to act under the direction of the caster, the amount animated is up to the size of the caster, and does the amount of damage stated, divided among the number of limbs formed. It can take up to 50HP damage, modifiable for the caster's level.	9	12	T	30M	K	---	20

Spell

	LEV	CT	RAN	DUR	TYP	SAV	DAM
<u>Assimilate</u> : This spell lets the caster merge with the earth on which he stands, taking on all of its properties, and capable of moving through it at normal movement minus the SR, in any direction.	9	4	S	5M	I	---	---
<u>Ball of Earth*</u> : This allows the caster to form a ball of available matter for rolling or dropping, with a diameter of 3 feet. It can be formed wherever the caster is, as long as there is material within 50ft. It is formed in his hands.	6	3	T	X	J AGI	16	
<u>Binding Earth*</u> : This causes the earth around the feet of a target to grasp his feet, immobilizing him. There is a STR save each round to break out, with a minus of the SR of the material.	10	2	50	1M	K STR	---	
<u>Burial*</u> : This opens a pit at a target's feet, which closes over him. It takes SRx3 hours to dig out, assuming they use shovels and have 1 man digging. The character will suffocate in CON CR.	14	2	30	X	K AGI	---	
<u>Cloud of Dust*</u> : This spell is effective primarily in those areas with SR 1-6, where light, loose material is animated into a moving, corrosive and sight-inhibiting cloud, which does slight damage on those within the radius, and blocks vision. Damage is modified for material.	8	2	50G	10C	K	---	8
<u>Conjure Earth*</u> : This will call to the caster up to 100 lbs of the stone of his choice from anywhere within range, if it is not available on the surface, even to the degree of pulling it from the ground. It will generally arrive by erupting from the ground at his feet. The SR multiplies the CT.	10	10	10K	X	L	---	---
<u>Crumble*</u> : This crumbles earth-material at a rate of 1 10ft cube area or the equivalent in SRx3CR. It goes to dust or rubble, depending on SR.	10	8	T	X	I	---	---
<u>Earth Bolts*</u> : This causes pieces, chips, or clots of earth to rise up and cast themselves at a single target in a clump, doing located damage.	3	1	75M	1C	K MIS	6	
<u>Earth Hold*</u> : This lets the caster grasp the earth, become one with it, and take on its substance, while retaining his form, though he is immobile. His HP are modified by twice the normal SR modification rate.	5	2	S	2H	I	---	---
<u>Earthquake</u> : This causes a mild earthquake, measuring 1 on the Richter Scale, modifiable by raising CL. Those who don't save successfully are knocked down in the radius, and if another save is failed they run a risk of a sprain or break.	12	3	3K	5C	K AGI	---	
<u>Excavation*</u> : This allows the caster to dig, and set up as an embankment up to 20 cubic feet of the available earth. The CT is multiplied by the straight SR. The actual excavation is fairly gradual, taking the same period as the CT to be complete.	11	10	50	X	K	---	---
<u>Locate Mineral</u> : This lets the caster find a mineral of his choice, and will tell him the size and quality of the load, if it is within the given range.	7	8	25K	1H	N	---	---
<u>Stone Shape*</u> : This lets the caster work stone into a shape of his choice, covering 1 cubic foot per 10 minute turn. He can mold it with his hands. It does not give him artistic talent. The actual shaping time is modified by the adjusted SR modifier.	5	3	T	1H	I	---	---
<u>Summon Earth Elemental*</u> : This will call up an elemental appropriate to the local materials, see the Aeromancer spell for general guidelines.	12	25	5	1H	J	---	---

Geomancy has numerous practical applications, especially in construction, mining, farming, and other related industries. There is a clear and profitable place for the geomancer in the fantasy society.

4.3 HYDROMANCER

Hydromancy is the magic of water. The Hydromancer has a clear place in many parts of society, in cities, at sea, or in coastal areas. His scope is a bit limited by the need to have a decent amount of water available to work with. They are EC 3.

Hydromancer spells are given here in standard format. The amount of water available should limit the power of spells at the discretion of the GM. There is no real change for the type of water.

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Animate Water: This makes water in any of its forms, mobile within the plane of its normal movement. It does not give control. It works on a single area of water in the given area.	8	3	10G	1H	K	---	---
Breathe Water: This lets the caster or a single target breathe in water as if it were normal air.	3	2	ST	2H	I	---	---
Control Water: This lets the caster guide the movements of animated water, in normal form, in vapor, steam, or other forms.	7	4	25	10M	E	---	---
Create Vapor: This changes 10 gallons of water into a corresponding amount of vapor or mist, with a natural increase in volume and reduction in density.	5	5	20	1H	I	---	---
Dehydration: This drains all moisture from a target, doing a considerable amount of damage, and taking 1D6 off of both CON and STR. Half effect can be taken if the save is made. The water becomes a vapor around the target, and dissipates quickly.	13	2	25	1C	I	TAL	20
Dissolve: This will cause things which are largely composed of water to dissolve. A save is rolled, and if it is failed a location is rolled to see which area dissolves first. The dissolve then spreads to the adjacent areas, and so on for the duration. This is usually fatal.	17	3	20	4C	I	TAL	---
Drench: This causes 20 gallons of water to be called from the nearest body of water and dropped in an area at the caster's command. It can be delayed by 1CR for each 1000ft to the nearest water. No damage is done, but it is humiliating and somewhat debilitating.	1	1	50G	1C	D	AGI	---
Heat/Cool Water: This will lower or raise the temperature of 10 cubic feet of liquid by 10 degrees fahrenheit.	2	1	15	10M	I	---	---
Piercing Spray: This calls a spray of high-pressure water to hit a single target. There must be at least 10 gallons of water within 100ft.	3	1	40M	1C	A	MIS	6
Puddle: This lets the mage liquify himself, becoming a puddle. He cannot move in this state, but is immune to many types of attack. Heat is lethal.	2	1	S	30M	I	---	---
Purification: This removes impurity from 10 gallons of water, making it safe to drink.	1	2	T	X	I	---	---
Summon Water: This calls the nearest water to the caster, from anywhere within the range of the spell to where he is standing. The time for it to arrive will vary, and it will divert streams, or bring subterranean water to the surface. The water will continue in the newly established course.	9	3	15K	X	K	---	---
Summon Water Elemental: This will call up an elemental from available water, of a nature appropriate to that water source, such as a river elemental, a naiad, or a nymph.	12	25	5	1H	J	---	---
Tsunami: This causes a tidal wave, swamping boats and flooding coastal areas. It spreads out in a circle from the caster, with a height of 10ft at a base casting. It can be cast on smaller bodies as well. The exact effects should be moderated by the GM.	15	10	10K	10M	K	---	---
Vapor Form: This lets the caster change himself into a water vapor, and works much like Puddle. He can drift on the wind, and be dissipated by it.	3	1	S	30M	I	---	---

Spell

	<u>LEV</u>	<u>CT</u>	<u>RAN</u>	<u>DUR</u>	<u>TPY</u>	<u>SAV</u>	<u>DAM</u>
Wall of Water: This forms a wall of moving water in one area, much like a fixed wave. It is solid, 10ft high, 10ft wide, and 3ft thick. It must be connected to a source of water. Those who try to pass through take damage as stated.	4	3	T	10M	K	---	6
Water Merge: This lets the character become water and merge with any body of available water, increasing its volume by his volume. He may move in the water at double his normal movement, and emerge at any point in human form, though the spell must be cast again to reenter the water.	6	3	S	30M	I	---	---
Water Spout: This creates a moving spout of water, which rises 50 to 100 feet into the air. It has to be created in a large body of water, and can be moved anywhere over the water, or up to 500ft inland during its duration. It does damage over-all to those it hits, and can knock down light structures. It loses 10% of its strength for each CR over land.	13	8	500	10C	K	AGI	16
Water Walking: This lets the character walk on the surface of any body of water for its duration, as if it were dry land.	1	5	S	10M	D	---	---

4.4 PYROMANCER

Pyromancy is the magic of fire, and is probably the elemental form with the largest potential for violence, because of the violent and damaging nature of fire itself. Another important aspect of Pyromancy is that in many cases the spells create fire spontaneously, so that the presence of already created fire is not necessary. In addition, the nature and condition of available fire is not really pertinent. Pyromancers are EC 3.

Given below are the standard Pyromancer spells with full descriptions in the general format. There are a large number of other spells possible if a little thought is applied to the class.

Spell

	<u>LEV</u>	<u>CT</u>	<u>RAN</u>	<u>DUR</u>	<u>TPY</u>	<u>SAV</u>	<u>DAM</u>
Body of Fire: This covers the character's body with flame so that anything which he touches for the duration of the spell will take damage. This can be located damage from each hand, or overall damage from a grapple, at double. A dodge save will result in half damage, and touch damage is located, or added on in a martial-arts attack.	7	4	S	5C	J	AGI	8
Cause Fire: This will light any flammable material on fire, slowly, and then spreading, depending on volatility and the amount of fuel available. A slight amount of damage and discomfort is done to anyone in contact with burning area.	1	1	5	X	J	---	1
Extinguish Fire: This will snuff out all normal fire in its radius, as if they were deprived of air. Once out they must be relit to burn again.	3	3	50G	5C	I	---	---
Fireball: This fires a semi-solid ball of fire at a single target for located damage. The ball has a radius of 6 to 10 inches, and explodes on striking.	3	1	80M	1C	JB	MIS	6
Fireblast: This sends a sheet of raw flame at a single target for overall damage. It has no physical aspect, and is generated from both of the caster's hands, hitting like a missile.	4	1	20M	1C	JC	MIS	8
Firebrand: This causes a single surface touched to burn with fire, like a torch, and casting similar amounts of light. The area affected is not in any way burnt, the flame is cool to the touch, and covers an area 3x3 in.	1	2	T	10M	J	---	---
Fireburst: This causes any natural fire which is in range and burning to explode, bursting outward, and burning all within 10ft, or more if the fire is bigger. Numbers given are for a standard camp-fire, but anything from a torch to a bonfire is a possible target, with more or less damage and range of effect. Those who dodge take ½ damage.	6	5	40	1C	I	AGI	24

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Firedome: This creates a hemisphere of flame around the caster, to all sides and above him. It does damage to anything which tries to pass through it. The form is not alterable.	9	2	10R	30M	J	---	16
Firefall: This causes globs of flame to fall from the sky like rain in a radius directed by the caster. It does overall damage to all in the area. A dodge save halves damage.	13	4	50G	1C	L	AGI	20
Firesight: This allows the caster to look into a fire and see out of any other fire within range as if he were in its midst.	2	5	50K	10M	N	---	---
Firestorm: This causes waves of magical flame to flow out from the caster burning all in range of their radius. Everything in the radius gets burnt, except the caster himself. A save halves damage.	16	8	1KR	3C	J	AGI	40
Firetravel: This lets the caster transport himself by stepping into a fire in one place, and emerging from another fire of his choice within range of the spell.	8	10	50K	5C	E	---	---
Flameform: This lets the caster become a flame, to merge with a fire, or do damage on contact. He becomes insubstantial and can only be hit by magical weapons. He does damage by enveloping. He may move at normal speed.	10	3	S	15M	I	AGI	12
Flameweb: This creates an enveloping web of flaming strands, which constricts and burns, and can be fired at a single target which gets a dodge save. They get a STR save each round to break out, with -5 the 1st round, -4 the next, etc. The damage is done each round they are webbed.	9	1	30	5C	JF	AGI STR	10
Flash: This creates a flash of blinding light, similar to a camera flash, originating from the caster's upraised hand. All who see it may make a dodge save or lose their vision for 1D8CR. Those who make the save are incapacitated that CR.	7	1	50R	1C	H	AGI	---
Heatray: This fires a beam of heat from the caster's finger, doing located damage if it hits, from heat and burning, bypassing most physical armor.	4	1	95M	1C	C	MIS	8
Heatwave: This will heat up the area around the caster by 20 degrees fahrenheit, and cause metal in the area to get too hot to hold. WIL save will prevail against dropping metallic objects, CON will protect from debilitation from heat, with -1/10 degrees.	3	2	20R	2M	I	CON WIL	---
Spontaneous Combustion: This causes a single target who fails his save to burst into flame for the duration of the spell, taking the set amount of damage for each round.	18	3	25	3C	E	TAL	30
Summon Fire Elemental: This summons a standard fire-elemental as available. The basic spell is the same as other elemental summonings, and brings a salamander or other lesser elemental. A fire is necessary.	12	25	5	1H	J	---	---
Universal Flame: When cast this causes the flame-type spells cast by the character to work in unusual circumstances, such as underwater, as long as the spell lasts.	8	1	S	5M	I	---	---
Wall of Fire: This creates a wall of flame 10ft high, 10ft wide, and 5ft deep. Any passing through take damage as stated. The shape can be altered, it can be made a circle, and it can be moved at $\frac{1}{2}$ the caster's walking speed. A dodge save halves damage.	7	3	20	10M	J	AGI	18

Pyromancy has a great potential for practical, real-world application, and there are some logical extensions possible for campaign situations, which should be carefully moderated by the GM. In general the GM should keep his eye on the class to make sure that modifications and expansions remain playable and do not get out of hand, as they easily might. Also, there should not be a disproportionately large number of pyromancers allowed. They are an easy class to play, so players may gravitate towards them. Try to encourage diversity, as some of the more complex classes are just as useful and more interesting.

5 HIGH MAGES

The areas of magic which are called "The Higher Arts", are those forms of magic which deal with spirits, powers, and supernatural forces, including the spirits of the dead, demons from hell, enchantment, and unnatural forces. There are four areas of High Magic, one for each of the major divisions. They are all described here, and many of them are set to run along special patterns, of which the most notable element introduced is that of Will Battle and the Will Rating, which is explained in the section on Sorcerers and under Necromancers.

High Mages are the product of the most intense and intricate training, and undergo far more rigorous preparation than lesser classes. As a result, they tend to look down on the other classes, and view their arts as the only legitimate forms of magic as an art, while they look on other magics as little more than common crafts, like wheelrighting, or carpentry. The risks of these most arcane arts are great, but the rewards can be high, though the direct benefits are often masked. As a general rule, the High Arts are indirect in their nature, and cannot be applied directly or instantly in a crisis. They are subtle workings, which lead up to great results through a framework of delicate and complex magic.

5.1 ENCHANTER

The Enchanter is related in interest to the common smith in the way that a nuclear physicist is related to an auto-mechanic. He works in the arts of subtle but direct enchantment, essentially the art of endowing a thing, place, or person with powers which are not their own. Enchanter's work particularly well when of a combined class, as that gives them a source of magical powers to work with and put into enchantments.

Enchanters fit into the framework of a fantasy world with ease, and they can fill many useful functions. They can make the foul fair and the fair foul. The great mages of literature, Merlin, Morganna Le Fay, and the like fit in this class. They are EC 4.

Enchanter spells are divided into two sets, the basic, variable spells which are the backbone of the class, and allow all of the general workings of enchantment. Then there are a number of lesser spells which add on to the basic workings of enchantment. The Basic Spells are given first, followed by the Additional Spells. All are in more or less standard format.

Basic Spell

Animation: This will animate any object to the degree possible for its outward form. The AGI and DEX will depend on the adaptability and viability of the form. It will not alter the form of the thing. The animant is in the full control of the caster and will obey his verbal commands. It is not endowed with intelligence or the ability to speak. Good subjects might be corpses, chairs, trees, or a broom. It will not make a non-aerodynamic object fly.

Charge: This gives an item a set number of uses from an established matrix. Over long periods the charges may start to bleed off. The level of the spell for learning is given to the right, but in casting, the # of charges times the level of the total spells used in one charge is added to the base, so 3 charges of a combined level of 5 each, would result in a total level of 18 for casting costs.

Create Matrix: This establishes a magical matrix in an area or an item. Such a matrix is receptive to holding other spells of the type given here,



LEV	CT	RAN	DUR	TYP	SAV	DAM
6	3	T	10M	K	---	---

3	7	T	1W	I	---	---
---	---	---	----	---	-----	-----

7	12	T	4W	I	---	---
---	----	---	----	---	-----	-----

Basic Spell

LEV CT RAN DUR TYP SAV DAM

and of other normal effects, to be triggered by these enchantment type spells. Once a spell is impressed on a matrix it need never be re-cast onto that matrix, even if it runs out, unless the matrix has expired. As long as the matrix is in force a charge can bring back the spells in the matrix. Any spell can be put in a matrix, and the total number of levels which the matrix can hold should be added into the level of the spell when casting, but not for learning.

Enchantment: This allows the caster to direct the actions of living beings and make them obedient to his commands, if they can understand them. The spell must be learned separately for each type of being which it is used against, for example, a different spell is needed for the major divisions of intelligent beings, one for People (Human, Elf, Dwarf), one for Demonoids, one for Magical Beings, and one for Spirits (elementals etc.), and different spells are needed for each type of creature, lupines, canines, felines, pisceans, ursines... It will not augment the subjects abilities, and the subject will not harm himself.

Generation: This allows an established Matrix to regenerate power lost spontaneously at a set interval. The level of the spell to learn is set, but the required casting level varies, and is equal to the set level plus 720/frequency in hours. For example a generation every day or 24 hours would be 30+the base of 5, or level 35 for casting costs.

Permanency: This spell works in a curious manner. To learn it it is treated as the level given, but when casting it, the level of the spell is added to the level of the magic it is cast on, totalled. Thus permanency cast on a 25th level magic item or combination of spells would have an effective level of 16+25, for 41, which is used in calculating cost and other factors when the spell is cast. The effect of the spell is to make the spell which it is cast on continue to work forever, in a progressive manner, so that if a spell is triggered, it will continue to produce the triggered effect forever, unless special provisions are made. It can be cast on a Matrix instead of a power so that the Matrix will remain usable forever.

Protection: This is actually a group of spells. Each covers a thing from which one can be protected, and each casting level raises the character's Saving Throw by 1. The protection subjects must be specific. For example, a specific type of weapon or animal, a specific element, a type of poison effect, or the like. GM discretion and advice is suggested, and the level to learn and cast may vary. Each protection is learned as a different spell. The protection can also act to increase DR by 1 or add 5% to a necessary %ile roll.

Trigger: This spell can be logically fragmented into a number of sub-spells. There are 3 basic triggers, which are described here with their characteristics. All are used to cause a matrix to release the effects of the spell it stores.

Act Trigger-This triggers on an action or physical situation within 50ft of the item, as set by the caster, even if in the most general terms.

Word Trigger-This triggers as above, but on a specific word-code, which is pre-set.

Thought Trigger-With this the item will pick up the thought of a designated person, be it the caster, or someone who fits pre-set conditions, and act when he seems to wish it.

These elements are looked on as basic, because in combination they can take any power from the next section or elsewhere, and do almost anything with it, in the manner of the most complex enchantments. It should be noted that the matrix, which is the base of much enchantment can be linked to an area as well as an item or being, and all of the other aspects can be linked to the matrix itself. Otherwise, look the basic spells over, and figure out what you can do with them. It is important to note that some have different levels for learning and casting, often dependant on other aspects of the particular casting. Enchantments should be carefully worked out in advance. Below are the additional spells for enchanters.

Additional Spells	LEV	CT	RAN	DUR	TYP	SAV	DAM
Control Dreams: This allows the caster to program and direct the dreams of a subject as he chooses.	6	10	1K	1D	M	WIL	---
Enlarge: This will increase a single item or being to half-again its natural size for the duration, with all appropriate modifications.	9	10	T	20M	I	TAL	---
Flight: This allows the caster to soar through the air at up to double walking speed, and may be cast on an object.	9	3	ST	1H	I	---	---
Hold: This stops a creature or person in his tracks, effectively paralysing his major limbs.	3	1	20	8C	M	WIL	---
Invisibility: This makes the caster or a single object up to SC 15 invisible, though it emerges from that state when it tries to interact with any other being or energy. A JUD save is allowed to those looking for a vanished person to guess where he is.	5	2	ST	10M	I	JUD	---
Mending: This restores things which are broken to wholeness, if all of the major parts are present. It works on all non-magical, non-living things. The CL must be raised for magical items.	1	3	T	X	I	---	---
Preservation: This keeps non-living matter from aging or suffering any deterioration from natural causes for the duration of the spell.	1	3	T	5D	I	---	---
Reduce: This shrinks a target to $\frac{1}{2}$ normal size, if it fails a save, with all appropriate modification.	10	10	25	20M	I	TAL	---
Slow: This halves movement, AGI, and DEX of a single target.	5	1	30	5C	I	TAL	---
Speech: This endows any inanimate object with the ability to speak, reason to a limited degree, and answer questions within what it would know if it had always been a living being. It does not make it tractable, and it can only speak in tongues the caster knows.	4	2	T	10M	K	---	---
Translation: This causes the voice of a given target to come out in a language understood by the caster rather than the tongue of the being.	7	3	20	1H	I	---	---
Word of Command: This allows the caster to utter a single word, and all who hear it must make a WIL save with a bonus of 3 on their roll. Those who fail will obey the single word command. It tends not to work on powerful or willful beings, and the target must understand the language. It cannot be a fatal command.	1	1	150	10C	M	WIL	---

There are other spells appropriate to Enchanters, and which kind they are should be clear, but they were left off this list, as they were more pertinent to other classes, such as Bard, Conjuror, or Wizard, which partake of some of the aspects of this fundamental art.

5.2 NECROMANCER

The art of raising and communing with the dead has always been respected, feared, and sought after. In the uncommon realm there is much power to be gained with unkillable minions and forbidden, charnal secrets. There is potential for blackmail and great fear. In a mundane realm, everyone wants to know how their dead relatives are doing and what they can do for each other. To some degree this is the realm of the divinitory priest, but for the more practically minded the Necromancer is a good alternative.

Naturally Necromancers don't have great social lives, and while they are needed, they are pariahs. The class combines well, especially with other High Mage classes, such as Sorcerer and Enchanter. It is a versatile and powerful art, and well worth pursuing. They are EC 4.

As is the case with several other classes Will Enhancement is important for the Necromancer, as control of spirits depends on a Will Battle. This will be referred to here and there, and essentially it consists of the Will Rating of the Necromancer(+50) minus that of the spirit as a percentage chance of control, with the 50 bonus switching to the spirit when it tries to escape, as detailed in the section on Sorcerers.

Necromantic spells are given below. Note that specific detail for summonings is given in the spell Spirit Summoning. Otherwise spells are in fairly standard form. Lesser spells are mixed in with the major 'true' necromancies.

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Age: This causes the physical age of the target to increase by 20 years, with all the appropriate adjustments. It works on only 1 target.	4	3	25	X	I	TAL	---
Animate Dead: This brings a dead body back to the semblance of life, but without any cognitive or rational powers, the spirit of the corpse is replaced with a minor supernatural or artificial spirit. It follows only the will of the caster, though another mage can take control by overcoming the will of the creator.	4	10		T 10H	K	---	---
Banishment: This banishes a spirit from the material planes for the duration of the spell, making no manifestations of any kind possible.	18	25	20	3M	E WIL	---	---
Circle of Binding: This can be created as an area to summon spirits into while the caster stays outside it. It has a strength equal to the Will Rating of the caster, and a spirit who wishes to cross it must engage the mage in a will battle with the strength of the circle added to the mage's WR.	6	12	5RG	10M	J	---	---
Death Ray: This is a black ray fired from the finger of the caster. If it strikes a target, he must save successfully, or die on the spot.	5	1	50M	X	C MIS	---	---
Death Spell: This kills a single subject unless he can make a successful save.	12	3	30	X	E TAL	---	---
Ectoplasmic Separation: This separates mind and soul from a body to form a wraith, which exists in the spectral plane, and is bound to the earth, in control of the caster. A will battle must be engaged in, and the wraith is in the control of the caster.	12	10	25	X	M	---	---
Fear: This causes any of 3 different effects, which must be learnt as separate spells. They are given to the right. It Flight: effects a single target Paralysis: within the range. It can Insanity: cause paralysis, frightened flight, or mild insanity on the victims, depending on which is learned and used.	2	1	50	2M	M WIL	---	---
	5	1	50	2M	M WIL	---	---
	9	1	50	2M	M WIL	---	---
Grave Rot: If the target of this spell fails his save a location is rolled, and a grey-green rot begins to grow in that area doing the set damage each CR, and spreading to one adjacent area each CR, doing the same damage there. Each new area also gets a save.	10	3	30	9C	I TAL		6
Imprison Spirit: After a spirit has been successfully dominated in a will battle, the non-material elements of it can be imprisoned in a physical object to be stored and preserved for the duration of the spell. It can only be consulted by telepathy, and emerges when the spell runs out.	7	5	T	5D	K	---	---
Mental Suppression: This destroys the mind of the target if he is defeated in a will battle, converting him into a living zombie.	10	14	25	X	M	---	---
Prevent Animation: This will render a corpse incapable of holding a spirit or being animated in any way, unless it is overcome. It works on a single target.	7	5	T	X	I	---	---
Repel Undead: This causes undead and other spirit or non-spirit beings to withdraw from and avoid the caster, though they get a save, with a bonus of one per CR, cumulative. It works on all in a radius. If undead has no WIL, the WIL of the creator is used.	2	1	15R	5C	D WIL	---	---

Spell

Sever Soul: This removes the soul from a body by force. A Will Battle is required. Intellect remains, but without desires or emotion. The victim becomes a liche in the control of the caster.

LEV	CT	RAN	DUR	TYP	SAV	DAM
9	8	15	X	M	---	---

Summon Spirit: By this spell the spirit of a dead being is called from the death-plane where it resides. It is called into a particular object, being, or material set to receive it, and is forced into that receptacle after a Will Battle. A spirit has a Will Rating of His Level When Alive/Years Since Death x 50 (Lev/Yrs)x50. An additional factor is the medium into which the spirit is summoned. Each medium has a rating for Resistance and Tenacity. Resistance is subtracted from the mage's WR in the summoning, and Tenacity is subtracted from his WR when he attempts to dismiss the spirit, at which time there is another Will Battle. The ratings are given below:

8	15	10	10M	L	---	---
---	----	----	-----	---	-----	-----

Medium	Resistance	Tenacity
Ectoplasm	75	4
Fire/Smoke	46	22
Mirror	37	15
Golem	25	25
Corpse	20	37
Animal	17	45
Willing Being	10	100-WR
Unwilling Being	His WR	100-WR

For general reference, When a human medium is used his WR is counted in as indicated. Ectoplasm is a force-medium generated by the mage when no other medium is available. In doing a summoning the name of the spirit, or some knowledge of it, or a piece of its remains are necessary.

Triangle of Binding: This is a more advanced version 16 30 10R 20M J --- --- of the Circle of Binding. It consists of a large triangle with 3 circles within it, in each point. The spirit is summoned into one of the circles using the combined WR of the caster and a second person, who occupy the other two circles. In this way the second person's knowledge of the subject can be used as an aid and guide. Otherwise the triangle and the circles within both act in the same manner as a normal Circle of Binding, so that there is a double protection for those outside of both.

There are several important notes. Each being is made up of three parts, the Body, Soul, and Mind, which may also go by other names. Without any one of these he is considered undead. A wraith has Soul and Mind, a Zombie has Body and Soul, a Liche has Body and Mind. To engage in Will Battle an undead must have a Mind, an undead with only 1 of the three elements is usually very weak and often cannot manifest himself or act.

There are three half-planes of existence. All persons extend into and exist in all three, but undead who do not have bodies are visible as beings in the Spectral Plane, where they can be seen, but are insubstantial.

A Will Battle decides many things when dealing with summoned undead. It consists of Summoners WR(+50)-Undead's WR, rolled as a % chance of control. If the undead is not controlled by the roll he may try the same control roll with positions reversed and with the 50 bonus switching to the undead. He will try to take over the mage's body to return to corporeal existence. He may also do a reversed will battle if he is a free and non-bound spirit.

5.3. SORCERER

Sorcerer is a class closely related to Necromancers, in that it deals with demons and other extra-planal beings much as they deal with dead spirits. It is a very dangerous profession, but promises great rewards. Sorcery is very simple, it deals only with demon summoning and pacts with demons. It is through these dealings that the Sorcerer gets other powers. Sorcerers are EC 4.

There are literally thousands of different demons, as is detailed in the section on demons. For a Sorcerer to be effective he should know the names of several demons of varying levels of power, and be proficient in dealing with them. Generally each demon has a Will Rating, and the Sorcerer who summons one must dominate its will or be possessed. If he succeeds he can gain powers or other services from the demon. Each demon has specific abilities and areas of power, which he can use and grant. There is a cost to learn the name of each demon and the peculiarities of his summoning, in LSP, but not when it is used. The spells are given first, then the demons.

Spell

	LEV	CT	RAN	DUR	TYP	SAV	DAM
Pentacle of Binding: This is a major aid to the cautious Sorcerer. It consists of a drawing of the traditional 5-pointed star, empowered by magic to contain a demon. It has a strength, against demonoids only, equal to the WR of the caster, which is added to his WR in containing the demon.	6	20	10R	20M	J	---	---
Lesser Summoning: This allows the Sorcerer to call up lesser demonoids, such as the large variety of Imps. Each Imp has a different power, or area of power. They are usually smaller beings, of level 1-5, with WRs of 0 to 75, usually in parallel to the Imp's power. Imps aren't too bright, and they generally can't grant their powers to others. In general the best imp won't be able to do anything which is more powerful than a parallel spell of 7th level. They are cowardly, sneaky, and annoying. Some examples are given later. Once summoned the mage will engage the Imp in Will Battle for dominance.	3	15	20	1H	L	---	---
Prime Summoning: This summoning is for the middle range of demons, the vast majority of them. It covers pit-fiends, night-horrors, demon legionaires, elemental demons, and the like. Such demons are more powerful than imps, brutal, and of human intelligence. They run from level 6 to 15, and have variable WRs from 75 to around 250, depending on their level of power. They will use their power for a summoner, but most can't grant powers. They are lazy and wilful.	9	18	20	1H	L	---	---
Greater Summoning: This calls demons of greater note and power, each of which is in individual, though they have special areas of interest. All of the great demons of hell are in the group, the nobility of hell. They are harder to control, but can do more. WRs range from 300 to as much as 1000, and they often have curious additional powers. They can make deals, do things for the summoner, or grant powers. Many have WRs which increase with the length of their stay in this plane, and they can always re-engage the summoner in Will Battle. They usually have 1 to 3 related powers which they can grant for a very limited period, in exchange for something of value to them. They will buy souls and give greater powers in such a case, usually on a 7 year contract ending in death and soul-forfeiture.	15	21	20	1H	L	---	---

Demons are engaged in Will Battle when summoned, with the standard formula of Summoner WR(+50)-Demon WR as a % chance of success. This must be done on summoning and again on dismissal. It must be done again if the spell is extended, and greater demons may re-initiate battle every 10 minutes, with to 50 bonus switching over to them, a switch which also applies at dismissal.

Also, demons can be summoned without knowing a name or related information, but that brings a random, and perhaps useless demon from the class appropriate to that summoning. Some sample demons in each class are described below, and many more are possible. The LSP Cost given indicates the cost to research and learn the summoning of that particular demon. Also given is approximate level of the demon, WR, and a brief description. Combat capabilities are variable, and should be set by the GM, though Imps are obviously less formidable than a man, and Greater Demons should be able to swat humans like flies, being more or less on a level with lesser gods.

<u>Imp</u>	<u>Description</u>	<u>LSP</u>	<u>LEVEL</u>	<u>WR</u>
Morkisian	This is an imp who governs silence. He is a short humanoid with black skin and red eyes. He is very thin, with large, flat feet. He moves in total silence, and blends with his background. He can make anything and any region silent, and can grant this power to be used once in a day, lasting for 1 hour.	3	5	65
Lorstik	This is an imp of possession, who appears as a small, extremely fat man. He can assume non-corporeal form at will, and attempt to possess anyone on the command of the summoner. If he fails he may try to possess the summoner with double WR.	2	4	45
Frashek	This imp has powers of fire. He is 4ft tall, and has a bronzy skin. He can breathe fire or make his body flame, and can put out or light fires at will. He can regulate the intensity of his flame, and do up to 3D8 damage with it. He can grant a summoner a power of flame up to 1D8 damage.	3	8	85
Selistar	This imp has a large and very flexible face. His specialty is contorting his features, which, when augmented by magic, causes any who see him to flee in terror.	2	3	50
Djomad	This is an imp of foul odors. He looks like an unwashed, wizened old man, and is capable of producing a reek so strong that all who are within 20ft must save against nausea and retching.	2	3	35

In general imps are limited in the scope or flexibility of their power. The ones listed above are of the more powerful variety. There are many imps with WRs of 25 or less who have no real powers, or else just traces of power.

<u>Prime</u>	<u>Description</u>	<u>LSP</u>	<u>LEVEL</u>	<u>WR</u>
Grondalak	This is a demon guardian, not too bright, but able to guard people and places. He is an 8ft tall humanoid with claws and fangs, oriented primarily towards combat, but with some abilities of unusual spatial awareness and resistance to surprise.	6	12	150
Lumikak	This is a demon of light. He appears as a shimmering cloud of light-motes. He can glow blindly, or with searing heat, or fire light-beams. He can do up to 6D10 damage in a round, and can grant the power to create torch-equivalent light at will.	5	11	145
Torshal	This is a demon of the skies, who appears as a tall, feathered humanoid, with multi-colored feathers. He flies very fast, and can grant the power to speak with birds and see unusually well.	5	12	160
Ulheanna	This is a demon of lust, who appears as a female version of a satyr, and can cause maddening lust, not necessarily for her, in any target.	4	8	110
Vurdlin	This is a demon of theft. He is able to make himself infinitely thin, pass through cracks, and the like to gain entry anywhere. He can do the same to anything he steals, and moves in total silence. He is naturally colored to blend with shadow. He grants no powers, but will serve to steal one smallish item.	4	9	120

The Prime Demons do the real work of the demonic realm. More of them are described in a later book, with the normal creatures of the fantasy world. An important note here is that few demons are the same, almost all have some unique features. Many are bizarre, and many strive to be different. They go for extremes of personality as well.

<u>Greater</u>	<u>Description</u>	<u>LSP</u>	<u>LEVEL</u>	<u>WR</u>
Azazel	Azazel is the leader of the Seirim or goat demons. He is a large, goat-headed man. He is especially fond of those who fornicate with animals. He can grant powers of Sorcery, Divination, and Necromancy, and can give sexual enhancement.	14	25	400
Belzebub	This is one of the top 4 or 5 demons. He appears as a 18 30ft tall man on a throne, with blood-red skin, and a crown of flame. He is master of the witch's	18	33	700

<u>Greater</u>	<u>Description</u>	<u>LSP</u>	<u>LEVEL</u>	<u>WR</u>
	sabbath. Once he is summoned his WR goes up 25 per minute. He is master of disease, especially plague, epilepsy, and mental disorders. He can impart most any magical power, especially those related to disease.			
Moloch	This is another of the great-ones of hell. He is a bull-headed man of bronze, and a giant. He is strong and stubborn, second only to Satan, and a top general. his body flames. He has the power to kill children, make women barren, and increase sexual skill.	16	27	750
Pazzuzu	This is a demon of insects, and looks like a giant grasshopper or locust. He can control insects and the winds, and will call down a plague of any kind of bug for the summoner.	10	18	300

These are a cross-section of the Greater Demons. These are the famed demons of the bible and mythology, and they have many forms and abilities. They are sneaky and smarter than humans. All of them have great and variable powers, and can grant a variety of favors. There are factions among them, and allegiances. If one of them can't do what you want, he probably has an associate who can. In most cases a large proportion of a character's LSP go to learning new demons.

Generally demons want your soul, or the souls of others, but anything which brings about evil and dissolution in the world will buy them. The greater ones won't do anything unless you pay them off, and they will try to trick you. The imps and prime demons will serve briefly to get rid of you, but may get ornery if you summon them too many times. Treat them all as totally amoral, but very canny and aware of what will and will not help them.

5.4 WIZARD

The Wizard is master of unnatural forces, and those areas of magic which most resemble high-technology, or defy the forces of nature or even unnature. They have control of the things too strange or unearthly for other classes to touch. They are EC 4.

Wizard spells are given below in standard format. They fit well in the society, for their peculiar talents, but they are rare, and their skills are obtained only at a very high price.

<u>Spell</u>	<u>LEV</u>	<u>CT</u>	<u>RAN</u>	<u>DUR</u>	<u>TPY</u>	<u>SAV</u>	<u>DAM</u>
Alter Mass: This allows the caster to increase or decrease the mass of any object by 20% of the original mass, without changing size or density.	5	5	T	20C	I	TAL	---
Alter Density: This raises or lowers the density of an object, and all attendant phenomena, by 20% of the original value, without changing size or mass.	5	5	T	20C	I	TAL	---
Basilisk Gaze: This lets the caster turn a single target at a time to stone with a ray fired from his eyes, if he meets the eyes of the target. The target turns to stone and stays stone for the duration of the spell. He gets a WIL save to avoid the gaze.	9	5	30	10M	CI	WIL	---
Beam of Blasting: This beam converts any inorganic matter it hits directly to energy, up to the equivalent of 5lbs of material. Each lb hit by the beam explodes for 10 pts of energy damage. The area of the beam is 3ft diameter. A dodge save halves damage taken.	16	4	40	1C	CI	AGI	50
Bonds of Power: This fires a ball of magically created matter at a single target, which spreads on hitting, forming strong strands of a flexible, but constricting material, which immobilizes the target. He may make a STR save to get out each CR, -5 the first round, but getting one better each round. The caster must roll to hit.	8	3	30M	10M	F	MIS	---
Defense Mesh: This creates a mesh of powerful magical strands in a dome around the caster, most physical attacks will be repelled, but more than 20pts of damage in an area will cut through it.	5	5	5R	10C	J	---	---
Dis-Bolt: This is a disintegrating blob of energy fired from the palm of the caster, and located if it hits the target. It will disintegrate the area hit completely. There is a magic save.	15	5	20M	1C	A	MIS	---
						TAL	

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
Disintegration: This works only on non-living matter. the material in question will start to break down into its component atoms, spreading one cubic foot per CR. When the spell runs out it stops.	13	5	T	2M	I	---	---
Dissipation: This is disintegration for organic matter. It starts in the area of the body which the caster touches, and spreads to one adjacent area each CR. Each area gets a TAL save, or is obliterated completely.	18	7	T	5C	I TAL	---	---
Force Missile: This is a missile composed of magical pseudo-matter, which can be formed to fire as a spear, ball, or blade/plane. Learning the spell has a single cost, and any of the effects can be done at will.	5	1	50M	1C	JA MIS	10	
Gravity Control: This can be broken down into three divisions, each of which is a separate spell, learned independently. They are described below and their statistics are to the right. Increase: This can increase the gravity in an area by up to 20%. Decrease: This can lower the gravity in an area by up to 20%. Reversal: This gives gravity in an area a negative force equal to its positive force normally, so that things will fall up at the same rate they would have fallen down.	13	10	30G	10M	D	---	---
	15	10	30G	10M	D	---	---
	19	15	30G	5C	D	---	---
Neutralize Friction: This removes almost all friction on surfaces in a 3ft diameter sphere within its range. It will not affect internal organs or mechanisms.	13	3	30	5C	D	---	---
Phase: This temporarily transports the caster to another plane, or more properly, an inter-planal limbo, which is barren and featureless. He will return when the spell runs out, in the exact spot from which he left.	5	1	S	9C	E	---	---
Plane Gate: This opens a gate to another plane, which allows passage in either direction. The gate is 10ft in diameter, and visible only from directly in front, where it looks like a window into the other world. It is expensive to maintain, and there is no control over who or what passes through. The caster must know or know of the other plane.	22	50	10	8C	D	---	---
Repulsion: This causes a field to be created around the caster. Anything which enters that field is returned with exactly the same force that it has entered with.	15	5	3R	3C	D	---	---
Shatter: This causes a single living or non-living target with a mass of up to 300lbs to shatter into 1 to 5 pound fragments, as if it were turned to glass and struck with a sledge-hammer.	13	3	30	1C	E TAL	---	---
Shield: This creates a round, 3ft diameter shield of force, invisible, but raising the caster's DR by one. It is imbued with the power to guide him in a limited degree in its use, hence the DR modification. The areas of the body covered by the shield are invulnerable for the duration.	6	8	S	5C	J	---	---
Teleport: This will teleport the caster and up to 100 pounds of luggage anywhere within range that he has been before, seen, or viewed telepathically.	9	3	500K	1C	E	---	---
Timestop: This stops time in a radius around the caster. Neither he nor things entering the field are effected, but they can do nothing to alter those things which are frozen in time.	16	5	30R	1M	D	---	---
Wall of Force: This creates a 10ft by 10ft wall of impenetrable magical force. It is impassable to anything.	14	4	20	5C	J	---	---
Wheel of Time: This puts a single target into a time loop, repeating his last 10 minutes or complete action, until the spell ends. If he is brought out he must save on WIL, with a minus of the number of hours. There is a TAL save against the spell itself.	17	10	25	10H	E TAL	---	---
					WIL		

6 SPELL CASTING

Knowing a spell is of little use of itself, unless the spell is cast and a result achieved. There are several elements to spell casting which are described in detail here. These are the general systems, the specific systems for different types of magic are described with those professions.

The breakdown of the elements of spell casting is simple. There is the cost of using a spell, the proficiency of the mage and his chance of success with a given spell, the interaction of spells and magics, and finally variable magic and spell modification, which extends the possible results far beyond the basic nature of the spells.

All of these different elements work together to make magic use work. They expand the horizons and possibilities for the mage, and allow him to interact with his world. And, though magic is a complex and flexible art, the mechanics are really rather simple and direct.

6.1 SPELL USE AND COSTS

Spells are not cast for free. A mage must pay in several ways for the use of his powers. Generally what he pays is determined by his characteristics and the level of the spell.

When a spell is cast the mage pays for it in two areas. There is an immediate payment in Fatigue Points for the tiring effect of the spell, and in Mana Points for the essential cost in magical cost.

Numerically, the cost in FP is a bit greater than the cost in MP. The FP cost is found with the Spell Cost/Spell Level, which is given in I:4.5(12). The SC/L is multiplied by the level of the spell as cast. The resulting amount is subtracted from the character's FP at that time.

At the same time the character subtracts the level of the spell from his total Mana Points in his MP Reserve, as is detailed in I:4.4(11). When a mage is out of MP he can no longer cast spells, and as MP come back slowly, it is important to conserve.

All such things as variable magic, which raise the level of the spell do so before the spell is cast, so that the adjusted level is what is used in finding the casting cost in FP and MP. Spells are always paid for, even if something goes wrong after they are cast. If there are insufficient FP or MP to cast a given spell, and it is attempted, the total FP or MP difference are multiplied by 3 and subtracted from the character's Magic Index.

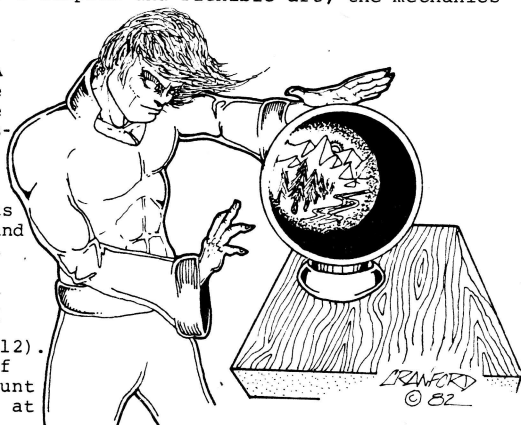
Consider an Aeromancer casting Lightning Ball. His SC/L is 3, and the spell is 3rd level, so if he casts it at normal level, he loses 9FP and 3MP, not a terrible cost.

6.2 SUCCESSFUL SPELL CASTING

Every mage does not succeed with every spell he casts. Whether he does is dependent on the level of the spell, his experience level, and his Magic Index. The Magic Index indicates the character's general proficiency with magic, and is adjusted for the level of the spell in relation to the level of the caster, and can be adjusted for the amount of time taken to cast the spell.

Base Magic Index is determined from the table to the right, comparing DEX and WIL. Added to this is the total level of spells, plus the cost of any magical skills, in short, all of the LSP used in learning magic, including basic magic, and such skills as Will Enhancement.

Once total MI is found, it is used to see if a spell succeeds. To do this the level of the caster is subtracted from the level of the spell. This amount, times five is subtracted from the MI. If the amount is negative, with the spell of lower level than the mage, the difference x5 is added to the MI. Thus, a character with WIL 13 and DEX 18 would have a base MI of 50. If he was level 5 and had 60 LSP in magic, his total MI would be 110. If he cast a 7th level spell it would be



	WIL							
DEX	3	6	9	12	15	18	21	24
2	0	5	10	15	20	25	30	35
4	5	10	15	20	25	30	35	40
7	10	15	20	25	30	35	40	45
10	15	20	25	30	35	40	45	50
14	20	25	30	35	40	45	50	55
17	25	30	35	40	45	50	55	60
20	30	35	40	45	50	55	60	65
22	35	40	45	50	55	60	65	70
24	40	45	50	55	60	65	70	75

a -10 on his MI, leaving 100. If he cast a 1st level spell it would be plus 20, for a total of 130. When actually casting the spell a percentile is rolled. If the number rolled is higher than the MI, or in any case 00, the spell fails. The MI is the percentage chance of the spell working. If a spell fails check the fumble chart given below.

An important additional note about MI is that it can be altered and adjusted by regulating casting time. If the casting time of a spell is doubled, it adds 10 to the Magic Index. If it is increased again by that same amount, that adds 10 more to the MI, and so on. Thus, if a mage has a MI of 80 with a spell that has a CT of 5, if he takes 15CR to cast it the MI is 100. Other adjustments to the spell alter the level directly and effect cost, but taking longer with a spell does nothing to change the casting cost. Theoretically, a mage could cast a spell of infinite level if he took infinite time.

When a spell is fumbled by rolling 00 or over the MI, consult the table below by spell TYP and roll 1D20 for the exact result. The result numbers are explained below and to the right.

Spell Type(TYP)

A	B	C	D	E	F	G	H	I	J	K	L	M	N	ROLL
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	2
1	2	1	1	1	2	1	1	1	1	1	1	1	1	3,4
2	2	2	6	6	2	9	1	1	1	13	15	9	20	5,6
2	2	2	7	9	4	7	6	11	11	13	15	9	20	7-9
2	3	2	7	9	9	10	7	11	11	13	15	18	21	10-12
2	3	5	6	6	9	10	8	12	11	14	16	18	22	13-16
2	4	5	8	8	7	10	9	12	12	14	17	19	22	17-20

1: No effect

2: See normal missile fumble table(II:7.42).

3: Explode on firing, damaging caster and those near at double damage.

4: Split, hit two random targets.

5: Reflected at random target.

6: Effect delayed 1D12CR.

7: Caster included in effect.

8: Altered effect, & caster

included in effect.

9: Effect altered at GMs discretion.

10: Garbled, words misunderstood, meaning confused, use your imagination.

11: Wrong thing produced at GM discretion.

12: Alteration or Creation runs wild, leading to deformity or partial result.

13: Animation is hostile.

14: Animation has free will.

15: Wrong creature, probably nastier, summoned.

16: Summoner goes to summonee, rather than the expected way.

17: Pentacles or protections dispelled, but summoning works.

18: Caster stunned.

19: Caster goes mildly insane, losing faculties for double the duration of the spell.

20: Partial information obtained at GM discretion.

21: Information gained is opposite of truth.

22: Result is deliberately deceptive at GM discretion.

This allows a large variety of results, depending on the type of spell in question. For example, a fumbled fireball with a roll of 11 would lead to an explosion, doing double damage overall to the caster and any nearby.

6.3 SPELL INTERACTION

Another aspect of magic which is related in some ways to fumbles is that of spell interaction. Many spells don't interact, but in certain cases quite serious effects can result when two spells meet. Given below is a cross indexing of the spell types, with numbered results. The results can be checked below the chart. Both spells must be in effect in the same area at the same time.

TYP	TYP:	A	B	C	D	E	F	G	H	I	J	K	L	M	N
A	1	1	1	0	0	1	0	0	0	1	0	1	0	1	0
B		1	2	3	4	4	1	0	5	0	5	0	1	0	1
C		1	3	0	4	4	0	0	0	0	5	0	0	0	0
D		0	4	4	6	6	0	0	5	0	5	0	7	0	0
E		0	4	4	6	6	0	0	0	8	8	8	8	0	5
F		1	1	0	0	0	1	0	5	5	5	5	5	0	5
G		0	0	0	0	0	0	9	0	0	0	0	0	0	0
H		0	5	0	5	0	5	0	0	0	0	10	10	0	0
I		0	0	0	0	8	5	0	0	11	11	11	0	0	5
J		1	5	5	5	8	5	0	0	11	11	11	1	0	5
K		0	0	0	0	8	5	0	10	11	11	12	1	0	5
L		1	1	0	7	8	5	0	10	0	1	1	13	5	5
M		0	0	0	0	0	0	0	0	0	0	0	5	1	5
N		0	1	0	0	5	5	0	0	5	5	5	5	5	1

0: No effect, both spells work as normal.

1: Both spells negated

2: Double explosion damages all in area.

3: Single explosion to all in area.



- 4: Appropriate augmentation of B or C, and reduction of D or E.
- 5: H, J, N, I, K, or M negated.
- 6: GM determine warping of both spells.
- 7: 50% chance of effecting summoned being.
- 8: GM determines warping of I, J, K, or L.
- 9: Wording garbled, random result at GM choice.
- 10: Animee effected, if possible.
- 11: Mixed outcome of two spells.
- 12: Animees free willed.
- 13: Summonees join forces with combined WR.



None of these apply if one of the spells has been completed and is in effect, though they apply for the entire casting time of the spell, so if area of spell and casting time both intersect, consult the table.

If a mage takes damage while he is casting a spell, his MI is lowered by three times the number of points of damage taken. If he is hit by any other spell, the effects may negate his casting. If a spell is released before the completion of its casting the MI is reduced by the percentage of the total CT remaining. Thus, if a mage were knocked out with 7 rounds left on a 14 round spell he would lose 50 off his MI.

6.4 VARIABLE MAGIC USE

Magic is not a static art. Spells are not limited to being cast exactly as they stand. Each spell as described is a "basic spell", which can be modified when it is actually cast. Such modification takes the form of an increase in the level of the spell for casting and cost. Any of the factors of the spell can be increased, including primarily RAN, DUR, SAV, and DAM. It can also be extended to more than one target rather than a single target.

Important here is what is called Casting Level. A spell cast exactly as stated is CL 1. If the effective level of the spell were doubled it would be CL 2, if tripled CL 3, and so on. Thus, a fireball, which is level 3, cast at level 15 would be CL 5.

Casting Level determines how much the spell can be modified. Each additional CL allows the increase of one factor of the spell, as indicated below.

RAN: Each added CL can add on the range of the spell, or alternatively, extend it to cover twice the area or number of targets. At CL 7 a spell with a range of 20ft would be able to have a range of 140ft.

DUR: Duration can be added on once for each CL, so CL 3 would make DUR 10M into 30M if so desired.

SAV: Each CL can reduce a target's save against that spell by one. Thus a character saving against a spell thrown at CL 8 would have -7 off his save roll.

DAM: Each CL increases the damage by a factor of one, so a spell with base damage of 1D6 could do 5D6 at CL 5, and so on.

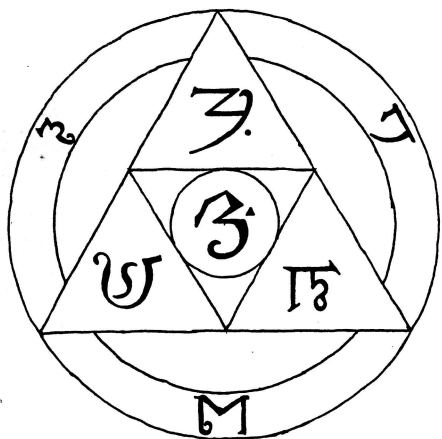
Of course, as CL is increased, so is the actual level of the spell. A fireball at CL 8 would be a 24th level spell rather than a 3rd level spell, which has a radical effect on the cost in MP and FP, and on the MI. If a 8th level mage cast such a fireball he would be -80 off his MI.

As noted before, Casting Time increase improves MI at a rate of 10 per factor of increase in CT. The opposite is also possible. If Casting Time is halved, so is MI with the spell, if it is quartered, so is the MI, and so on.

6.5 GENERAL MAGIC EXAMPLE

As a conclusion, let us look at a battle between two mages. Thazaydon, a Sorcerer/Necromancer meets his arch-enemy Anzar, a Wizard/Pyromancer/Enchanter. They are level 13 and 11 respectively. They have MI bases of 35 and 50. Their spells are listed below, with levels, as are skills.

Thazaydon: Research(SL1=15), Lost Scripts(SL1=16), Hand Targetting(SL5=15, AR10), Mana Shield(SL5=35), Will Enchantment(SL7=42), Age(4), Circle of Binding(6), Death Ray(5), Grave Rot(10), Summon Spirit(8), Pentacle of Binding(6), Lesser Summoning(3), Imps: Lorstik(2), Frashkek(3), Djomad(2). Total LSP to the area of magic 172, for total MI of 207. WR is 105.



Anzar: Hand Targetting(SL8=24), Mana Shield(SL7=49), Fireball(3), Flameform(10), Flameweb(9), Flash(7), Wall of Fire(7), Invisibility(5), Word of Command(1), Enchant Humans(8), Basilisk Gaze(9), Beam of Blasting(16), Phase(5). A total of 153 LSP to magic, for a total MI of 203.

Thazaydon has 38HP and Anzar has 33. Their DRs are 9 and 10 respectively, and they prepare to enter duel combat.

For the first CR Thazaydon elects to cast Grave Rot, with triple damage, making it a level 30 spell, meaning -85 on his MI, no real problem. Casting it takes 3CR. At the same time Anzar goes with a simple Fireball, but at CL 10, and level 30. Also no problem, with -95 off MI. Fireball takes no extra time, and goes off in the 1st round. Anzar rolls 75, within his MI of 108 in this case, and the spell works. He rolls a 15, needing that to hit, but Thazaydon rolls his dodge save and takes half damage, for a total of 17 points of damage, which knocks another 51 off of his MI, bringing it down to 77, still fair. Anzar pays 30MP plus 60FP, as his SC/L is 2. Thazaydon pays on round 3, when his spell is fired.

In the second CR Thazaydon is still working on Grave Rot, and Anzar throws a flash at normal level, losing only 14FP and 7MP. There is no interaction, and Thazaydon makes his save, but loses another 10 off his MI for the distraction at the judgement of the GM, bringing his MI down to 67.

In the 3rd CR Anzar tries another fireball at level 12, or CL4. Anzar makes his MI, losing 24FP and 12MP, and misses with a 11. This round Thazaydon's Grave Rot goes off, but Anzar absorbs it with his Mana Shield, losing 60MP. Thazaydon made his MI with a 45, and paid 60FP and 30MP for the spell.

At the start Thazaydon had 102FP and 400MP, and Anzar had 110FP and 355MP. They now stand at 42FP/340MP for Thazaydon, and 49FP/209MP for Anzar.

In round 4 Anzar goes with a CL 6 fireball, for 18MP and 36FP, hitting with a 17, Thazaydon dodges and takes half damage, rolling a 19 on his AGI save, taking only 18 points of damage, getting low in HP, and losing 54 of his MI as he casts a standard Death Ray, leaving a safe MI, costing 5MP and 10FP. Anzar absorbs the ray with his Mana Shield at a cost of 10MP.

Thazaydon now has 6HP, 32FP/335MP, and Anzar has 13FP/181MP.

Round 5, Anzar makes his last stab, throwing a CL 2 fireball, at a cost of 6MP and 12FP, but he rolls only 7 to hit, and misses. He is left with only 1FP. Thazaydon tries another Death Ray, unmodified, costing only 5MP and 10FP. Unfortunately, though his MI was over 200, Thazaydon rolls a 100(00) on his %ile, and fumbles. He rolls 1D20, getting a 7, getting a normal missile fumble, where he rolls a 18, and trips, falling down for one round.

While Thazaydon's lying on the ground, Anzar yields the fight, as he is too tired to get off any further spells, and Thazaydon could take his time to summon a demon to finish him off.

6.6 WORKING WITH MAGIC

When playing a mage you can take a technical approach and use spells as they are in a straightforward manner, or you can take the position of an artist, using variable magic and your imagination to improvise and be creative. This is a major division in how you decide to play your mage.

Essentially there are only two approaches to magic, that of the artist, and that of the technician, but within this there are many varying philosophies and points of view. Some mages take the view that they should spend all of their time in experimentation and original research, others feel that they can do best studying the work of others and building on it. Yet another group looks at nature and natural magic as a guide to new knowledge, or will take to the road to encounter the lost and unknown magics of lost races and alien forces.

In the other tradition, among the technicians, there are as many variations. Some are strict businessmen, finding the most practical and lucrative applications of their skill. Some are training oriented. Others are guild obsessed, most interested in serving the guild and advancing the position of the guild. Some are merely contented tradesmen, willing to bide their time and lead peaceful lives. In this general group you will find many of the same variants of personality as in any mundane trade.

Most character mages will probably fit in the first group, though some may not. Consider the harsh demands of the life of a mage and the dangers and great rewards involved, and think carefully as you form the character of your mage.

