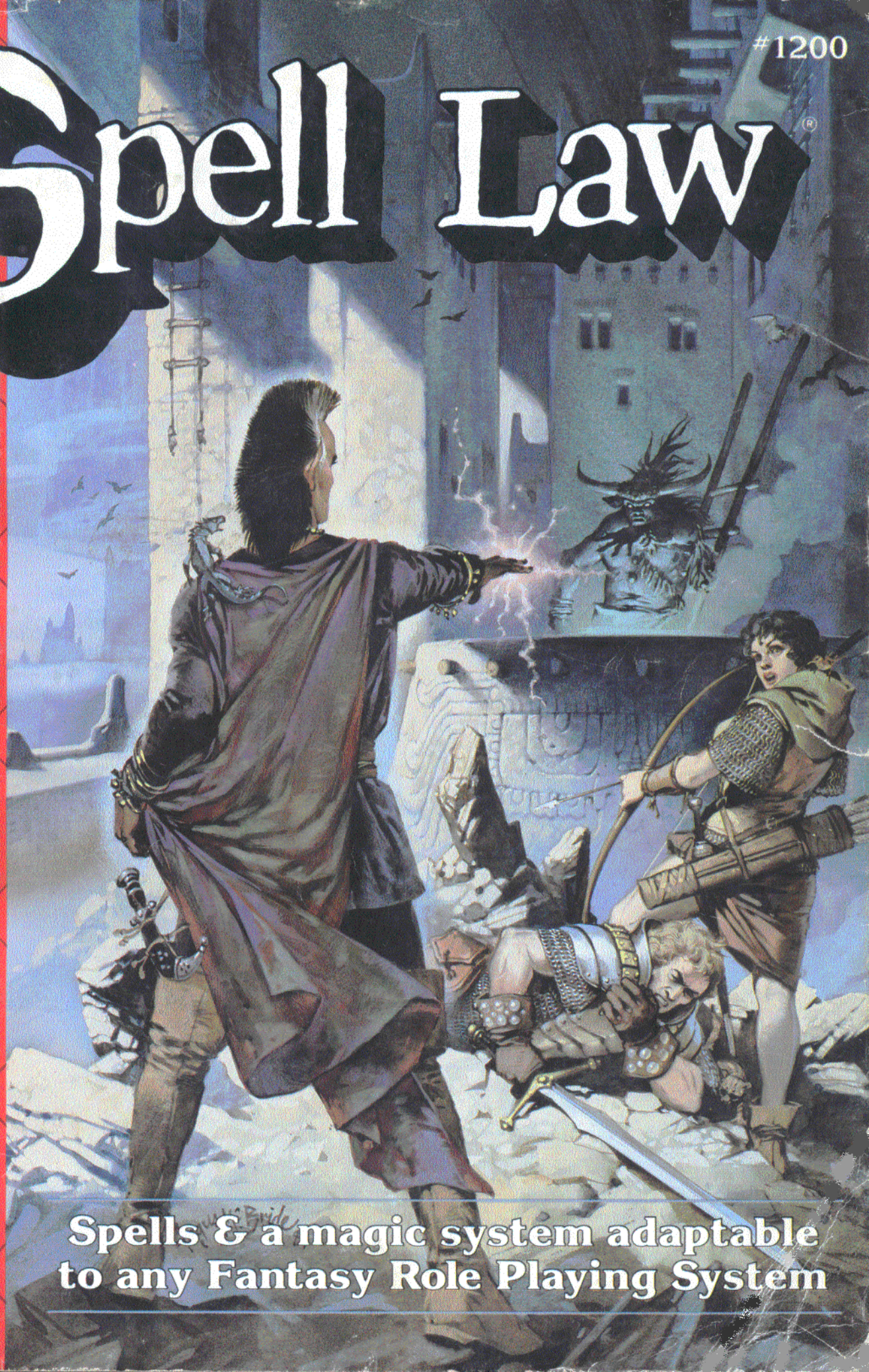


Spell Law[®]



Spells & a magic system adaptable
to any Fantasy Role Playing System



SPELL LAWTM

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INTRODUCTION

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

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

SPELL LISTS

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

Spells are grouped into lists. A spell list is an ordering of spells based upon the correlation of level, intricacy, and potency. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are learned in stages, as the character progresses in experience, knowledge and power. Quite often a character only learns a list up to a certain level. In such a case, the character would know, and potentially be able to cast, a spell only when his experience level is greater than or equal to the level of that spell.

Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). There are 162 spell lists divided into:

- 15 sets of professional "base" spell lists (i.e., spell lists learnable only by characters in that profession)
- 1 set of "evil" spell lists for each realm of power (i.e., spell lists learnable only by evil characters)
- 1 set of "closed" spell lists for each realm of power (i.e., spell lists learnable only by certain characters of the realm)
- 1 set of "open" spell lists for each realm of power (i.e., spell lists learnable by characters in any profession of the realm)

GENERAL GUIDELINES

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

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

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have

descriptions that are less concrete, providing the Gamemaster with a framework by which he can apply spell usages to variances in his world system or specific occurrences that demand certain flexibility. This may be particularly true with regard to powerful spells.

In addition to a comprehensive set of standard rules, optional rules are provided to provide even greater detail. A Gamemaster should examine each of these rules to determine if it is appropriate for his game and world system.

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

ROLEMASTER

Rolemaster (RM) is ICE's complete fantasy role playing system, combining *Arms Law & Claw Law (AL&CL)*, *Spell Law (SL)*, and *Character Law & Campaign Law (ChL&CaL)*. The "non-boxed" rules in *Spell Law* are designed to be used with the standard *Rolemaster* system. The rules in *ChL&CaL* are intended to coordinate and combine all of the individual *RM* systems. Thus the rules in *ChL&CaL* should take precedence over the rules in the other individual products when the complete *RM* system is used.

ROLEMASTER SUPPLEMENTARY MATERIAL

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

Creatures & Treasures™ (C&T) — ICE's compendium of information and statistics for three key elements of fantasy role playing: creatures, treasures, and encounters. It also includes guidelines and statistics for dozens of new races.

The Rolemaster Companions™ (RMCs) — Compendiums of new spell lists, new professions, new races, new monsters, and a variety of other optional material, rules, and guidelines.

The Shadow World™ Series — Modules and adventures in a rich, self-contained fantasy environment designed specifically for use with for *RM*, but which can be used as isolated or hidden areas in any GM's campaign world.

Space Master™ — ICE's science fiction role playing system is self-contained and also completely compatible with *RM*.

Used together they set the stage for coherent science-fantasy campaigns.

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

OTHER FRP SYSTEMS

If you wish to use *Spell Law* with another FRP system, just read the material given in the Boxed sections like this one found throughout the rules. These Boxed sections give suggested guidelines and information that are useful when integrating *Spell Law* into your non-*Rolemaster* FRP game.

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

DEFINITIONS

The majority of unique terms found in *Spell Law* are not described below; rather they are usually described when they are used in the text. The terms defined below are frequently used or they are very important for using and understanding *Spell Law*.

See Section 11.2 and 11.3 for a summary of abbreviations used in *Spell Law* and for definitions of terms used in the spell descriptions.

Area Spell: An Elemental Attack spell that attacks an area rather than a specific target: *Coldball*, *Fireball*, etc.

Base Attack Spell: A spell that attacks a target, but which is *not* an elemental attack spell.

Base Spell List: A spell list that is learnable only by one specific profession.

Chance: Often in *Spell Law* an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of #%. This means that if a roll (1-100) is made and the result is less than #, then the action or activity succeeds (or occurs); otherwise it fails.

Channeling: One of the realms which provide the source of power for spells (see Section 3.0).

Closed Spell List: A spell list that is learnable only by the Pure and Hybrid spell users of the spell list's realm.

Concussion Hits: See "Hits."

Critical Strike: Unusual damage due to particularly effective elemental attacks. **Note:** *The term "critical" will often be used instead of "critical strike".*

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, superior armor, position, and magic items.

Dice Roll: See Roll.

Elemental Attack Spell: An spell which creates and uses fire, cold, water, ice, or electricity to attack a target. The "elements" created by these spells are real when the spell is cast.

Essence: One of the realms which provide the source of power for spells (see Section 3.0).

Experience Level (Level): A character's level is a measure of his current stage of skill development, and usually is representative of his capabilities and power.

Failure: See "Spell Failure."

Fumble: An especially ineffective attack which yields a result that is disadvantageous for the attacker.

Gamemaster (GM): The gamesmaster, judge, referee, dungeonmaster, etc. The person responsible for giving life to a FRP game by creating the setting, world events and other key ingredients. He interprets situations and rules, controls non player characters, and resolves conflicts.

Hits (Concussion Hits): Accumulated damage, pain, and bleeding, that can lead to shock, unconsciousness, and sometimes death (also called Concussion Hits). Each character can take a certain number of hits before passing out (determined by his "Body Development" skill).

Hybrid Spell User: A spell user who can cast spells of two different realms.

Level: See "Experience Level."

Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or a risk (e.g., climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are "Moving Maneuvers" (MM), and other maneuvers are called "Static Maneuvers" (SM).

Melee: Hand-to-hand combat (i.e., combat not using projectiles, spells, or missile weapons).

Mentalism: One of the realms which provide the source of power for spells (see Section 3.0).

Non Spell User: A character with very little spell casting capability, but with a great deal of capability in non-spell areas.

Non Attack Spell: A spell which does not attack a target.

Offensive Bonus (OB): Each character has an "offensive bonus" when he is using a weapon — this OB includes bonuses for the character's stats, superior weapon, skill rank, magic items, etc. This OB is added to any attack rolls that are made when he is using that weapon.

Open Spell List: A spell list that is learnable by any profession of the spell list's realm.

Orientation Roll: A roll representing a character's degree of control following an unusual action or surprise.

Parry: The use of part of a character's offensive capability to effect an opponent's attack.

Power Point Multiplier (PP Multiplier): An item that increases the wielder's inherent power points (see Section 6.1.2).

Power Points (PP): A number which indicates how many spells a character may intrinsically cast each day (i.e., between periods of rest). In order to cast a spell, the caster must expend a number of "power points" equal to the level of that spell.

Profession (Character Class): A character's profession is a reflection of his training and thought patterns; in game terms, it affects how much effort is required to develop skill in various areas of expertise.

Pure Spell User: A spell user who can only cast spells in one of the three realms. Most spell using professions fall into this category.

Realm: All spells and the power required to cast spells are classified in the three "realms" of power: Essence, Channeling, and Mentalism.

Resistance Roll (RR): A dice roll which determines whether or not a character successfully resists the effect of a spell, poison, disease, or some other form of adversity.

Roll: In *Spell Law* two different colored 20-sided dice are used to resolve any activity requiring a "Roll"; such dice are available in most hobby and toy stores. Each of these dice has two sets of the numbers: 0,1,2,3,4,5,6,7,8, and 9. These dice can be used to obtain a variety of results. These various results are described in Section 8.1.

Semi Spell User: A spell user with some spell casting capability in one realm, but also with considerable non-spell capabilities. A character is a Semi spell user by virtue of his profession only. Non spell users who somehow learn spells are still termed Non spell users.

Spell Adder: An item that allows its wielder to cast a set number of spells without expending power points (see Section 6.1.2)..

Spell Failure: This occurs when a particularly low roll is made when casting a spell; it indicates possible malfunction or backfiring of the spell.

Spell Level: The experience level necessary for a spell user to know or inherently cast that particular spell.

Spell List: A grouping and ordering of related spells based upon a correlation of level, intricacy, and potency of the spells. A character who has "learned" a spell list is able to cast a spell from that list if its level is less than or equal to his own experience level.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops his skills, moves, fights, takes damage, absorbs information, etc.

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a spell attempts to affect.

REALMS OF POWER

Spell usage falls into three separate realms each of which concern a different source of the power required to cast a given spell and a different set of spell lists. Similar spells exist in more than one realm, but the source of the power for the spells is dependent on the realm from which that power comes. Except for the Hybrid spell users, spell users can only use one of the realms of power. These realms of power are Essence, Channeling, and Mentalism.

ESSENCE

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, The Force, etc. A spell user of the Essence taps this power, molds it, and diverts into his spells. Most of his powerful spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc.

Restriction: *The more inert material that is on the person of the spell user of Essence, the more difficult it becomes to manipulate the Essence. Thus, when casting or using an Essence spell no armor, heavy clothing, or helmet may be worn. When the cooperation of more than one party is necessary for the Essence spell to take effect, all parties must abide by the above restriction.*

CHANNELING

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is spiritual in nature and independent of the Essence. A spell user of Channeling draws directly on the power of his deity, even though this doesn't "usually" require the conscious cooperation of the deity.

Thus as long as the spell user is using relatively subtle spells (e.g., healing, detection, etc.). More powerful and significant spells such as death spells and revival of the dead might require active consent of a deity, depending upon the world system being used by the Gamemaster.

Restriction: *Metal interferes with the drawing of power from deities, so no metal may be worn when casting or using a Channeling spell (any spell of this realm). In addition, only a small amount of metal may be carried on the person of a spell user of Channeling when casting or using spells; this should be determined by the Gamemaster dependent upon his world system.*

MENTALISM

Mentalism is the power of the Essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, Mentalism is a very personal power and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, his spells are usually limited to himself or to one particular target.

Restriction: *Any head covering interferes with the power of Mentalism spells, so no head covering (especially helmets) may be worn while casting or using a Mentalism spell.*

ARMS

Arms is not a realm of magical power and is merely mentioned for completeness. Non spell users are classified as concentrating in this realm and are especially adept at armed combat and maneuvering.

SPELL USER CLASSIFICATIONS

Spell users are classified according to their realm of power and their profession. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a "profession." *Rolemaster* players may refer to *Character Law* Section 4.0 for more complete guidelines for professions.

Many "professions" are described below; however, Gamemasters may wish to initiate others or use those of different systems. The professions mentioned below are discussed only in terms of their spell casting capabilities and most of their other capabilities are left to whatever character development system is being used.

4.1 PURE SPELL USERS

Pure spell users are of professions which have concentrated solely on one realm of power. Thus, their spells are generally more powerful than those employed by other spell users.

Magician — Magicians are Pure spell users of Essence who have concentrated in the elemental spells. Their base spells deal mainly with elements: earth, water, air, heat (e.g., fire), cold (e.g., ice), and light (e.g., electricity).

Illusionist — Illusionists are Pure spell users of Essence who have concentrated in spells of misdirection and illusion. Their basic spells deal mainly with the manipulation of elements which affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses.

Alchemist — Alchemists are Pure spell users of Essence who have concentrated in spells which can manipulate matter to form items and embed spells of all three realms, but require someone or something to cast the spell to be imbedded (if he knows the spell, he can do this himself).

Cleric — Clerics are Pure spell users of Channeling who have concentrated in spells which require the most direct power from their deities. Their base spells deal directly with life, communing with deities, summoning live creatures, protection from servants of opposing deities, and direct channeling from their own deities. These spell users are the most powerful of the spell users of Channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the Gamemaster).

Animist — Animists are Pure spell users of Channeling who have concentrated on spells which deal with living things (e.g., shamans or druids). Their base spells deal with plants, animals, nature in general, and weather.

Healer — Healers are Pure spell users of Channeling who have concentrated on spells of self-healing and the ability to take the injuries of others *upon themselves*. Thus, a healer could heal a person by taking the injury of the patient upon himself and then healing this injury gradually.

Mentalist — Mentalists are Pure spell users of Mentalism who have concentrated on spells which deal with the interactions of minds. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control.

Seer — Seers are Pure spell users of Mentalism who have concentrated on spells which gain information through the use of mental spells. Their spells deal with precognition, and the control and modification of the senses.

Lay Healer — Lay healers are Pure spell users of Mentalism who have concentrated on spells which heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

4.2 HYBRID SPELL USERS

Hybrid spell users are of professions combining two realms of power. They can obtain the power of the most potent Pure spell user only in a very restricted set of spells; however they are much more flexible in that they have access to two realms of power. When a Hybrid spell user casts a spell he must abide by the restrictions of that realm of power (only); if he is casting a Mentalism spell, he cannot be wearing a helmet, etc. When casting one of the spells from his base lists he must abide by the restrictions of both realms.

Sorcerer — Sorcerers are Hybrid spell users who combine the realms of Essence and Channeling, having concentrated on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

Astrologer — Astrologers are Hybrid spell users who combine the realms of Channeling and Mentalism; they have concentrated on spells which pertain to gathering information. Their base spells deal with detection, communing, precognition, and communication.

Mystic — Mystics are Hybrid spell users who combine the realms of Essence and Mentalism. They have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

4.3 SEMI SPELL USERS

Semi spell users combine a realm of power with the realm of arms. Members of these professions can only throw spells of limited potency, but are fairly adept in the use of arms.

Bard — Bards are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, and item use.

Ranger — Rangers are Semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the elements (weather).

Monk — Monks are Semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities concentrate in unarmored, unarmed combat.

4.4 NON SPELL USERS

Members of these professions have no inherent magical realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamemaster's discretion). Even then their spells are of very limited potency. If a Non spell user does learn to cast spells, he is restricted to spells from one realm only. He makes his choice of realm during his adolescence development (see *ChL* Section 10.0).

Fighter — Fighters are the primary arms specialists. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled than other Non spell users in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells.

Thief — Thieves are specialists at maneuvering and manipulating. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at Stalking and Hiding, Climbing and Perception. They rarely wear heavy armor, although armor does not especially harm the exercising of their professional abilities.

Rogue — Rogues are characters with some expertise in thieflly abilities and more specialized knowledge of arms than that possessed by Fighters. Normally a Rogue will be almost as good as a Fighter with one weapon of his choice. The cost, in development points, of developing his thieflly skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession.

Warrior Monk — Warrior Monks are experts at maneuvering and martial arts. Warrior Monks learn to use normal weapons, although not as easily as others of this realm; they prefer to utilize unarmed combat using the special *Claw Law* Martial Arts attack tables.

SPELL LISTS

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). This section covers the use of the *Spell Law* spell lists, while information on *Rolemaster* experience levels can be found in *Character Law* Section 5.0.

An experience level is an abstract measure of the capabilities of a fantasy role playing character. This "level" is a factor determined by the character system being used by the Gamemaster. For systems not normally using levels, the Gamemaster may have to make up some measure of power (i.e., skills, talents, etc.) to rank his characters within a level system that defines level 0 as a young townsman and level 20 as a "Lord" in his respective profession.

5.1 CONCEPT AND DESCRIPTION

A spell list is an ordering of spells based upon the correlation of spell level, intricacy of the spell and potency of the spell. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are learned in stages, as the character progresses in experience, knowledge and power. It is quite often the case that a character has learned a list only to a certain level. In such a case, the character would know, and potentially be able to cast, all the spells on that list up to the level to which the list was known. The spell user gains the ability to cast these spells when his experience level is greater than or equal to the level of each spell.

If there is no spell on a list at a given level, it signifies that no new spell ability is gained from knowledge of that list at that level.

Note: *A spell user who learns a spell list or part thereof (see ChL Section 3.7) immediately acquires the ability to use the spells he now knows (of his level or below).*

5.2 CLASSIFICATIONS

Spell lists are classified according to their realm of power and availability to certain professions.

BASE SPELL LISTS

There are five or six Base spell lists for each spell user profession. These lists may only be learned by members of that profession. These spell lists represent professional specialities.

CLOSED SPELL LISTS

Closed spell lists involve the deepest and most powerful concepts common to each realm of magic, requiring tremendous dedication and specialization to master or learn at all. Pure spell users may learn the use of closed lists in their realms. Hybrid spell users may, with some difficulty and limitations, learn the use of closed spell lists in either or both of their two realms of power. Semi spell users and Non spell users may never learn closed spell lists of any realm.

OPEN SPELL LISTS

Open spell lists involve the easiest concepts to master in each realm of power, although considerable dedication and research is required to learn their use. Any profession which has the realm of power as their own may learn the open lists of that realm. Hybrid spell users may learn the open spell lists associated with both of their two realms if they so desire.

5.3 LEARNING LISTS

In *Rolemaster* spell users learn lists up to and including certain levels by developing skill ranks. This is true with all other skills in *Rolemaster* (see *ChL* Section 3.0). However, this area diverges from the standard skill and bonus rules: a character who is trying to learn spells (i.e., has allocated development points to learning part of a spell list) makes a Spell Gain Roll (SGR) upon reaching each new experience level. This is a 1-100 roll (**not** open-ended) with a roll of 101+ required to successfully "learn" a portion of a list.

Spell users learn lists up to and including certain levels by "learning portions of a list". This is the crucial point in this system and must be carefully considered by the Gamemaster. Too many "learned portions" and spell lists are obtained too easily; too few *learned portions* and not enough flexibility is obtained. The suggested number of *learned portions* is one per experience level for pure and Hybrid spell users (with a very small chance of one more—this chance should be dependent upon the effort spent leaning the list; their aptitude, time, research, etc., might affect the chance). It is suggested that Semi spell users be given a chance at one *learned portion* per level (25-50%) and perhaps a very, very slim chance (5%) for Non spell users making a special effort. No spell user may *learn a portion* of a list outside his own realm (for this purpose Non spell users should choose a realm at level one).

DEVELOPING SKILL RANKS FOR SPELL LISTS (5.3.1)

When a character expends development points to acquire skill ranks, he may attempt to study one, and only one, list of spells by developing skill ranks for that list (see below for the only exception). Characters may not develop skill ranks for a variety of lists and count on the luck of the dice to give them spells. A character must develop only one "list" of spells at a time.

Once he has "learned" a portion of that list (i.e., made a successful Spell Gain Roll), his skill ranks in that list drop to zero. Then he may begin to develop skill ranks in another list or new skill ranks for a higher level portion of the same list.



The cost for developing a skill rank for a list (see *ChL* Table 15.2.1) varies depending on the type of spell user: 1/* for Pure and Hybrid spell users, 4/* for Semi spell users, and 8, 10, or 20 for Non spell users. Depending on cost, a spell user may acquire several skill ranks for a list at one time. These skill ranks represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those spells, through meditation, practice, etc. The GM must be the judge of the availability and cost of that information to the character.

Note that a portion of a spell list may be "learned" (see Section 5.3.3) only if the spell user has already learned all of the lower level portions of that list.

- If a character is able to allocate development points for a total of 20 skill ranks with a list (insuring its gain at the next level of experience without the use of a stat bonus), he learns the first level spell on that list (if any) immediately (before reaching the next level of experience) and may begin to develop skill ranks for a second spell list. When he gains the next level of experience, he will "learn" the appropriate portion of the first list and be entitled to make a Spell Gain Roll for the second.

- If a character, after making an unsuccessful Spell Gain Roll, wishes to begin the study of another list, he may do so, but he forfeits all skill ranks developed for the first spell list. Such skill ranks may be neither transferred nor retained if the character wishes to switch his efforts to some other spell list. He may, if he has enough development points, allocate development points to bring the skill rank total with the first list to 20 and then begin to develop skill ranks for the second as described above.

THE SPELL GAIN ROLL (5.3.2)

When making a Spell Gain Roll, the character rolls 1-100 (not open-ended) and adds his applicable stat bonus and 5 x his skill ranks in the list. A result of 101+ indicates success. Thus, 20 skill ranks guarantee that the character will "learn" part of the spell list up to a certain level (see Section 5.3.3 for a full explanation of this process).

Modification due to Skill Rank: (5 x skill rank in the list) A bonus based upon the amount of practice/training the character has performed in that particular realm, as measured by the number of skill ranks he has developed for that spell list.

Stat Bonus Modification (Optional): If the GM chooses to use the optional rule in *ChL* Section 13.2.2, the Spell Gain Roll may be modified by one of the character's stat bonuses. The stat bonus is based upon the character's realm of power as follows (Hybrid spell users should average the stats from their two realms of power):

Realm	Stat Bonus
Channeling	Intuition
Essence	Empathy
Mentalism	Presence

An Unsuccessful Roll: If the SGR is not successful (i.e., less than 100), the skill ranks are not lost; rather it just means that the character has not gained a complete understanding of the forces to be utilized. After he has had time to "ponder his experiences" and has gained further "understanding of his universe" (i.e., when his experience level increases), he may make another Spell Gain Roll, gaining the full benefit of his skill ranks in the list (which he may increase by further development in the meantime). Eventually the character will learn of part of the spell list (assuming he survives and continues to advance in experience levels).

A Successful Roll: Once a successful Spell Gain Roll is made, the character is considered to have learned the use of the spells on the portion of the list that he was studying. He may then use them as long as such use complies with other rules for their use (power points, time requirements, etc.). The number of skill ranks in that list is reduced to zero. The character may develop more skill ranks for that list, but they apply to learning a higher level portion of the list.

LEARNING A "PORTION OF A LIST" (5.3.3)

When a Spell Gain Roll for a spell list is successfully made (see Section 5.3.2), the character may learn some of the spells on that list (called a "Portion" of that list). The spell user may learn from one to ten new Spells for each successful Spell Gain Roll. The number and levels of the Spells learned are dependent upon:

- The profession of the spell user.
- His realm of power (see Section 4.0).
- The classification of the list "learned" (see Section 5.2).
- The portions of that list that he has already learned.

Remember that the spell user does not gain the ability to cast a spell until his experience level equals or exceeds its level. Even then he must abide by all the normal restrictions for casting spells.

THE LEARNABLE PORTIONS

There are five Portions of spell lists that may be learned. Generally a spell user will be restricted to learning only certain Portions of certain lists (reflecting the relative difficulty of learning these lists).

"A" Portion: An "A" Portion includes all spells on the list up to and including level 5 (1-5th level).

"B" Portion: A "B" Portion includes all spells on the list up to and including level 10 (1-10th level).

"C" Portion: A "C" Portion can only be learned if an "A" Portion has already been learned for the spell list and the spell user is level 5 or higher. (In effect, he can already cast the spells of lower level than the ones he is attempting to learn). A "C" Portion includes all spells on the list up to and including level 10 (5-10th level).

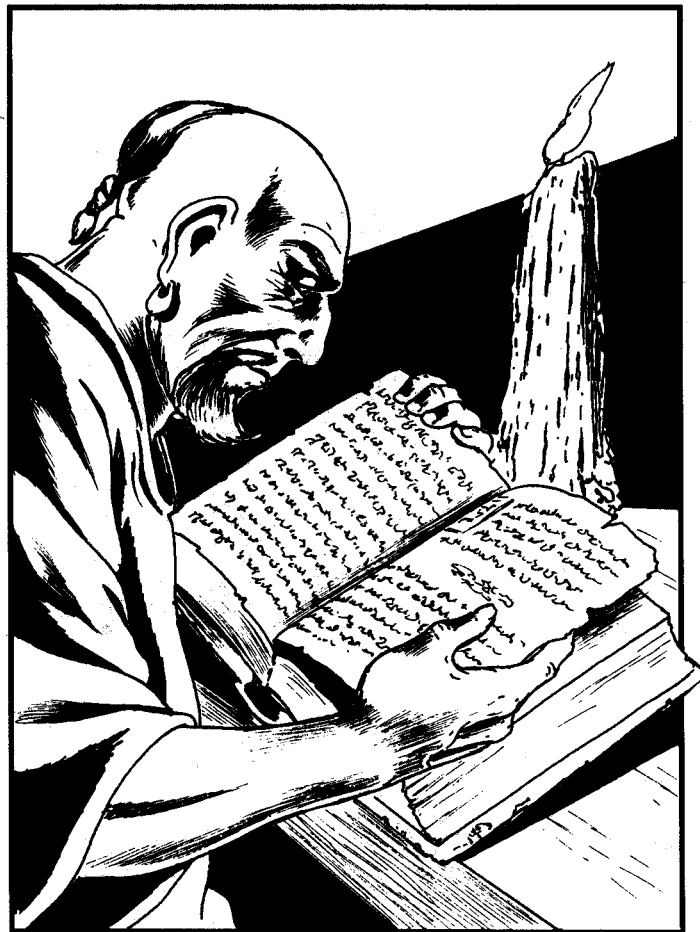
"D" Portion: A "D" Portion can only be learned if a "B" Portion has already been learned for the spell list and the spell user is level 10 or higher. A "D" Portion includes all spells on the list through level 20 (10-20th level).

"E" Portion: An "E" Portion can only be learned if the spells on the list have already been learned to level 20 (through a "B" Portion and a "D" Portion previously learned). This Portion includes a single 25th, 30th or 50th level spell. All spells of lower level on this list must have already been learned (including the 25th level spell if the 30th level spell is the one being learned, or both of the above if a 50th level spell is the one to be learned). In addition, the spell user must be at least the same level as that of the spell being learned.

RESTRICTIONS

Spell users may only learn certain "Portions" of spell lists (see above), their realm, their profession and the classification of the list they wish to learn. These restrictions are summarized in the following chart:

	Base List	Open List	Closed List
Pure Spell Users	B, D, E	B, D	B, D
Hybrid Spell Users	B, D, E	B	A, C
Semi Spell Users	B, D, E	A, C	—
Non Spell Users	—	A	—



The learning ability listed for Non spell users is meant to be an upper limit to their spell casting abilities, and the GM may find it advisable to curb even this potential. Remember that the restrictions on casting a spell must always be taken in to account, even after the spell is known and the caster has reached the necessary level.

Example: Suppose a Magician reaches 26th level, and knows one of his base lists to level 20, one of his closed lists to level 20 and another to level 10. When he "learns a portion of a list", he can (a) learn a new spell list up to and including 10th level, (b) learn the 25th level spell on the base list he already knows to 20th level, or (c) learn the 11th–20th level spells on the second closed list (the one he already knows to 10th level). Note that because the other closed list is not a base list, he could not learn its 25th spell as a type "E" portion.

5.4 EXTRA BASE LISTS

A Pure spell user may select any four lists in his realm to be classified as base lists along with those normally associated with his profession (i.e., he may learn type "E" portions in these four additional lists). These lists may vary from character to character, but they must be picked when a character starts play and cannot be changed thereafter.

Note: We strongly suggest that these additional base lists only be chosen from the open and closed lists from the spell user's realm, and not from the base lists of other professions.

CASTING SPELLS

Once a list is known (i.e., learned) to a given level, a spell user can cast those spells he knows at his level or lower. Normally, however, a spell user is restricted in how long it takes to cast a spell and how many spells he can cast before resting.

6.1 CASTING CAPABILITIES

The number of spells which can be cast by a character is dependent upon his power points (PPs) and the level of the spells cast. The number of power points expended to cast a spell is equal to the level of the spell (e.g., a 5th level spell costs 5 power points to cast). Power points, once used, can be only be regained by a period of sleep or meditation (usually around 8 hours).

INHERENT CAPABILITIES (6.1.1)

Each spell user has a number of power points based upon his experience level and one of his stats (see *ChL* Section 2.0). For a character of extraordinary faculties it could be as high as three or four power points for each experience level. (The *Stat Bonus Chart* summarizes the number of power points per level a character has available.) The applicable stat is based upon the character's realm of power as follows (Hybrid spell users should average the stat from their two realms of power):

Realm	PP Stat
Channeling	Intuition
Essence	Empathy
Mentalism	Presence

For a PP stat, non-*Rolemaster* GMs may use Empathy or Intelligence for Essence, Intuition or Wisdom for Channeling, and Presence or Charisma for Mentalism.

A gamemaster who is using a 2-12 or a 3-18 stat system may use the appropriate column on the *Stat Bonus Chart* to obtain a character's power points per level. This is dependent upon his game's character creation system, but for a character of extraordinary faculties it could be as high as three or four points.

STAT BONUS CHART

1-100 Stat	Development Points	Power Points	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	11	4	+35	+7	20+	17+
101	10	3	+30	+6	19	15-16
100	10	3	+25	+5	18	13-14
98-99	9	2	+20	+4	17	12
95-97	9	2	+15	+3	16	—
90-94	8	1	+10	+2	15	11
85-89	8	1	+5	+1	14	10
75-84	7	1	+5	+1	13	9
60-74	6	0	0	0	12	8
40-59	5	0	0	0	10-11	7
25-39	4	0	0	0	9	6
15-24	3	0	-5	-1	8	5
10-14	2	0	-5	-1	7	4
5-9	2	0	-10	-2	6	3
3-4	1	0	-15	-3	5	—
2	1	0	-20	-4	4	2
1	1	0	-25	-4	4	2

Example: Suppose a 15th level Cleric had an Intuition (Wisdom) of 92 (or 15 under a 3-18 system), then the Cleric would have 15 power points each day (1/level x 15th level). If his Intuition was 95 (or 16), then he would have 30 (2x15) PPs per day. If his Intuition was 100 (or 18), he would have 45 (3x15) PPs per day. Assuming the last PP total (45) the Cleric could cast 3 of his highest level spells (15th); or 4 of his 10th level spells and a 5th level spell, or any combination of spell levels adding to 45.

Under certain circumstances, the GM may find it desirable to allow all spell users to have a minimum of one power point per level. (Non spell users should not get this benefit.) Although spell users should be rare in any environment, they are among the most interesting characters to play in any fantasy game and a player wishing to have a spell using character may be severely handicapped if his PP stat is not high enough to give him inherent PPs.

Note: Certain spells allow the transfer of PPs between characters; no more than twice his inherent PP total.

BONUS ITEMS (6.1.2)

Certain magic items, bonus items, can enable characters to cast more spells per day.

Power Point Multipliers — The power points of a spell caster with a power point multiplier are increased by the factor of the item. For example, a spell user with a "x2" item and an inherent power point total of 7 has a net PP total of 14 points.

Spell Adders — Each +1 on a spell adder means that the owning spell user may cast (once) any one spell which he can normally cast, and not expend any PPs. These spell items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain his own PPs).

Example: Suppose the 15th level Cleric in the example above had an Intuition of 92 (15 power points) and a +2 spell adder. He may cast any combination of spells he knows costing up to 15 PP and he may cast any 2 other spells that he knows (the levels of these two additional spells would not matter at all for the purposes of calculating the PPs he had expended). If the same Cleric had a "x2" power point multiplier, he would have 30 power points to expend in the normal manner.

Restrictions — GMs must be very careful in handing out bonus items as they can distort the balance of the system. It is suggested that while +1 spell adders might be available to starting characters (like a weapon or armor for a Fighter), anything better should be relatively rare and expensive.

- Only one bonus item should be usable by any one character between periods of rest (possession of two "x2" PP multipliers does not multiply your spell points by 4).
- Bonus items should be usable by only one character per day.
- Bonus items should be required to be held (or at least worn) when used (e.g., a Magician would have to carry his wand in his hand if that were his bonus item).
- It is also suggested that bonus items be restricted to working in only one realm of power, except for Hybrid spell user bonus items (see Section 6.1.3).

HYBRID POWER POINTS (6.1.3)

Inherent power points for Hybrid spell users are obtained by averaging the PP stats for their two realms of power, and then using that to look up the PPs per level from the *Stat Bonus Chart*. A Hybrid spell user can still utilize only one bonus item between periods of rest, but he can use an item from either of his realms of power. However an item keyed to only one realm will only work on spells from that realm, so a Hybrid spell user would need a special item keyed to his combination of realms to use the bonus on his base spells. Such an item will work on spells from either of his realms and for any spell user of his profession. If a multiplying item from one of the two realms involved is being used by the hybrid, only the power points he naturally had available could be used outside that realm.

Example: Suppose a 10th level Mystic (a Hybrid of Essence and Mentalism) had an Empathy (Intelligence) of 91 (or 15 on 3-18) and a Presence (Charisma) of 97 (or 16). He would average the 91 and 97 to get a 94. (If 3-18 stats are being used, it is suggested that they be converted to the appropriate percentage stats and averaged in that form to yield "pseudo stat" for the determination of power points available.) His 94 average indicates he has 1 PP per level for a total of 10 PPs, which he might use to cast any spell he knew and could normally cast.

This same Mystic could use a +3 spell adder for Essence to cast an additional 3 Essence spells. He could not use this spell device to cast his base spells or any Mentalism spells he knew, although he could use his inherent PPs in those areas.

If he had a "x2" multiplier for Mentalism, he could use his inherent 10 points for any of his spells, but the extra 10 PPs from the multiplier could only be used for Mentalism spells. (If he wanted to use this spell device, he could not at the same time use the one described above or any other, of course.)

A +2 spell adder for a Mystic (Essence & Mentalism) would allow him to cast any 2 spells he knows.

MISCELLANEOUS (6.1.4)

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a Cleric's deity might result in increased power points, or areas of rich or poor Essence might exist on a world which would affect a Magician's power points. This is a factor which is decided by the Gamemaster.

6.2 TIME REQUIRED TO CAST A SPELL

The time required to cast a spell will be described in terms of rounds. (We suggest 10 second rounds, but this may vary from game system to game system.) The time required to cast a spell is based on the level of the spell user and the spell he is trying to cast. Most spells become easier to throw as the caster becomes more familiar with them, a factor that is reflected in game terms by comparing his level to that of the spell being cast.

During spell preparation, a spell caster must concentrate and be relatively inactive (10% of normal activity or movement allowed).

On the round of spell effect (i.e., when it is actually "cast" or "thrown") a spell caster may operate at 25% effectiveness (which means he may not cast another spell). If a caster is dropped, stunned, or killed during preparation, the spell is canceled but no power points are expended.

Note that certain spells are instantaneous in effect and do not require preparation. Treat these as Class I spells (see below) regardless of the level of the caster. Instantaneous spells are marked as such on the spell lists and in the descriptions.

Option: A Gamemaster may wish to allow 50% of normal activity (instead of 25%) for the caster of an instantaneous spell. If this option is chosen, the GM should still only allow one spell to be cast per round.

Class III Spells — Class III spells require 3 rounds to cast; two rounds of preparation, and one round for effect. Class III spells have a level equal to the caster, one level less, or two levels less (e.g., a spell user of level 7 would have all of his 5th, 6th and 7th level spells as Class III spells).

Class II Spells — Class II spells require two rounds to cast; one round of preparation, and one round for effect. Class II spells have a level of three less than the caster, four less than the caster, or five less than the caster (e.g., a spell user of level 7 would have all of his 2nd, 3rd, and 4th level spells as Class II spells).

Class I Spells — Class I spells require one round to cast; zero rounds to prepare, and one round for effect. Class I spells have a level of at least 6 less than the caster (e.g., our hypothetical level 7 spell user would have all his 1st level spells as class one spells, when he advanced to 8th level, his 2nd level spells would have become class I spells too, etc.). All instantaneous spells are considered to be Class I spells regardless of the level of the caster.

6.3 CASTING SPELLS FROM ITEMS

When an imbedded spell is cast from an item, three things must be considered:

- **First**, the character using the item must be able to use such an item (see *ChL* Section 3.7). A spell user may automatically use any rune or item which he creates (i.e., he need not make an "item use" roll or a "read runes" roll). Once a character "learns to use" a reusable item (e.g., Wand, Rod, Staff, Daily item, etc.), he may freely use the item without having to make further "use items" rolls.
- **Second**, the *level of effect* of the spell cast is the level of the spell itself (on whatever list it might appear) and not the level of the character using the item.
- **Third**, the number of rounds required to prepare and cast the spell depends upon the level of the character as detailed in Section 6.2. If the spell would normally be a Class II spell for him, he would require one round for preparation and one round for effect (exactly as if he were casting a Class II spell normally). If the character using the item is of a lower level than the spell being cast from the item, the spell is treated as Class III for preparation and effect timing.

Option: Alternatively, a GM may decide to treat some or all spells cast from items as Class I spells.

TACTICAL CONSIDERATIONS

The *Rolemaster* tactical combat sequence is based on a time frame of 10 second battle rounds and one minute turns (i.e., 6 rounds equal one turn). For the purposes of this spell system, the most important occurrence is spell casting. However, this must be integrated with missile firing, movement, and melee combat in a combat situation. (In less time-dependent situations, this is not necessary.) This section presents a basic Battle Round Sequence that is covered in more detail in *Arms Law & Claw Law* Section 3.0.

The time allotted to each round may vary with the game system and the preference of the GM, but the following sequence of action is recommended with rounds or turn segments of 6 to 10 seconds each.

7.1 BATTLE ROUND SEQUENCE

During each battle round, play proceeds through each phase of the Battle Round Sequence in the following order:

- 1 — Spell Phase
- 2 — Spell Results Phase
- 3 — Spell Orientation Phase
- 4 — Missile Phase
- 5 — Missile Result Phase
- 6 — Movement/Maneuver Phase
- 7 — Melee Phase
- 8 — Melee Results Phase
- 9 — Final Orientation Phase

Note: *This sequence is intended to help organize the action among a group of characters. At times, the GM may have to modify it to suit a situation peculiar to the particular melee.*

Spell Phase — All combatants who will cast spells or prepare spells during the round must specify any pertinent information (e.g., spell type, target area, any opportunity fire, etc.).

Spell Results Phase — All spells specified in the previous phase are resolved simultaneously, unless an exception is indicated by the GM. Results are applied immediately, except for opportunity spells (see Section 7.2). *Movement for all spell casters is reduced to a maximum of 10% if they are preparing a spell, and 25% if they are actually casting it.*

Spell Orientation Phase — All combatants who performed unusual activities during the previous phase (e.g., Leaving, Teleportation, etc.) must make an orientation roll to determine how well they have adapted themselves to their new surroundings. An exceptionally low roll (e.g., 05 or less) might incapacitate them for the remainder of the round and prejudice their chance for successful action in the next round, while an exceptionally high roll (e.g., 96+) would indicate the best possible result (intermediate values should be adjudicated by the GM if necessary).

Missile Phase — All combatants who will fire or throw missiles during this round must specify missile type, target/target area, and any other pertinent information. *Missile firers cannot have cast or prepared a spell in the same round.*

Missile Result Phase — All missile attacks specified in the previous phase are resolved simultaneously, unless an exception is indicated by the GM. All results are applied immediately, except opportunity missile attacks. *Activity for all combatants performing missile fire or attempting opportunity attacks is reduced to 25% of normal.*

Movement-Maneuver Phase — All combatants in play may move up to the maximum of their movement allowance (depending on the movement system being used, and modified by actions taken previously in the round such as spell casting or missile fire). Any conflicts in movement (such as two characters who are headed for the same area) should be resolved by a comparison of maneuver rolls (higher roll having choice of position) and by common sense. (A combination of two is possible, where one of the characters, due to position, might have an add to his maneuver roll, but phenomenal luck could still beat him.) An extraordinary maneuver may be resolved in much the same way, with a high roll indicating a degree of success and a low roll a failure of some type (and possibly injury).

Melee Phase — All combatants may attempt to conduct melee attacks except those that have:

- 1) Cast or prepared a spell in the current round.
- 2) Fired or thrown a missile in the current round.
- 3) Moved more than 50% of their normal movement this round.
- 4) Failed an orientation roll or maneuver roll this round.
- 5) Announced opportunity action that has not yet been executed or canceled.
- 6) Been previously incapacitated.

Melee Result Phase — Within each group of combatants attempting to melee attack each other, attacks are conducted according to the following sequence:

- 1) Determine order in which involved combatants will attack by comparing initiative (i.e., Quickness, and other factors, depending on circumstances).
- 2) First combatant attacks and results are applied immediately.
- 3) Second combatant, third combatant, etc. attack and apply results in order.
- 4) First combatant attacks with any usable second weapon, if any (e.g., he entered melee with a weapon in each hand, he is hasted, etc.).
- 5) Second combatant, third combatant, etc. attack with second weapon, if any.

Final Orientation Phase — In the judgement of the GM, any combatant who has been under significant pressure (e.g., surprise), or has made an unusual maneuver may be required to make an orientation roll, which may affect his ability to act in the next round.

7.2 OPPORTUNITY ACTION & CANCELING ACTIONS

Combatants may plot opportunity action if they wish to perform a combat activity in a following phase of the current round or a following round. For example, a combatant may wish to withhold his spell until he sees who is going to attempt to fire a bow (maybe at him), and then cast the spell at the Bowman. Opportunity fire occurs first in a phase, unless otherwise indicated by the GM.

Example: *During the spell phase, a combatant with a prepared spell announces opportunity spell fire. He may then cast the spell in any of the following phases of this and the following rounds. Until he fires, however, he may neither melee attack, actively defend in melee (parry), nor make extraordinary maneuvers. He is also reduced to 25% of his normal movement until the round after he casts the spell or cancels his opportunity action. During the missile phase of some following round, a Bowman attempts to fire his bow. The spell caster who has planned opportunity fire now casts his spell, resolving it before the bow may be fired. If the Bowman is killed or incapacitated, the bow attack will not take place at all.*

CANCELING ACTION

Usually player characters are required to declare their "action" for a round at the beginning of that round. During a round a character may cancel his declared action before it would otherwise be resolved, but the character's remaining activity for the round is reduced to 50% of normal. For example, a character who has canceled his actions may melee with a -50 penalty (or at half normal OB), move half his normal (non-running) movement, make a maneuver modified by -30, etc. The alternative action chosen must be performed when the other actions of that type are normally resolved.

7.3 ARMOR TYPES

Rolemaster armor is the basic protective capability assigned to the material covering the body, and is divided into five categories of four *Armor Types* (ATs) each (for a total of 20 types). The descriptions below are provided for non-**Rolemaster** GMs. See *AL&CL* Section 4.0 for more complete descriptions.

CLOTH-SKIN BASE

Normal cloth attire, robes, and normal animal hides.

Skin (AT 1) — Normal clothing, assumed if other covering is not specified.

Robes (AT 2) — Full-length robes normally worn by spell users and certain other combatants; e.g., a spell user might wear robes that are his spell bonus item (see Section 6.1.2).

Light Hide (AT 3) — The natural hide of certain classes of animals, both normal and unusual (e.g., Deer, Dog, Wolf).

Heavy Hide (AT 4) — The natural hide of certain classes of animals, both normal and unusual (e.g., Buffalo, Elephant, Bear). The Gamemaster will have to decide on the armor type of the creatures that populate his game.

SOFT LEATHER BASE

The heavy outer garments worn as weather protection by certain civilians and as combat protection by some militia and irregulars.

Leather Jerkin (AT 5) — A leather vest-like covering without arms and reaching only to the waist or mid-thigh.

Leather Coat (AT 6) — A leather coat covering the arms and to mid-thigh.

Reinforced Leather Coat (AT 7) — A leather coat covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

Reinforced Full-Length Leather Coat (AT 8) — A reinforced leather coat (as above) that covers to the lower leg.

RIGID LEATHER BASE

Rigid leather armor and the rigid hide covering of creature like certain reptiles and of fantastic creatures such as Dragons.

Leather Breastplate (AT 9) — A rigid breastplate covering the torso to mid-thigh and part of the upper arms.

Leather Breastplate and Greaves (AT 10) — As above, but with leather greaves covering the forearms and lower legs.

Half-Hide Plate (AT 11) — Rigid-leather armor which covers the body completely, and the hide of certain creatures that contain at least a few rigid plates (e.g., Rhinoceros, Alligator).

Full-Hide Plate (AT 12) — As half-hide plate above, except that the rigid leather or plates are harder and/or more plentiful (e.g., Turtles, certain Dragons, Giant Crabs).

CHAIN MAIL BASE

Metal chain link armor, metal scale armor, and the hides of certain fantastic creatures.

Chain Shirt (AT 13) — A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

Chain Shirt and Greaves (AT 14) — As above, but with greaves on the forearms and lower legs.

Full Chain (AT 15) — Chain mail covering most of the body and legs in the form of a shirt and leggings.

Chain Hauberk (AT 16) — A full-length chain mail coat split from the waist in the front and back to facilitate movement; certain Dragons may be of this armor type.

PLATE BASE

Rigid armor of metal plates and the heaviest animal hides.

Metal Breastplate (AT 17) — A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

Metal Breastplate and Greaves (AT 18) — As above, but with greaves on the forearms and lower legs.

Half Plate (AT 19) — Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

Full Plate (AT 20) — Rigid plate armor as half plate above, but with plates overlapping at joints, and plate armor covering the legs.

ARMOR BONUSES AND PENALTIES

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, attack, defend, and throw/fire missiles. These penalties are detailed in *AL&CL* Section 7.0.

Especially good armor in terms of material, construction, or enchantment does not change in base type. Instead it increases the wearer's DB (Defensive Bonus) and decreases maneuver penalties. See *ChL* Section 7.3.

7.4 UNUSUAL SEQUENCE MODIFICATIONS

Certain spells will modify the turn sequence to some degree. The most common of these modifications will be *Haste* or *Speed*. A person who is hasted will basically have 200% normal activity, but will still have to abide by the sequence restrictions. That is, whatever activity the person takes will have to occur in the proper phase (thus, a hasted person could not move, fight then move again, denying his adversary the chance to swing back). A hasted person could fire a bow, move some, and then melee, or he could attack twice in a melee phase (once at the beginning and once at the end). Spells take a hasted caster half the normal time to prepare and cast, but throwing more than one spell per rnd is still prohibited.

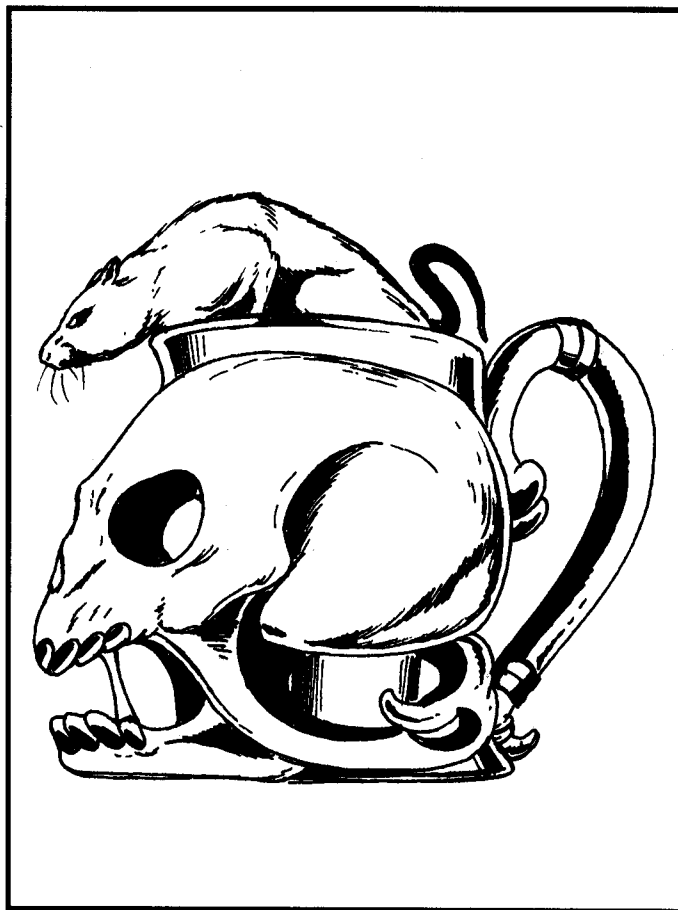
Example:

Spell Class	When takes effect	Remaining Activity
I	Spell Effects Phase	125%
II	Spell Effects Phase	35%
III	Next round	25% (next round)

In the case of a Class III spell prepared by a hasted caster, it should be treated as a Class I spell next turn (when it takes effect, and for the purposes of determining the movement allowed to the caster afterwards) whether the caster is hasted that round or not.

Note: If the GM is prohibiting the casting of two spells in one round, as is suggested, he may also wish to prohibit the preparation of a 2nd spell in the same round another is cast.

Note: Both *Speed* and *Haste* spell may begin their effect in the round after they are cast.



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RESOLVING SPELL EFFECT

Once a spell is cast, the effect of the spell must be resolved. In many cases the results are automatic, but when the target is a living creature or unusual object, various results can occur. These results range from the spell failing to operate correctly to the spell being overwhelmingly successful.

8.1 DICE ROLLS

Each *die* normally used in *Rolemaster* is a 20-sided die which has two sets of the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9; thus giving a result between 0 and 9.

PERCENTILE ("1-100") ROLLS

1-100 Roll — Most of the rolls in *Rolemaster* are "1-100" rolls (also called "D100" rolls). To obtain a 1-100 result roll, two dice together — one die is treated as the "ten's" die and the other as the "one's" die (designate before rolling, please). Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

Low Open-ended Roll — To obtain a "low open-ended roll" first make a 1-100 roll. A roll of 01-05 indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll.

High Open-ended Roll — To obtain a "high open-ended roll" first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

Open-ended Roll — An open-ended roll is *both* high open-ended and low open-ended.

NON-"1-100" ROLLS

1-10 Roll — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "D10".

1-5 Roll — Roll one die, divide by 2 and round up ("D5").

1-8 Roll — Roll one die; if the result is 9 or 10, reroll until a 1 to 8 result occurs ("D8").

2-10 Roll — Roll two dice, divide each result by 2 (round up), and then add the two results to obtain the "2-10" ("2D5") result.

Other Required Rolls — Any other required rolls are variants of the above.

UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts with a UM. For example, all spell attack rolls of 01-02 indicate immediate spell failure, regardless of target, caster, or any other considerations.

8.2 NON-ATTACK SPELLS

Non-attack spells include those which cannot adversely affect an opponent. These spells are indicated in the spell descriptions and include all spells marked informational, defensive, etc. When a non-attack spell is cast, the caster makes a 1-100 roll.

- If the roll is 03-00, the spell succeeds.
- If the roll is 01-02, the spell fails. Then a high open-ended roll is made and applied to the Non-Attack Section of the Spell Failure Table (15.7). Finally, the result is immediately applied to the spell or to the caster (whichever is indicated by the result). If a spell cast from an item "fails", the failure is handled just like any other spell failure.

8.3 BASE ATTACK SPELLS

Base attack spells include all spells which are not non-attack spells (how surprising) and which are not "elemental attack spells" (see Section 8.4). Usually a base attack spell is directed at a target that is a creature (or an unusual object) that gets to attempt to resist the effects of the spell.

Base attack spells are resolved by the caster making an attack roll (not open-ended) and then applying the results to a Resistance Roll (open-ended) made by the target (or Gamemaster). This net Resistance Roll (RR) will indicate if the spell has affected the target.

BASE ATTACK ROLLS (8.3.1)

The Base Attack Roll (BAR) is not open-ended and represents the effectiveness of the caster's spell.

UNMODIFIED ROLLS

A BAR of 01-02 or 96-00 indicate an immediate effect and no modifications are applied. These rolls are marked on the Base Attack Table (15.1) with a "UM" (for "Unmodified").

- An unmodified roll of 01-02 indicates automatic spell failure.
- An unmodified roll of 96-00 indicates a higher than normal Resistance Roll modification.

MODIFICATIONS TO THE BASE ATTACK ROLL

If the original roll was not 01-02 or 96-00, the following modifications are added to the Base Attack Roll to obtain the Modified BAR. If the BAR thus modified is less than 01, the Modified BAR is 03. If the modified roll is greater than 95, the Modified BAR is 95. These modifications are summarized in Table 15.2.

Level of Caster — If the caster is a Pure spell user or a Hybrid spell user, the level of the caster is added to the BAR. Non spell users and Semi spell users do not get this bonus. This bonus also applies if the spell is being cast from an item by a pure or Hybrid spell user.

Range — There is a modification to the BAR based upon the distance from the caster to the target. The modifications are provided below and on the Base Attack Table (15.1).

Range	BAR Modification
Touching	+30
0' - 10'	+10
11' - 50'	+0
51' - 100'	-10
101' - 300'	-20
more than 300'	-30

Rare or Unusual Material — Certain creatures and races are especially hard to enchant (e.g., Demons or Dwarves). These creatures should be given a modification by the Gamemaster based upon his world system. Similar modifications should be given to certain unusual materials (e.g., Mithril or Adamant) and magic items (see Section 8.5).

Items and Spells — Some spells and magic items may modify the BAR. These are variable and usually depend upon the specific spell and the properties of the magic item.

Cover and Situation — Certain situations can result in modifications being given by the Gamemaster. Some suggested modifications are indicated below and on Table 15.2.

Situation	Mod	Notes
Full Cover	-20	Detected but not sighted
Partial Cover	-10	Less than 1/2 target sighted
Static Target	+10	No cover, target is surprised or prone

Example: Suppose a 11th level Magician wants to cast a sleep spell on a 9th level Fighter, who is 55' away. The magician gets to add +12 for his level and suffers a -10 for range, giving a total modification of +2 to the Base Attack Roll. If the Fighter was behind a tree, the Gamemaster might give him -10 for partial cover, changing the net modification total to -8. So a roll of 72 would give a Modified BAR of 64.

BASE ATTACK TABLE

The Base Attack Table (15.1) has seven columns based upon the effect certain armor has on the three realms of power. To find the appropriate column, first find the heading for the realm of power of the spell being cast (Essence, Channeling, or Mentalism). Then choose one of the two columns under that realm which applies to the target. If neither column applies, the "General" column is used.

EFFECTS OF THE BASE ATTACK ROLL

The Modified BAR is cross-indexed with the appropriate column and the spell result is read off the Base Attack Table (15.1).

Spell Failure — A "F" Result indicates that the spell has failed and a high open-ended roll must be made and applied to the Attack Section of the Spell Failure Table (15.7). The result is immediately applied to the spell or caster (as indicated by the result). If a spell cast from an item "fails", the failure is handled just like any other spell failure.

Resistance Roll Modification — A result of a positive or negative number indicates a result which must be added to the target's Resistance Roll.

Example: Assume the situation in the example above, but without the partial cover (net modification is +12 for level, -10 for range or +2 total). Assume the Fighter is wearing leather armor.

If the Magician rolls 01-02, the spell fails automatically.

If the Magician rolls a 03-10, the Modified BAR is between 05 and 12, which still indicates a spell failure.

If the roll is 11-46, the Modified BAR would be between 13 and 48, resulting in a modification to the RR favorable to the Fighter.

If the roll is 55-95, the Modified BAR is between 57 and 95 (96 and 97 would be treated as 95s) and would result in a modification to the RR unfavorable to the Fighter (the spell is particularly well cast).

Of course, and unmodified roll of 96-100 would result in a very large modification to the RR.

RESISTANCE ROLLS (8.3.2)

If the spell has not failed, the target of a base attack spell **must** make a Resistance Roll (RR). This roll represents the target's innate resistance to the effects of the spell and may be modified by a number of factors. This roll is open-ended and thus always represents the chance that the target may not be affected by a very powerful spell, as well as the chance that the target may fail to resist a very weak spell.

MODIFICATIONS TO THE RESISTANCE ROLL

Modifications to the RR are additions or subtractions to the RR which result in the Modified RR. These are summarized in Table 15.6.

Modifications From the BAR — The modification indicated by cross-indexing the Modified BAR with the appropriate target column is added to the RR.

Stat Bonus — A stat bonus modification is added to the RR; this bonus is based upon the realm of the spell cast and one of the stats of the target. The stat bonus for a RR against one of a Hybrid spell user's base spells is obtained by averaging the stat bonuses for the two realms involved. The values of these modifications are given in the Stat Bonus Chart in Section 6.1.1. The suggested stats are:

Realm of the Spell	Target's RR Stat
Channeling	Intuition [wisdom]
Essence	Empathy [intelligence]
Mentalism	Presence [charisma]

Race — Certain races are unusually magic resistant and may be given a modification by the Gamemaster based upon his world system, (e.g., Demons and Dwarves). See *ChL* Table 15.5.1 and *C&T* Table 6.3 for some suggested values.

Items and Spells — Certain items or spells may give a target a modification to his RR. These modifications depend upon the item or specific spell.

Willing Targets — Certain targets may submit themselves as willing participants in a spell, in such a case, the RR should be modified by -50, and the level of the target should be 1 for the purposes of the RR.

Special Attack Spells — A few spells are very difficult to resist and have their own additional modification to any RR made against them (e.g., any RR versus *Absolution* on the Cleric Base list, Channels, is subjected to a special -20 "RR Mod").

THE RESISTANCE ROLL TABLE

To use the Resistance Roll Table (15.5), cross-index the attack level (usually the level of the caster) with the level of the target. If the Modified RR is greater than or equal to the result obtained by the cross-indexing, the target has resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell (Sections 11.0-13.0).

Example: The 12th level Magician in the examples above has rolled a 60, modified (+12 for level, -10 for range) to a 62. Cross-indexing 62 with the Leather Armor column on the Base Attack Table we find that a RR modification of -5 is the result. The Fighter rolls a 62 for his Resistance Roll. The BAR modification is -5 and the Fighter's Empathy stat is 50 (stat bonus is +0). No items are affecting the spell (+0) and the Common Man Fighter is not of a particularly magic resistance race (+0). He is not a willing target (+0) and the spell being used is not particularly powerful (+0). So -5 is the only modification to his RR. His Modified RR is 57. Cross-indexing his level (9th) with the attack level (12th), we note that he needed a Modified RR of 57 or more to successfully resist the spell. So he does resist the spell; had he rolled a 61 or lower initially, he would have failed to resist the spell.

Minimum Result Spells — Certain spells also have minimum effects. These are applied even if a successful RR is made.

Critical Hit Tables — Some spell attacks require a roll on one of the Critical Hit Tables. In these cases, the BAR and Resistance Rolls are made as usual, and, if the target fails his RR, the spell user casting the spell then makes an unmodified roll on the appropriate column of the chart indicated. (E.g., a target in the radius of a first round *Stun Cloud* on the Magician Base list, Wind Law, is subjected to a 'C' electricity critical if he fails his RR.) See Section 8.4.2 for details on resolving criticals.

Normally, the caster rolls a separate critical for each affected target each round that the target is affected (i.e., for lingering spells like *Stun Cloud*); in some situations, the GM may decide to have a "group" critical roll for a number of targets in order to speed play.

result / # failure — Certain spells will indicate a total result based upon the difference between the Modified RR and the result from the Resistance Roll Table. This difference, divided by the # (round off), indicates how many increments of the result are applied.

Example: If a target fails his RR by 47 against a Confusion spell (*Mentalist* Base list, *Mind Assault*), he will be paralyzed for 9 rounds because the Duration is "1 rnd / 5 failure" ($47 \div 5 = 9.4$ which rounds to 9).

8.4 ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of Essence (earth, water, air, heat, cold or light) into a physical attack on the target. Since such a spell concentrates elemental force to attack its target physically, the target is **not** entitled to a Resistance Roll. Each spell of this type has a separate attack table (Tables 15.4.1-15.4.7) differentiating its varying effects based upon the target's Armor Type and mobility.

ELEMENTAL ATTACK ROLLS (8.4.1)

The Elemental Attack Roll (EAR) is an open-ended roll that represents the accuracy and potency of a caster's elemental attack spell.

UNMODIFIED ROLLS

An EAR of 01-02 or 96-00 may indicate an immediate effect and no modifications are applied. These rolls are marked on the Elemental Attack Tables (15.4) with a "UM".

- An unmodified roll of 01-02 indicates automatic spell failure.
- An unmodified roll of 96-00 for Area spells (e.g., *Cold Ball*, *Fire Ball*, etc.) indicates a very severe attack result.
- An unmodified roll of 00 for Non-Area spells (e.g., *Ice Bolt*, *Lightning Bolt*, etc.) indicates a very severe attack result.
- If an unmodified roll is not indicated, then rolls of 01-05 and 96-00 are treated as normal open-ended rolls (see Section 8.1).

CASTER MODIFICATIONS TO THE EAR

If the original EAR was not an unmodified result, the following Caster modifications are added to the EAR. These modifications are summarized in Table 15.3.

Caster Level — If the caster is a Pure spell user or a Hybrid spell user, his level is added to the EAR.

Caster Agility — The caster's Agility stat bonus may modify the EAR (see the Stat Bonus Chart in Section 6.1.1). *This modification is not applicable to Area Spells (e.g., Coldball, Fireball, etc.).*

Directed Spells Skill Bonus — This is based upon the caster's Directed Spells Skill with the spell being cast (see ChL Section 3.7). *This modification is not applicable to Area Spells (e.g., Coldball, Fireball, etc.).*

Example: A 25th level Magician has 10 Directed Spell skill ranks (+50 bonus) with *Fire Bolt* and 8 skill ranks (+40 bonus) with *Ice Bolt*. When he reaches 26th level he may develop another Directed Spell skill rank with the *Fire Bolt*, which will raise his bonus by +2 to +52, or he may increase his *Ice Bolt* skill ranks and increase that bonus by +5 (from +40 to +45). Of course he could choose to develop Directed Spell skill with another spell, which would give him a skill rank of 1 and a bonus of +5 with that spell (if he had not already developed any skill with it).

DIRECTED SPELL SKILL

By spending time and effort in practice and use, a caster may develop Directed Spell skill in using certain elemental attack spells. This is dependent upon the character development system used.

At each level of experience, a spell caster may increase his Directed Spell skill with one elemental attack spell (that he can already cast) by one "skill rank" (his choice). This means his Directed Spell skill with any elemental attack spell is not a direct function of his level. The spell caster's Directed Spell skill rank with each of these spells must be recorded.

A spell user's Directed Spell skill bonus with a specific spell is +5 for each of the first 10 skill ranks, +2 for each of skill ranks 11-20, +1 for every skill rank over 20.

GMs employing this rule may want to allow extra development of Directed Spell skill through practice and/or research.

Range — There is a modification to the EAR based upon the distance from the caster to the target. These modifications range from +35 to -75 and are provided on the Elemental Attack Tables (15.4). The standard modifications are provided below:

Range	EAR Modification
0' - 10'	+35
11' - 50'	+0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
300' - up	-75

Position — Certain situations can result in modifications being given by the GM; suggested values are given in Table 15.3.

Items and Spells — Some spells and magic items may modify the EAR. These are variable and usually depend upon the specific spell and the properties of the magic item.

TARGET MODIFICATIONS TO THE EAR

These modifications are summarized in Table 15.3.

Target Quickness — The target's Quickness stat bonus may modify the EAR (see the Stat Bonus Chart in Section 6.1.1). This only applies if the target is moving; stationary targets receive cover and position modifications rather than Quickness bonuses. The target's Quickness bonus may be modified by the armor he is wearing (see AL&CL Section 4.0).

Shields & Helmets — A helmet and/or shield which faces the caster gives the target modifications as indicated below and on Table 15.3. For a full description of shield types see AL&CL Table 8.2.5. *Shield modifications are not applicable to Area Spells (e.g., Coldball, Fireball, etc.).*

Type	EAR Mod.	Note
No Helmet	+5	—
Normal Helmet	+0	—
Full Helmet	-5	covers face
Wall Shield	-30	35-50 lb
Full Shield	-20	25-30 lb
Normal Shield	-15	15-20 lb
Target Shield	-5	5-10 lb

Cover and Position — At times, the target may be in an advantageous position. For example, partially behind a tree and this should be reflected in a subtraction from the EAR (to be determined by the GM). Note that, at times, the defender's position may be so advantageous that he cannot be affected by the attack (use common sense). Some suggested modifications are indicated below and on Table 15.3.

Situation	Mod	Notes (No Qu Bonus)
Full Cover	-60	Detected but not sighted
Partial Cover	-30	Less than 1/2 target sighted
Static Target	+30	No cover, target is surprised or prone

AREA SPELLS

Certain Elemental Attack spells are called Area spells (*Fireball*, *Coldball*, etc.). These spells attack all targets in their radius.

Modifications to the EAR due to caster's Agility, caster's skill, and target's shield do *not* apply; all other modifications do apply. In addition there is a +20 EAR modification for any target at the center point (chosen by caster) of the spell's effect.

A GM may require only one EAR to be applied to all targets or individual EARs, whichever he deems appropriate for the given situation. If the GM decides on individual EARs, only the first could result in spell failure; a subsequent EAR that would normally result in spell failure is treated as a "no effect" result.

RESULT DETERMINATION

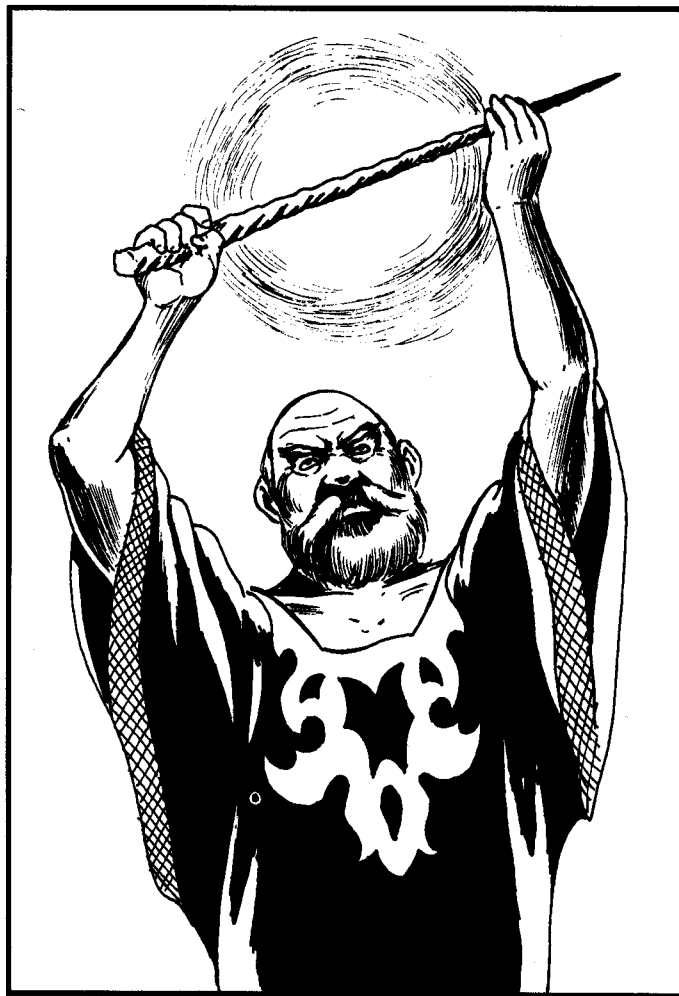
If the Modified EAR is less than 03, it is treated as 03. If the Modified EAR is greater than 95 for an Area Elemental Attack spell, it is treated as 95. If the Modified EAR is greater than 99 for a Non-Area Elemental Attack spell, it is treated as 99.

The Modified EAR is cross-indexed with the target's Armor Type on the appropriate Elemental Attack Table (15.4.1-15.4.7). The results vary from spell failure to critical strikes as follows:

Spell Failure — A "F" result indicates that the spell has failed and a high open-ended roll must be made and applied to the Attack Section of the Spell Failure Table (15.7). The result is immediately applied to the spell or caster (as indicated by the result). If a spell cast from an item "fails", the failure is handled just like any other spell failure.

Concussion Hits — A number result (e.g., "8") indicates the number of concussion hits the target receives (see *ChL* Section 2.4 and 3.8).

Each target is limited in the number of concussion hits that he can take. When this limit is passed, the target is unconscious (if living). He can take no further action until he is once again under the limit. Death may be caused if this limit is exceeded by a certain amount. The point at which death occurs is proportional to the combatant's physical constitution, and depends on the system used in the game for deriving physical characteristics. The GM will have to decide on the point at which death results (e.g., 2 times the number of concussion hits causing unconsciousness could result in the victim's death, or, alternatively, the number of concussion hits causing unconsciousness added to the victim's Constitution).



Critical Strikes — A result of a number followed by a letter (e.g., "17B") indicates: a number of concussion hits (see above) and a critical strike of a severity indicated by the letter (i.e., a severity of between 'A' and 'J').

Example: 8B indicates that the target takes 8 concussion hits and a critical strike of severity 'B'. The type of critical strike depends on the spell and is printed on the appropriate Elemental Attack Table (15.4.1-15.4.7). For example, a *Firebolt* gives Heat criticals while an *Icebolt* gives Impact criticals and possibly Cold criticals.



CRITICAL STRIKE TABLES (8.4.2)

The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe) with letters 'F' through 'J' indicating multiple criticals as detailed below and on the individual Elemental Attack Tables (15.4.1-15.4.7).

When a critical is indicated, a second (1-100, not open-ended) roll is then made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The results are immediately applied to the target; see Section 8.6.

Certain critical strikes fall in the range of 'F', 'G', 'H', 'I', or 'J'. These results indicate two or three normal critical strikes to be applied to the target. A separate roll is made for each critical and all results are applied cumulatively. The number of critical strikes and their severity is given by the following table. This information along with the critical types are provided on each of the individual Elemental Attack Tables (15.4.1-15.4.7).

Critical Severity	Primary Critical	Secondary Critical	Tertiary Critical
F	E	A	-
G	E	B	-
H	E	C	A
I	E	D	B
J	E	D	C

Example: Suppose a 12th level Magician wants to cast a "Lightning Bolt" spell at a 9th level Fighter.

Assume the Fighter is 55' away (-25) from the Magician and has normal Quickness (+0), a normal shield facing the Magician (-15), and a normal helmet (+0); for a total target EAR modification of -40.

The Magician adds his level (+12) and his Direct Spell skill bonus (+10). (Lightning Bolt is a 10th level spell and he has been able to cast it for 2 levels, at each of which he developed a skill rank in Directed Spell skill for Lightning Bolt for a bonus of +5 per skill rank.) This gives a total caster EAR modification of +22.

The net modification to the die roll is -18 (22 - 40). Assuming the Fighter is wearing a leather breastplate and greaves (AT 9) and the Magician rolls an EAR of 90, the Modified EAR is 72 (90 + -18). Cross-indexing the result with AT 9, we see the result is "7A" — the Fighter takes 7 concussion hits and an 'A' electricity critical. The critical result is obtained by making a 1-100 roll and cross-indexing it with the 'A' column on the Electricity Critical Strike Table (15.8.4).

Had the Magician gotten a little closer to the Fighter, he would have eliminated the unfavorable range modification (-25 at 55' goes to +0 at 50') and the net EAR would have been 97 (90 + 22 - 15) for a "17D" result.

LARGE AND SUPER-LARGE CREATURES (8.4.3)

Certain unusual creatures are so large and/or powerful that the normal critical strike tables are not used when they receive critical strikes. Unusual creatures are separated into two categories:

- *Large Creatures* (Trolls, Giants, Demons, and Undead, etc.).
- *Super-Large Creatures* (Dragons, very powerful Demons, etc.).

Each category has its own critical strike table, which is consulted if a sufficiently severe critical strike is obtained against them. The roll for criticals against Large and Super-Large creatures is high open-ended.

LARGE CREATURE CRITICAL STRIKES

Only critical strikes of severity 'B', 'C', 'D', or 'E' affect Large creatures (i.e., 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Large Creature, Normal" column on the Creature Critical Strike Table (15.8.5), to obtain a result that is applied immediately.

Note that the severity of the critical strike is irrelevant, except that it must be of 'B' severity or higher. This reflects the fact that such creatures present such a large target that they are much more difficult to seriously hurt.

SUPER-LARGE CREATURE CRITICAL STRIKES

Only critical strikes of severity 'D' or 'E' affect Super-Large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Super-Large, Normal" column on the Creature Critical Strike Table (15.8.5), to obtain a result that is applied immediately.

This table should be consulted of only for creatures such as Dragons, Dinosaurs, and the most powerful Demons.

SLAYING CRITICALS

Some Large and Super-Large creatures are especially vulnerable to certain types of spell criticals (e.g., Metal Golems are likely to be relatively vulnerable to electricity criticals, Fire Dragons are likely to be relatively vulnerable to cold criticals, etc.). In such cases, if a Large or Super-Large critical is to be resolved, use the appropriate "Slaying" column on the Creature Critical Strike Table (15.8.5) instead of the "Normal" column.

IMMUNE CREATURES

Some creatures are immune to certain types of critical strikes (e.g., Fire Demons are likely to be immune to fire spells and Heat criticals). These creatures are unaffected by such criticals.

8.5 SPELL ATTACKS AGAINST ITEMS

Certain spells can attack items or non-living substances (e.g., the *Unmetal* spell on the Sorcerer Base List destroys metal). If such a spell is cast against an item, a BAR is made by the caster (use the most appropriate column) and a RR is made by the Gamemaster (or player) for the item.

- If the item is being carried by a living being (i.e., in his "Essence Aura"), its target level is equal to the being's level.
- If the item is magic, its target level is 5 levels per **RM** +5 bonus (see the Stat Bonus Table, 15.9.3) or 5 levels per +1 for a spell adder or 5 levels per x1 for a power point multiplier.
- If the item is both on a living being and magic, it uses the higher of the two target levels (i.e., do not combine the two potential target levels).
- If none of these cases occur, use a target level of one.

Some materials are highly resistant (see **RM** Section 7.3 in *ChL&CaL*) and would have a higher level as a base for their resistance roll (this should be determined by the GM). Magic items without specific quantitative bonuses (e.g., a ring of invisibility) would also require that the GM assign a level based on its magic abilities (a GM may use the cost guidelines in **RM** Section 7.3 in *ChL&CaL* as a guide for relative target levels).

Note: *Unless otherwise specified, a spell which affects a target may also affect objects that he is carrying. An exception may be made for certain unusual items. When computing the effects of an Elemental Attack Spell, always make a distinction between the target and the items he bears; simply follow the appropriate results on the tables.*

8.6 CRITICAL STRIKE RESULTS

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances.

Example: *A target behind a low stone wall is hit by an Ice Bolt and receives a critical calling for damage to his ankle. Instead the GM should rule that he is hit in the wrist. Note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it. Similarly, if a critical strike calling for an unspecified limb to be broken is rolled, the limb affected should be determined randomly.*

OVERALL GUIDELINES

- All damage (including concussion hits), unless otherwise noted, is only applicable to the target (or targets).
- Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain.
- *Next roll* can refer to a missile attack, maneuver, or spell attack, as well as to a melee attack.
- If a target takes a critical result that lasts for a certain number of rounds and he has not yet performed his action for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.
- If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material (e.g., Mithril) or it is incredibly magical (e.g., an Artifact). In this case, if the GM allows it, the item may make a RR as described in 8.5 to avoid destruction.

CRITICAL & FUMBLE RESULTS

Below we provide guidelines for specific critical/fumble results. A more detailed explanation of these results can be found in *AL&CL* Section 6.0.

+ # hits — (e.g., "+5 hits") This many hits (#) are taken in addition to the normal hit result derived from the attack table used. Normally, these hits are **not** increased (i.e., "multiplied") by strength factors (e.g., certain creatures do "3x" normal damage, a *Strength* spell on a character lets him deliver "2x" normal damage, etc.).

hits per round — (e.g., "+3 hits per round") Each round after the critical is taken, the target takes this many (#) additional hits due to pain and bleeding.

... at - # — (e.g., "Foe fights at -30") All of the target's bonuses (except defensive bonus and RRs) are modified by this number (#). These penalties are cumulative. Certain of these penalties apply only to specific skills (e.g., fighting, running, etc.). Alternatively, the Gamemaster may elect to treat these penalties as a percentage modification of the target's bonuses (i.e., reduce each bonus by # %).

Must parry # rounds — (e.g., "must parry 2 rounds") For this number (#) of rounds, the target may not attack. He may only parry with half of his offensive bonus. The only other actions allowed are movement and maneuvers, both modified by at least -25.

Stunned # rounds — For this number (#) of rounds, the target may not attack. He may only parry with half of his Offensive Bonus (his normal Defensive Bonus due to Quickness, shield, etc. is not affected). The only other actions allowed are movement and maneuvers, both modified by at least -50.

Stunned and unable to parry # rounds (Stunned-No Parry) — For this number (#) of rounds, the target may not attack. He may not parry (his normal Defensive Bonus due to Quickness, shield, etc. is not affected). The only other actions allowed are movement and maneuvers, both modified by at least -75.

Down (or out) for # rounds — For this number (#) of rounds, the target may not perform any actions.

MAGICAL RESEARCH & ITEM CREATION

In any comprehensive world system for a long-running campaign, attention must be paid to magical research. This is essential for explaining where magic items come from and how spells are developed. Of course, the simplest solution to this is to say that spells and items come from the gods (or some other external force) and to allow no research in terms of the game. If this is the case, both the Alchemist spell lists and this section should be ignored.

The following sections contain some suggested rules for conducting research in conjunction with the *Spell Law* system.

9.1 SPELL RESEARCH

Spell research is the development of new spells to add to existing spell lists or new spells that do not fit on any existing list. Potentially, an entire new spell list might be researched by some powerful character, and the knowledge of it passed on to his friends and followers.

LIMITATIONS (9.1.1)

The GM should first determine if the proposed spell is acceptable for his world system. He is the final authority on the inclusion of a researched spell into his game and should examine each prospective spell closely. He may wish to introduce his own spell lists or spells to be available for the characters and non-player characters in his game.

Eligibility to Research — Under these guidelines, only pure and Hybrid spell users may conduct research. Semi spell users and Non spell users may not normally conduct spell research. This prohibition represents a definitive limit on the powers of characters not devoting themselves exclusively to the use of spells.

Definition of Realm — The GM should determine the realm of the proposed spell, (i.e., is the spell an Essence spell, a Mentalism spell, a Channeling spell, or perhaps a hybrid spell). The introductions to the various spell books are useful for this purpose, and it should be noted that certain concepts have been deliberately left off certain lists with this restriction in mind (e.g., Clerics do not throw Lightning Bolts).

Normally, a character may not research a spell outside of his realm of magic. Hybrid spell users may research spells in either of their two realms; however, they are severely limited, for the power of the spells they can research that do not fit on their base lists. (Since they cannot learn other lists beyond level 10, they could not research such spells.)

Definition of List — If possible, each spell should be grouped with similar spells, according to their nature. After determining that the spell is acceptable and deciding which realm it fits into, the Gamemaster (with help from the researcher) should determine if the spell fits into an existing list. If it does, then this concept is relatively easy to research, provided the researcher already knows that spell list. If the spell concept does not fit into an existing spell list, it indicates that research material in this area is going to be less easy to find and more time will have to be spent in learning the new spell.

Determination of Spell Level — The GM must assign a level to the spell, based upon its power and the level of other spells of similar power that the spell user already knows or has available. Note that spells with exactly the same effect often have different levels for different professions and particularly for different realms. Of course, a character cannot research a spell that is of higher level than he is, nor may any character research a spell that he would not be able to learn if it were on a list. Specifically, if a spell fits into a spell list above 10th level and a hybrid wishes to learn it, he could not normally do so because he is not permitted to learn spells on that list above 10th level — assuming, of course, that the spell did not fit into his base lists.

REQUIREMENTS FOR SPELL RESEARCH (9.1.2)

After satisfying himself that the researcher can learn the spell desired, the GM must establish that the character has access to the research material necessary (which may well involve payment) and subsistence. Other activity should be severely curtailed (i.e., he should plan to spend at least 8-10 hours a day doing the research). The researcher may then proceed to do his studying; the total amount of time required is discussed below.

Researching Spells on Known Lists — If the spell is on an existing spell list, the researcher must know the spell list to at least the level of the spell to be researched. The amount of time indicated by the following chart must be spent in research.

Level of Spell	TIME TO RESEARCH		
	Years	Months	Weeks
1	—	—	1
2	—	—	2
3	—	—	3
4	—	1	0
5	—	1	1
6	—	3	0
7	—	3	2
8	—	4	0
9	—	4	2
10	—	5	0
11	—	8	1
12	—	9	0
13	—	9	3
14	—	10	2
15	—	11	1
16	1	4	0
17	1	5	0
18	1	6	0
19	1	7	0
20	1	8	0
25	2	7	0
30	3	9	0
50	7	3	2

Researching Spells NOT on Known Lists — If the spell to be researched is not on a known list, or the researcher does not know that list to a sufficient level, the time costs involved (derived from the chart on the previous page) are tripled.

SUCCESSFUL RESEARCH (9.1.3)

Upon completing the required research, the researcher rolls on the "General" column of the Base Attack Table. Any non-failure result indicates that the spell has been learned. The researcher (and only the researcher) now knows the spell. He may teach it to an associate at one fourth of the original research time for him and his pupil. The Gamemaster may wish to eventually allow certain researched spells to become a part of the list system for his world.

9.2 ITEM CREATION

Alchemical research is the only way in which a spell user can make a specific magic item, potion, or enchanted material (as opposed to Lord Research, Section 9.3, which is essentially random). Under our system, the Alchemist Base lists provide the necessary framework for making specific items. They are usually usable only by Alchemists (see Section 9.4 for some suggested exceptions). Making a magic item consists of simultaneously:

- 1) Creating the base item (always required).
- 2) Enchanting the item (not required).
- 3) Imbedding spells into the item (not required).

Once a magic item has been created, it cannot normally have other spells or abilities added (except for *recharging* wands, rods and staves). The GM should make the necessary modifications to these rules to adapt them to specific circumstances in his world system.

CREATING THE BASE ITEM (9.2.1)

The base item is the actual physical item which may be enchanted or have a spell imbedded. Base items are classified as:

- Inorganic (metal).
- Organic (living or once living material).
- Liquid/Gas (potions).

Each of these classifications is represented by one of the Alchemist Base lists. Each list allows an Alchemist to work the appropriate materials through the use of spells, aided by normal equipment (forges, looms, presses, laboratory apparatuses, etc.).

Making the base item requires that the appropriate spell from the appropriate list be cast once per day. (That's why the Duration of many Alchemist Base spells is 24 hours.) It is also assumed that the Alchemist works normal full days (8-10 hours) on the project (no spell research, excursions, or other projects).

In order to make a base item, some of the following spells must be cast during the creation process:

- *Work xxx* — always required, even if the material to be worked, *xxx*, is already in the desired shape/form.
- *Make xxx* — required if the material to be worked, *xxx*, is only available in the form of raw materials; see the individual spell descriptions (e.g., to make a steel weapon from available iron, a *Make Steel* spell is required).
- *Make Wand, Make Rod, or Make Staff* — required to make a Wand, Rod, Staff so that it can be charged with an imbedded spell; see Section 9.2.3.

The exception to the above requirements is rune paper, which can be created merely by casting the appropriate *Rune Paper #* spell (i.e., no other *Make xxx* or *Work xxx* spells are required).

THE BASE ITEMS

The properties of the base items is summarized on the *Items Characteristics Chart*.

Wands, Rods and Staves — Wands, rods, and staves are the primary base items for storing spells that can be cast multiple times. Normally they must be organic, due to the inherent resistance of inorganic material to spells. In order to make one of these items, the Alchemist must know the appropriate spell on the Organic Skills list (i.e., *Make Wand* to make a Wand, *Make Rod* to make a Rod, or *Make Staff* to make a Staff).

Rune Paper — Spell users must have rune paper in order to inscribe runes (see the Open Essence list, Rune Mastery, and *ChL* Section 3.7). The various *Rune Paper #* spells allow rune paper to be made which will hold various level spells (e.g., rune paper made with a *Rune Paper III* spell will only hold 1st, 2nd, and 3rd level spells).

Potions — Potions are fluids (or in some cases, gases) in which a spell can be placed (imbedded). The various *Potion #* spells make potions which will hold various level spells as rune paper does. "Potion" spells are harder (higher level) to both learn and use because there can be no requirement that the end user have any understanding of spells (reading Runes requires Runes skill and need not be as foolproof).

Objects — Objects are any items that are not wands, rods, staves, rune paper, or potions in the sense outlined above. They include weapons, armor, spell bonus items (see Section 6.1.2), rings, cloaks, boots, etc.

If they are created out of superior materials (assuming iron as a normal, non-bonus material), weapons, armor, and other items can have bonuses that are non-magical. In this case, creating a base item need not be accompanied by enchantment or imbedding a spell. See *RM* Section 7.3 in *ChL&CaL* for more information on non-magic bonuses and superior materials.

If weapons and armor are enchanted to get a magical bonus, then the user can elect to use either the non-magical bonus (due to material) or the magical bonus (but not both).

Example: A high-steel weapon (+10) enchanted with a +5 bonus could be used as a +10 normal weapon or a +5 magic weapon, but **not** as a +15 weapon. In most cases it would be used as a +10 weapon. However, when fighting creatures that can only be hit by magic weapons, the +5 bonus would have to be used.

ENCHANTING AN ITEM (9.2.2)

Enchanted properties of an item do not normally require Staves & Wands skill to use (see *ChL* Section 3.7). Standard enchantments include:

- Intelligence.
- Magical bonuses.
- Any special permanent abilities which are not spells (e.g., Holy Arms or Slaying are such abilities, while flying, invisibility, and teleportation are normally not).

When an Alchemist wishes to enchant an object, he must perform the enchantment process simultaneously with the creation of the base item and the imbedding of spells (if any). The enchantment process consists of casting the appropriate spell from the Enchanting Ways list once per day during the item creation process (e.g., to make an item enchanted with "Low Intelligence", the spell *Low Intelligence* must be cast once per day while the item is being created).

INTELLIGENCE

The effect of intelligent items on characters or a game will depend upon the world system used (e.g., control or dominance of a character by an item he is using). Normally, the "alignment" of such an item is the same as that of the Alchemist that makes it.

In terms of *Rolemaster*, intelligence allows any character to use spells "imbedded" in items (see Section 9.2.3) without having to successfully use his Staves & Wands skill (see *ChL* Section 3.7). Normally, a spell may not be cast from an item unless: the wielder has made a successfully Staves & Wands roll for the item or the item has the intelligence necessary for casting the spell as outlined below.

The following is a summary of the effects of various intelligences that can be placed in an item by the corresponding spells on the Enchanting Ways list:

- Empathy Allows casting of 1st lvl spells.
- Low Intelligence Allows casting of 2nd lvl spells.
- Medium Intelligence Allows casting of 5th lvl spells.
- High Intelligence Allows casting of 10th lvl spells.
- Very High Intelligence Allows casting of 20th lvl spells.

BONUSES

Bonuses fall into three categories:

- **Weapons**—Normally a weapon bonus gives an additional bonus to the wielder's Offensive Bonus. *Weapon I* gives a weapon a magical +5 bonus, *Weapon II* gives a magical +10 bonus, etc.
- **Armor & Shields**—Normally a shield bonus or an armor bonus gives a bonus to wielder's Defensive Bonus. *Armor I* gives a shield or a suit of armor a magical +5 bonus, *Armor II* gives a shield or a suit of armor a magical +10 bonus, etc.
- **General**—Normally a general item bonus gives a bonus when performing the normal function of the item. *General I* gives a "specific use" item (e.g., a grappling hook, a bridle, an ink pen, etc.) a magical +5 bonus, *General II* gives a "specific use" item a magical +10 bonus, etc.

The general category also handles creating power point multipliers and adders (see Section 6.1.2). A +*n* *General* spell will enchant either "+*n* adder" or a "x (*n* - 1) multiplier"

Example: A +10 *Lockpick* falls into the *General* category and would give an additional +10 bonus when used to pick locks. A +4 *General* spell can be used to create a +4 spell adder or a x3 power point multiplier.

A weapon bonus gives a specific add to the combat attack of the character using that weapon. Each "I" of an enchantment gives a bonus of +1 to the combat roll under a 1-20 system, and +5 under a 1-100 system. Similarly, each +1 for an armor bonus (or shields) gives a subtraction to the attack roll of persons attacking the character who is wearing the armor. The +1 general category is meant for the miscellaneous items which exist in various world systems (e.g., +1 rings, or cloaks).

SPECIAL ENCHANTMENT

All enchantment aside from *intelligence* and *bonuses* falls into this category. Because they are too numerous to catalog and are highly dependent upon the world system being used, these special enchantments are not specifically covered by spells on the Enchanting Ways list.

If a GM feels that a special enchanted ability is standard for Alchemists in his world system, he may place a spell for enchanting that ability at any level on the Enchanting Ways list that he deems appropriate. Otherwise, an Alchemist should be required to research the enchantment spell for that ability using the spell research rules detailed in Section 9.1. This research should require that the researcher cast the 1st level *Research* spell on the Enchanted Ways list once per day.

Example: An Alchemist wishes to enchant a sword to be an *Orc-slaying* weapon. If the GM decides that the ability is a known Alchemist enchantment, he might assign it a level of 15. If not, he could still assign it a level of 15, but the Alchemist would be required to research the spell for 11 months and 1 week as required in Section 9.1. It might even take longer if the Gamemaster decides the ability is really obscure and requires the research time for a spell not on a normal list; e.g., triple the normal time of 11 months and 1 week would be 2 years, 9 months and 3 weeks.

IMBEDDING SPELLS (9.2.3)

Spells can be imbedded in items by casting the appropriate spell or spells from one of the Alchemist Base lists, *Imbed Essence* or *Imbed Mentalism/Channeling*. While a Base Item (see Section 9.2.1) is being created, several procedures must be performed in order to imbed a spell:

- 1) The appropriate *Imbed #* spell for the appropriate realm must be cast on the item once a day (that's why the Duration of many Alchemist Base spells is 24 hours).
- 2) While creating the item, the spell to be imbedded must also be cast on the item once a day (this spell can be cast by the Alchemist, an item, or another spell user).
- 3) If the item is to be a Wand, a Rod, or a Staff, then the appropriate *Charge xxx* spell must be cast on the item once a day.
- 4) If the item is to be a Daily item, or a Constant item, then the appropriate *Daily #* or *Constant* spell must be cast on the item once a day.

Because an Alchemist is a Pure spell user of Essence, the *Mentalism* and *Channeling* spells are harder (higher level) to imbed than *Essence* spells.

NORMAL IMBEDDING

If only procedures 1 and 2 above are performed, the spell imbedded can only be used **once**. After such a spell is cast, it is gone and cannot be recharged.

CHARGED ITEMS: WANDS, RODS, STAVES

Multiple spell charges can be imbedded in Wands (10), Rods (30), and Staves (100). This requires that:

- The base item must be of the appropriate type (i.e., Wand, Rod, or Staff; see Section 9.2.1).
- The appropriate *Charge xxx* spell must be cast on the item (in addition to the other required spells) once per day while the item is being created.

Unlike other items with imbedded spells, Wands, Rods, and Staves can be recharged by casting the appropriate *Charge xxx* spell once a day for a number of consecutive weeks equal to the level of the *Charge xxx* spell (e.g., recharging an Essence Rod would require an 8th level *Charge Rod* spell and 8 weeks). The properties of wands, rods and staves are summarized in the *Item Characteristics Chart*.

Option: *If a GM does not wish to keep track of the charges on items in his world, he may wish to roll (1-100) each time a Charged Item is used. If the roll is less than a certain number, then the last charge in the item has been used. The suggested values for the chance of charge depletion are provided on the Item Characteristics Chart: 1-10 (10%) for Wands, 1-4 (4%) for Rods, and 1-1 (1%) for Staves. Note that this is not cumulative. Thus a Charged Item will continue to function until a low enough roll is made, and may potentially function forever).*

DAILY ITEMS

A spell can be imbedded in an item so that the imbedded spell can be cast a certain number of times per day. This requires the appropriate *Daily #* spell be cast once a day while creating the item.

The number of times per day that such an imbedded spell may be cast is dependent upon the level of the imbedded spell and the # of the *Daily #* spell used (see the individual *Daily #* spell descriptions).

Example: *A high level Alchemist is making a ring and casts a "Daily 3" spell. He may either imbed a 1st level spell to be used up to three times each day or a 2nd or 3rd level spell that could be used once each day.*

CONSTANT ITEMS

A spell can be imbedded in an item so that the imbedded spell works continuously (i.e., constantly). This requires the appropriate *Constant* spell be cast once a day while creating the item.

Only spells deemed appropriate to work constantly can be imbedded in this manner (to be determined by the GM, of course). Allowable spells might include: *Detect* spells, *Invisibility*, *Presence*, etc. Non-allowable spells might include: elemental attack spells, base attack spells, *Teleport*, etc.

Note: *One viable option for a GM is to only allow rings to be Constant items. Only one spell per ring can be imbedded. Only two rings can be worn and used per character (except in extreme circumstances to be determined by the GM).*

RESEARCHING IMBED SPELLS

If a GM feels that a more specific *Imbed* spell is standard for Alchemists in his world system, he may place such a spell at any level on the appropriate Imbedding list. Otherwise, an Alchemist should be required to research the Imbed spell using the spell research rules detailed in Section 9.1. This research should require that the researcher cast the 1st level *Research* spell on the appropriate Imbedding list once per day.

Example: *A character might wish to research a spell that would imbed "At Will" spells (i.e., an "At Will" imbedded spell would cast a certain spell whenever the character willed it). The GM could decide that this would be handled like the Constant spell, and require the character to research "At Will" as a 50th level spell.*

IMBEDDED SPELL CASTING TIME (OPTIONAL)

This optional rule allows an Alchemist to make the number of rounds required to cast an imbedded spell a factor of the item and not the user (i.e., this optional rule would supersede Section 6.3). If this optional rule is used, an *Imbed β* spell imbeds a β level spell as a Class III spell (i.e., takes 3 rounds to cast, regardless of the level of the user). An *Imbed β+1* spell imbeds the same spell as a Class II spell (i.e., taking any user 2 rounds to cast it), and an *Imbed β+2* spell could be used to imbed the same spell as a Class I spell. Note that some spells are instantaneous normally, and are always treated as Class I spells (e.g., *Sprint I*, imbedded in an item with an *Imbed V* spell would not become a Class III spell because it always instantaneous).

ITEM CHARACTERISTICS CHART

Item	Maximum Spell Level	Size	Material	Maximum #Charges	Spell Required	Restrictions On Use
Wand	2	1 foot	Organic	10/(10%)	"Charge Wand"	Must be Held in Hand
Rod	5	2.5 feet	Organic	30/(4%)	"Charge Rod"	Must be Held in Hand
Staff	10	5 feet	Organic	100/(1%)	"Charge Staff"	Must be Held in Hand
Other	10	varies	any	1	—	Touch & Look at
Other	10	varies	any	1/Day	"Daily"	Touch & Loot at
Ring	10	Ring	Ring	Constant	"Constant"	None

THE COST OF MAKING MAGIC ITEMS (9.2.4)

The cost of making magic items is reflected by several factors:

- Time (see below).
- Required spells and Power Points (see Sections 9.2.1-9.2.3).
- Material and possibly money (depends upon world system).
- Standard research costs if necessary (see Section 9.1).

These costs have been designed to make magic item creation difficult but not outrageous. Note that the price of such items, when and if ever sold, should reflect these costs, including the (perhaps) years the Alchemist worked on the item. **RM** Section 7.3 in *ChL&CaL* provides some guidelines for determining the cost/value of standard magic items.

TIME COST

Time is the key factor in the cost of making a magic item. The time cost is given in terms of a number of required consecutive weeks. Making a magic item consists of simultaneously:

- 1) Creating the **base item** — This costs one week per level of spell used in creating the base item; see Section 9.2.1 for the list of required spells. The spells normally cast for the base item are:
 - The *Work xxx* spell.
 - A *Make xxx* spell (if there is one).
 - A *Make Wand, Rod, or Staff* spell (if there is one).
- 2) Placing an **enchanted ability** in the item — There can be multiple enchanted abilities in an item; for the purposes of time cost (see below) treat each enchanted ability as a separate *capability*. See Section 9.2.2 for the list of required spells. Only one spell from the Enchanting Ways list is normally required for an enchanted ability.
- 3) Placing an **imbedded spell** in the item — There can be multiple imbedded spells in an item; for the purposes of time cost (see below) treat each imbedded spell as a separate *capability*. See Section 9.2.3 for the list of required spells. The spells normally cast for an imbedded spell are:
 - The spell imbedded.
 - The *Imbed #* spell.
 - A *Charge xxx, Daily #, or Constant* spell (if there is one).

Base Item Time Cost: Creating the base item costs one week per level of spells used in creating the base item

Capability Time Costs: For these cost calculation purposes, a *capability* refers to an enchanted ability or an imbedded spell. Basically, the time required for each capability is:

- The first capability costs 1 week for each level of each spell cast for creating that capability.
- The second capability costs 2 weeks for each level of each spell cast for creating that capability.
- The third capability costs 3 weeks for each level of each spell cast for creating that capability.
- etc.

In order to obtain the lowest cost, the creating Alchemist can choose which capability is first, which is second, etc. For the lowest cost, make the capability with the highest cost the first, make the capability with the second highest cost the second, etc.

$$\begin{aligned} \text{Total Time Cost} &= 1 \text{ wk per lvl of spells for the base item} \\ &+ 1 \text{ wk per lvl of spells for 1st capability} \\ &+ 2 \text{ wk per lvl of spells for 2nd capability} \\ &+ 3 \text{ wk per lvl of spells for 3rd capability} \\ &+ \text{etc.} \end{aligned}$$

Example: A 50th level Alchemist wishes to make: *Mithril hammer* (requires a 15th lvl *Work Mithril* spell) of *Orc-slaying* (requires a 15th lvl *enchantment* spell as determined by the GM). It would take 30 weeks to finish: 15 weeks for creating the base item (i.e., the *Mithril hammer* assuming the material is available) and 15 weeks for the enchanted ability or *Orc-slaying* to be added.

If he also wanted to imbed a *Haste I* spell (1 charge) in the hammer (requires the 6th lvl *Haste I* spell to be imbedded and a 13th lvl *Imbed VI* spell), it would cost him considerably more time:

$$\begin{aligned} &[15 \text{ weeks for the base item}] \\ &+ [19 \text{ weeks for imbedding the Haste VI spell}] \\ &+ [2 \times 15 \text{ weeks for the Orc-slaying enchanted ability}] \\ &= 15 + 19 + 30 \\ &= 64 \text{ weeks} \end{aligned}$$

Note that making the *Orc-slaying* ability the first capability would cost $15 + 15 + 2 \times (19)$ or 68 weeks.

Example: The same 50th level Alchemist wishes to make a *Dragon Bone Rod*. (Requires a 20th lvl *Work Organic True* spell and a 10th lvl *Make Rod* spell.) He also wishes to **imbed** a *Sudden Light* spell. (Requires the 5th lvl spell to be imbedded and a 8th lvl *Charge Rod* spell.) He also wishes to **enchant** it to be a +2 spell adder (requires a 10th lvl *General II* spell) and to **enchant** it to have a +10 combat bonus as a mace (requires a 8th lvl *Weapon II* spell). The cheapest total cost is:

$$\begin{aligned} &[30 \text{ weeks for the base item}] \\ &+ [13 \text{ weeks for imbedding the Sudden Light spell}] \\ &+ [2 \times 10 \text{ weeks for the +2 spell adder enchanted ability}] \\ &+ [3 \times 8 \text{ weeks for +10 weapon enchanted ability}] \\ &= 30 + 13 + 20 + 24 \\ &= 87 \text{ weeks} \end{aligned}$$

Distributing Time Costs: A GM may wish to allow this time cost to be distributed over several Alchemists if they are **all** capable of casting **all** of the Alchemist spells involved in the creation process.

Example: The hammer above takes one Alchemist 64 weeks. It would take 8 Alchemists working together 8 weeks — provided all of them could cast *Work Mithril*, had researched *Orc-slaying*, and knew the *Imbed VI* and *Haste I* spells.

REQUIRED SPELL CASTING COSTS

The spell casting cost is merely the spells and power points that are required to be cast to make a magic item. Remember, all of the spells required to make a magic item must be cast every day of every week required for creating the item.



MATERIAL AND MONEY

This factor is dependent upon the world system used, but usually making metal items requires a forge and the appropriate metal (some metals may be rare, expensive or unobtainable). Cloth items might require a loom, leather items might require the appropriate leather and tools, and potions might require special lab equipment. Money is only required as it is needed to obtain these materials and perhaps for the support of the Alchemist while he is working.

Example: Suppose the GM ruled that the Mithril hammer in the example above requires 1 pound of Mithril (i.e., the rest of the weight is a wood or metal shaft and a steel core). The Alchemist would have to obtain the pound of Mithril. In the suggested **Rolemaster** monetary system (see **RM** 7.3 in *ChL&CaL*) a Mithril piece (.25 oz) is worth 100 gold pieces, so 1 pound of Mithril would be worth around 6400 gold pieces.

MAKING "ARTIFACTS" (9.2.5)

Certain magic items which could not be made using the rules included in *Spell Law* can be classified as "Artifacts." Requirements for making an artifact could be: special ceremonies, special groups of individuals, special sites, special equipment, special material, sacrifices, etc.

9.3 LORD RESEARCH

Lord research can be performed when a Pure spell user of Essence or Channeling (not Mentalism) reaches 25th level and has learned the appropriate list (Symbolic Ways for Channelers or Rune Mastery for Essence users) to 25th level. At that point he can use the *Lord Research* spell to "research magic items." This type of research is heavily dependent on the world system being used, but we suggest the following guidelines.

Note: The *Lord Research* spell can only be obtained by learning a type "E" portion, which means that the research list must have been selected as one of the spell user's base lists (see Section 5.4).

First, the assumption is made that jewels have a very, very high concentration of essence locked within them. Lord researchers, with the proper equipment and care, can break down jewels and release their essence into other materials at hand, although they have little control over the end result of the process. Thus to perform lord research, an Essence user slowly feed jewels into a forge over the course of several weeks (or more) while casting the *Lord Research* spell at least three times a day. A Channeler is required to "sacrifice" their jewels to their god (the jewels are destroyed) while casting the *Lord Research* spell at least three times a day. In both cases, the essence locked in the jewels will be released and begin to concentrate in some nearby item.

What form this released essence will take is impossible to determine until some time after the process is entirely completed. At that time, the GM should determine **randomly** what the newly created magic item actually does (its realm of power could be random). Keep in mind that its power and capabilities should be proportional to the number of weeks spent in casting *Lord Research* spells and the number (and value) of the jewels destroyed in supplying it with essence (note that the more essence a jewel has, the more valuable it would normally be).

It is suggested that the GM draw up tables of magic items appropriate to his world and use them to determine what powers an item created in this way might have. (The *Creatures & Treasures* Section 3.0 charts can be used for this purpose.) We suggest that these tables be based roughly on the alchemical lists, although it is not our intention that other professions be given the same item making capacity as an Alchemist (i.e., an Alchemist can choose what he is making).

9.4 SPECIAL RESEARCH

Of course, special research rules may be instituted by the Gamemaster as he sees fit. We present a few which might be appropriate.

LIMITING ALCHEMIST RESEARCH

If a GM wishes to have specialized Alchemists in his game, he can limit such Alchemists to one of the three material creation lists and allow them two other base lists of their choice. This means that specialized Alchemists would become forgers (only inorganic, e.g., a Dwarf forger), potion makers (only liquid/gas, e.g., a classic Witch), or weaver/leatherworkers (organic). Alternatively Alchemists could be allowed two of the three lists.

CREATION OF ITEMS BY NON SPELL USERS

In certain mythologies, certain races (such as Dwarves) were excellent forgers but not spell users. To simulate this, a Gamemaster can allow certain trained individuals in these races to use the materials list (but not the imbedding list).

OPTIONAL RULES

These rules are additions to the standard *Spell Law* system, and can add a great deal of flexibility and flavor. They are designed to remove some artificial restrictions on the learning and casting of spells, while still maintaining practical restrictions to maintain play balance. These spells increase the flexibility of spell casters, assuming they are willing to expend more effort in learning certain spells or they are willing to take more of a chance when casting certain spells. A GM should examine these rules carefully before incorporating them into his game. They may introduce factors that he may find inappropriate or unbalancing for his world system.

10.1 SPELL ATTACK VARIABILITY

BASE ATTACK SPELLS (10.1.1)

As the standard rules stand, the number of power points required to cast a spell is equal to the level of the spell itself. However, the Attack Level of a base attack spell is the experience level of the caster (see Section 8.3). This reflects the fact that the higher level spell user would normally be more effective with the spell.

THE OPTION

If this optional rule is used, the Attack Level of a spell is equal to the number of power points the caster expends to cast the spell and **not** the level of the caster. To cast a spell, the caster must still use **at least** a number of PPs equal to the level of the spell. However, a spell caster has the option to use more PPs than the level of the spell cast in order to make the spell more potent and harder to resist (reflecting the same capacity of the higher level spell user to be more effective, but requiring effort to reach this higher level of effectiveness).

- A spell cast using the bonus from a spell adder is considered to have an Attack Level equal to the level of the caster **or** the level to which he has learned the list containing that spell, *whichever is lower*.
- A spell cast from an item (imbedded spell) is considered to have an Attack Level equal to the level of the spell cast, and may not be supplemented by additional PPs.

RESTRICTIONS ON PPs USED

- A caster may not expend a number of PPs greater than his lvl.
- A caster may not expend a number of PPs greater than the level to which he has learned the list containing that spell.

Example: Suppose a 16th level Magician who has learned the Spirit Mastery list to 10th level wishes to cast a 1st level Sleep V spell. He may vary the Attack Level of that spell from 1 to 10 by putting that number of PPs into the spell. If he used 7 PPs, the Attack Level of the spell would be 7.

If the same Magician knew the Spirit Mastery list to 20th level he could vary the attack level of the same Sleep V spell from 1 to 16 (not 20 because he can only put a maximum of 16 PPs — his level — into the spell).

If he cast the Sleep V spell using a +2 spell adder, it would have an Attack Level of 16. If he cast the same spell from a Wand of Sleep, its Attack Level would be 1.

ELEMENTAL ATTACK SPELLS (10.1.2)

A spell caster can use additional power points to increase the concussion hit damage delivered by an elemental attack spell. To obtain the increased concussion hit total, multiply the normal hits by the PPs expended divided by the spell level (rounded down).

$$\text{Increased Hits} = [\text{normal hits}] \times [(\text{PPs expended} \div \text{spell level}) \text{ rounded down}]$$

- To cast a spell, the caster must still use **at least** a number of PPs equal to the level of the spell.
- A spell cast using the bonus from a spell adder is considered to have PPs expended equal to the level of the caster or the level to which he has learned the list containing that spell, whichever is lower.
- A spell cast from an item (imbedded spell) is considered to have PPs expended equal to the level of the spell cast, and may not be supplemented by additional PPs.
- Critical strikes are not affected by the use of additional power points in the spell.

RESTRICTIONS ON POWER POINTS USED

- A caster may not expend a number of PPs greater than his own level.
- A caster may not expend a number of PPs greater than the level to which he has learned the list containing that spell.

Example: A 22nd level Magician who knows the Fire Law list to 20th level wishes to cast a Fire Bolt. He has a choice of how many PPs he wants to put into the spell, from 6 (the spell's level) to 20 (the level to which he knows the Fire Law list).

If he used just 6-11 PPs, he would inflict normal concussion damage on the target.

If he used 12-18 PPs to cast the spell, he would inflict double damage (a 12C result would be treated as a 24C result (note that the critical strike is not modified in any way, nor is any damage resulting from it).

If he used 18-20 PPs, he would inflict three times the normal damage (a 36C instead of a 12C).

If he used a +2 spell adder, the PPs expended would be 20 and thus the spell would inflict three times the normal damage (a 36C instead of a 12C).

If the Magician cast a Fire Bolt from a Wand of Fire Bolts, the PPs expended would be 6 (the minimum necessary to cast the spell).

SPELL FAILURES (10.1.3)

To reflect the increased danger in casting the more powerful spells, the number of power points used in casting a spell is added to any resulting spell failure roll (see Sections 8.31 and 8.41).

- A spell cast using the bonus from a spell adder is considered to have PPs expended equal to the level of the caster.
- A spell cast from an item (imbedded spell) is considered to have PPs expended equal to the level of the spell cast.

SAMPLE HERBS

Name	Home	Form	Prepare	Apply	Effect
Abass	Coastal Beaches	Green Leaf	Crush	Eat	Cure (2-12)
Fiis	High Altitude Lakes	Tree Resin	Dilute	Drink	Cure (1-5)
Thurl	Forests (comon)	Brown Clove	Brew	Drink	Cure (1-4)
Mirenna	Vales Above 10,000' (Rare)	Silvery Berry	—	Chew	Cure (10)
Harfy	Hilly Regions	Scrub Resin	Dry	On Wound	Stops Bleeding
Ucason	River Bands (Rare)	Yellow Grass	Burn	Inhale	Cures Blindness
Jojojopo	Base of Glaciers	Grey Leaves	Dry	On wound	Cures Frostbite
Naza	Plains	Red Leaf	—	Chew	Neutralize Poison
Olvar	Bay fo Glass Spires	White Flower	—	Chew	Lifekeeping (1 days)
Kathkusa	Nothern Icy Plains (Rare)	Green Leaves	—	Chew	2X Strength (2-5 rmds)
Nelisse	Volcano of the Udahir	White Leaves	Brew	Drink	Euphoria and Nutrition
Agaath	Mountains Above 20,000	Blue Berry	—	Eat	Breathe at High Altitudes
Ukur	Yon Kusir Valley	Nut	—	Eat	One Day's Nutrition
Fukwar	Salt-Water Islands	Blue Leaves	Crush	Burn	Mental Summons (20 miles)

10.2 SPELL LIST AVAILABILITY

A Gamemaster may wish to make certain spell lists harder to learn than others for a variety of reasons. This can be done by making certain lists unavailable in certain cultures, or very difficult or expensive to obtain access to.

Example: *Desert nomad Mentalists might have some trouble attempting to learn the Liquid Alteration list — not particularly common in their culture.*

Another approach could be to make access to certain lists controlled by guilds or craft associations, who might jealousy guard their trade secrets from all but initiates. Some arts of magic (lists) might will be found only in rare, ancient tomes. There a variety of approaches to limiting the flow of magical knowledge, and the one used by any particular GM will be dependent upon his world system. However, there should always be certain lists that are more or less "common knowledge" for members of each profession; usually these will be the Base Lists of each profession.

10.3 CRITICALS FOR NON-ATTACK SITUATIONS

The critical strike tables can be used in a variety of general situations which arise in fantasy role playing.

Example: *In a blizzard, each character might take an 'A' Cold critical (Table 15.82). If in the arctic, the critical might be a 'C', 'D', or even 'E'. A Character hit by a small landslide might take an 'A' Impact critical (Table 15.8.3); with increasingly larger landslides giving more severe criticals.*

10.4 HEALING

A Gamemaster should develop a comprehensive healing system for his world. **Rolemaster** GMs should refer to **RM** Section 7.1 in **L&CaL**.

Healing is a factor that controls how many and how often characters die permanently and how long they are out of commission healing. The spells provided in this package provide a basis for this, but consideration should be given to a few other factors and options.

One of the prime ingredients of a healing system is herbs (drugs or medicines). Herbs may be used to simulate the effects of certain spells in performing miraculous cures, are portable, and are usually much more available than high level healers. The GM can experiment with the numbers, prices, and effects of whatever herbs he feels are necessary in his game. Above we present an example some herbs found in one area of a fantasy world; other drugs might be available in other areas.

Another key factor in a healing system is the effect of the wound after being cured (by spells or herbs). Some considerations in this area are: how long does it take to recover? should there be any permanent damage (often reflected in a lowering of stats)? what effect would the wound have on the character while he is recovering? Most of these questions are very subjective and must be decided on a case by case basis. For example, having an arm cut off and then reattached might cause a loss of agility (temporary or permanent) and maybe a scar. Death and being raised from the dead might cause a general loss of abilities, partial loss of experience and scars. Due to the variety of character systems which exist, these elements will not be detailed in *Spell Law*.

HEALING RECOVERY CHART

This chart provides recovery times for most general injuries. When using it, apply the character's Constitution bonus to any roll. The result is the recovery time for light injuries. Multiply the figure by 5 for medium injuries and by 10 for severe injuries. Halve the recovery time if the victim is hospitalized or placed in some other special care.

Roll	TYPE OF DAMAGE (in days)					Muscle/ Tendon
	Burn	Bone	Tissue	Head	Organ	
01-15	3	5	3	10	9	7
16-35	2	3	2	7	6	4
36-65	2	2	1	5	4	3
66-90	1	1	1	3	3	2
91+	1	1	1	2	2	1

10.5 EVIL SPELL LISTS

Evil spell lists are included for evil spell users in all three realms: Channeling (12.7), Essence (13.7), and Mentalism (15.7). These lists reflect the dark sides of Essence, Channeling and Mentalism. A GM should realize that this is a high subjective and flexible concept and should reflect this in his world system. This could range from an evil spell user being perverted and manipulated by evil gods and power sources to minimal effects like the disapproval of superstitious peasants.

Evil spell users are always pure spell users (i.e., they have access to only one realm). They are the Evil Magician, the Evil Cleric, and the Evil Mentalist. An evil spell user has the five evil lists of his realm as his standard set of base lists as well as the six base lists of the corresponding profession for that realm (e.g., an Evil Magician would have the Magician base lists as his additional base lists). An evil spell user should **not** be allowed to choose additional base lists as outlined in Section 5.4.

Option 1: An evil spell user only gets the five evil lists as automatic base lists; but he is allowed to choose five additional base lists from that realm's open lists, that realm's closed lists, and the base lists of the corresponding profession of that realm (e.g., Magician, Cleric, or Mentalist lists).

Option 2: An evil spell user only gets the five evil lists as automatic base lists; but he is allowed to choose five additional base lists from the base lists of one other pure spell user profession of that realm. Such evil spell users could be Evil Illusionists, Evil Animists, Evil Seers, etc.



10.6 ADDITIONAL SPELL ATTACK BONUSES

If a spell user casts a spell with both hands (and arms) free, active, and outstretched, 5 may be added to a Base Attack Roll (BAR) and 10 to an Elemental Attack Roll (EAR).

For every extra round spent preparing a spell, a spell user may add 5 to a Base Attack Roll (BAR) and 10 to an Elemental Attack Roll (EAR). Base spells may receive a maximum modification of +20 through this technique; elemental spells may receive a maximum modification of +30.

10.7 FATAL CHANNELING PROJECTIONS

Some who seek the divine aid of deities call for the death of their enemies. And, when efficiency and spell are paramount, they may turn to the use of fatal Channeling projections.

Fatal Channeling projections fall into 2 categories; they may (1) destroy the soul or life's Essence of the target or (2) they may destroy all or part of the target's body. The former group consists of those projections known as *Absolutions*, spells normally found in the higher reaches of power. The latter category embraces what are commonly called *Black Channels*.

While *Absolutions* refer to specific spells of power, *Black Channels* tend to vary with culture. The niceties of ritual and form mark the only great cultural distinctions between the sources of *Absolution*. *Black Channels*, however, produce widely differing results, many based on the preferences of ancestral prejudice.

The detailed effects of *Absolutions* are found in the Evil Cleric base list, Dark Channels. Specific aspects of *Black Channels* are also found on that list; nonetheless, most of the actual results of usage are dictated by cultural choice and spell variation. Thus, the chart below has been provided. Certain users of *Black Channels* may have a choice with regard to which type they use in a specific situation. Others will be bound by cultural/religious restrictions, and may use only one variation.

Name	Range	RR Mod	Effect
Black Channel I			
1) Thrayn's Touch	Touch	-50	Disrupts Body Cells; Foe operates at -50
2) Eye of Nur	25'	-30	Knocks foe out; 25 hits
3) Uonic Curse	50'	-25	Any one limb useless for 1-10 days.
4) Tauric Finger	50'	-10	Blinds foe 1-10 days; +10 hits.
5) Londarin's Hand	100'	None	Nerve disruption; foe is sent into coma.
Black Channel II			
1) Womaw Finger	25'	-30	Destroys muscles and tendons in legs.
2) Urulic Eye	50'	-25	Removes foe's hands.
3) Finger of Sart	75'	-15	Paralyzes foe entirely.
4) Channels of Chey	100'	-10	Severe brain disorder; convulsive spasms; foe operates at -75.
5) Umlil Breeze	50'	None	Sends foe into a permanent coma; +10 hits.
Black Channel III			
1) Black Finger	25'	-50	Erases facial area.
2) Desert Curse	50'	-30	Blood Boils
3) Death's Wave	100'	None	Liquifies skeleton.

10.8 LEARNING SPELLS

Certain characters can normally only learn certain portions of lists as specified in Section 5.3. These rules remove some of these restrictions by providing increased development cost for the previously prohibited portions.

The normal *Rolemaster* development costs (see *ChL* Sections 3.2) for learning portions of spell lists are given in *ChL* Table 15.2.1 (e.g., Pure and Hybrid spell users, 1/*; Semi spell users, 4/*; Non spell users, 8, 10 or 20). The chart below gives the cost for learning portions of spell lists normally prohibited to certain spell users.

Note: If the optional rule in Section 10.9 is used (and we suggest you use it if you use this optional rule), an *Extraordinary Spell Failure (ESF)* roll with a 20 modification is required to cast a spell from a portion of a list which the caster could not normally learn as indicated in Section 5.3. A GM may wish to allow this penalty to be reduced (to a minimum of 2) through the development of the *Spell Mastery* secondary skill found in *ChL* Section 14.1.4; in this case, *Spell Mastery* must be developed separately for each such list. For these purposes the "Spell Mastery skill bonus" is the normal skill bonus divided by 5 (round off), e.g., 3 skill ranks and a stat bonus of +10 would give a *Spell Mastery* skill bonus of +5 for this purpose.

Note: The power point total available to a spell user is based only upon his primary realm (or realms, in the case of a hybrid spell user). Thus even if this optional rule is used to allow a spell user to learn a spell list in a "different" realm, all spells are still cast using the single power point total.

List Type	Portion Type	SPELL USER TYPE			
		Pure	Hybrid	Semi	Non
Open, same realm	A	—	—	4/*	1x
	B	1/*	1/*	—	—
	C	—	—	4/*	2x
	D	1/*	3/*	10	—
	E	2/*	10	20	—
Closed, same realm	A	—	1/*	8/*	2x
	B	1/*	3/*	10	—
	C	—	1/*	8/*	2x
	D	1/*	4/*	30	—
	E	3/*	20	—	—
Base, not own, same realm	A	3/*	4/*	20	—
	B	—	—	—	—
	C	4/*	5/*	—	—
	D	10	20	—	—
	E	20	—	—	—
Open, different realm	A	4/*	5/*	—	—
	B	—	—	—	—
	C	15	20	—	—
	D	30	30	—	—
	E	—	—	—	—
Closed, different realm	A	10	10	20	—
	B	30	30	—	—
	C,D,B	—	—	—	—
Base, different realm	A	30	30	—	—
	B,C	—	—	—	—
	D,E	—	—	—	—

10.9 EXTRAORDINARY SPELL FAILURE

The basic *Rolemaster* rules have certain restrictions on spell casting: armor limitations (Section 3.0), preparation time (Section 6.2), spell caster level (Section 5.1), and limitations on learning certain spells (Section 5.3). The chances of failure built into the attack tables assume the following:

- 1) The spell is prepared for the number of rounds specified in Section 6.2.
- 2) The spell cast may not be of higher level than the caster (Section 5.1).
- 3) For Essence spells, the caster is assumed to have one hand free, no armor, no helmet, less than 20 lb of organic material his person, and less than 5 lb of metal on his person.
- 4) For Channeling spells, the caster is assumed to have one hand free, no metal armor, no metal head covering, and less than 10 lb of metal material on his person.
- 5) For Mentalism spells, the caster is assumed to wear no head covering and have one hand free.
- 6) For weight purposes, 1 gold piece weighs 1/4 oz (64 to the lb). Alternatively, a GM may wish to use: 1 gp weighs 1/2 oz (see *RM* 7.3 in *ChL&CaL*).

This optional rule relaxes some of these restrictions by introducing a *Extraordinary Spell Failure (ESF)* roll. If required this roll may precede the normal spell resolution process.

ESF ROLL PROCEDURE

Whenever a spell is cast, all of the ESF modifications (given in Section 10.9.1) that are applicable to a spell caster are summed. If the sum is 0 (i.e., no modifications apply) no ESF roll is made and spell resolution proceeds normally; otherwise, an open-ended ESF roll is made:

- If the ESF roll is higher than the sum of the ESF modifications, the spell is resolved normally (it may still fail normally).
- If the ESF roll is less than or equal to the sum of the ESF modifications the spell fails.

If a spell fails due to an ESF roll, a high open-ended roll is made and the ESF modifications are *tripled* and added to the roll. This modified roll is applied to the appropriate section of the Spell Failure Table (15.7), and the result is applied to the spell caster.

ESF LIMITATIONS (10.9.1)

If a Gamemaster feels that the effects of failure due to overcasting spells are not severe enough, he can require all Extraordinary Spell Failures to be resolved on the Attack Section of the Spell Failure Table (15.7).

To further limit overcasting of spells, a GM may limit spell adders, so that their bonuses may not be used to cast spells higher than the wielder's level (i.e., spell overcasting requires inherent power points and not a spell adder's bonus).

ESF MODIFICATIONS (10.9.2)

ESF MODS DUE TO SPELL LEVEL	
Spell's Lvl - Caster's Lvl	ESF Modification
1	20
2	25
3	30
4	35
5	40
6	55
7	60
8	65
9	70
10	75
11	90
12	95
13	100
14	105
15	110
16	150
17	155
18	160
19	165
20	170
21+	200

ESF MODS DUE TO # OF PREPARATION ROUNDS

- 25 1 less preparation round than normally required
 50 2 less preparation rounds than normally required

ESF MODS DUE TO FREE HAND STATUS

- 30 No Free Hand (Essence & Channeling)
 10 No Free Hand (Mentalism)

ESF MODS DUE TO NON-STANDARD SPELL LIST

- 20 If the spell to be cast is from a list (or portion of a list) which the caster could not normally learn as allowed in the standard *Spell Law* rules (see Sections 5.3 and 10.8). A GM may wish to allow this penalty to be reduced (to a minimum of 2) through the development of the Spell Mastery secondary skill found in ChL Section 14.1.4; in this case, Spell Mastery must be developed separately for each such list. For these purposes the "Spell Mastery skill bonus" is the normal skill bonus divided by 5 (round off), e.g., 3 skill ranks and a stat bonus of +10 would give a Spell Mastery skill bonus of +5 for this purpose.

ESF MODS DUE TO ARMOR TYPE		
Armor Type	Essence Modification	Channeling Modification
1	0	0
2	0	0
3	0	0
4	0	0
5	10	0
6	15	0
7	20	0
8	25	0
9	15	0
10	30	0
11	40	0
12	50	0
13	35	25
14	45	35
15	70	60
16	70	60
17	40	30
18	50	40
19	75	60
20	90	75

ESF MODS DUE TO HELMET WORN			
Helmet Type	Essence Modification	Channeling Modification	Mentalism Modification
all leather	20	0	30
leather/metal	30	10	45
metal	40	20	60

ESF MODS DUE TO EQUIPMENT CARRIED		
Equipment Type	Essence Modification	Channeling Modification
Organic material (living)	+1 / 5 lb over 50	—
Organic material (non-living)	+1 / 1 lb over 3	—
Inorganic material	+2 / 1 lb over 5	+1 / 1 lb over 10

(Equipment other than helm, armor and boots)
 (round up to nearest lb or 5 lb.)

Example: Assume that a 5th level spell user of Essence wishes to cast a 7th level spell on a list that he has learned (Mod = 25). He is wearing a leather breastplate (AT9, Mod = 15), and wishes to cast with only one round of preparation (Mod = 25). None of the other modifications given above apply. These modifications are added together to obtain a sum of ESF Mods of 65. If the spell user decides to cast the spell, he must first make an ESF roll. If this roll (opened) is 66 or higher, the spell is resolved normally; otherwise it fails. If the spell fails, a spell failure roll is made and 195 is added to it (triple the sum of ESF Mods of 65). As you can see this process can be dangerous if the sum of the ESF Mods becomes too large.

THE SPELL LISTS

11.1 SPECIAL NOTES

Remember, that the spells described in *Spell Law* do not comprise the entirety of a world's legacy. There may be an infinite variety yet to be discovered. *Spell Law* provides a world with spells found in common usage and/or knowledge (from a relative standpoint). These spells provide a framework based on the normal needs of an environment, and may act as standards by which Gamemasters can judge other creations or discoveries.

STUN RELIEF AND AWAKENING SPELLS

A *Stun Relief* spell may be cast normally while stunned (or stunned no parry) with no penalty. Similarly, an *Awake* spell may be cast while unconscious or asleep if circumstances alert the caster/spell's senses. In both cases it is assumed that the spell is triggered subconsciously.

HERB AND PLANT SPELLS

Herb Enhancement and *Herb Mastery* spells increase the potency (e.g., 2x, 3x, etc.) of herbs; this normally increases the effects of a dose of the herb (e.g., 2x potency for a "Heal 1-10" herb would give a "Heal 2-20" herb). However, a GM may wish to have these spells increase the number of doses of an herb (i.e., 2x potency cast on 2 doses of a "Heal 1-10" herb would result in 4 doses). In either case, only one of these spells may be cast upon a specific herb. *Plant growth* spells do not work on herbs.



INVISIBILITY

Only objects/beings totally contained in an invisibility radius at the time of casting become invisible; such an object/being would become visible upon totally leaving the radius; such an object/being would become visible upon violating the normal Unseen/Invisibility restrictions (e.g., attacking, receiving a violent blow, etc.), but the other objects/beings associated with the radius would remain invisible.

Two or more invisible beings in a radius of invisibility must make "coordination" rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands - routine; touching - easy; talking to one another - Medium; etc.).

Any solid material that enters an invisibility radius after casting will produce a "fringe effect" (i.e., will blur slightly, will seem slightly out of focus); potential observers may make a Perception roll to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

- Absurd* — one being walking with a 1" radius about his person;
- Sheer Folly* — one being moving at faster than a walking pace with a 1" radius;
- Extremely Hard* — one being walking with a 1' radius about his person;
- Very Hard* — one being moving at faster than a walking pace with a 1' radius;
- Hard* — a 10'R or larger moving at a walking pace;
- Medium* — a 10'R or larger moving at faster than a walking pace.

If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20.

Attacks against invisible targets are modified by at least -50, unless the attacker can *See Invisible*. However, the invisible target must be detected in some way before an attack can even be attempted (via the fringe effect, *Detect Invisible*, some disturbance, mental detection, etc.).

Invisibility is a very useful and powerful type of spell. This type of spell normally lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible character (or creature) attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case after the maneuver roll, we suggest that a roll be made and that the character becomes visible if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are: *Routine* (no roll), *Easy* (02), *Light* (05), *Medium* (10), *Hard* (15), *Very Hard* (20), *Extremely Hard* (25), *Sheer Folly* (40), *Absurd* (50). Of course if the character "falls" or "falls down" due to the result of the moving maneuver, he becomes visible. If the result is "fail to act" or "freeze", no visibility roll is required.

ALCHEMIST BASE LISTS

Many Alchemist Base spells have a duration of 24 hours. This duration refers to the duration of the spell cast and not the duration of the item capabilities that the spell is used to create. The duration is 24 hours because while creating items, certain spells must be cast once a day and the caster must spend all of his "work time" making the item (see Section 9.2).

The Alchemist Base spells allow objects to be created and worked; the time requirements, the relationship between spells, and what spells are required to make certain types of items are given in Section 9.2 of the rules. These spells can only be applied when an item is created (or totally reforged).

See Section 9.2 for guidelines for using the spells on the Alchemist Base lists.

ENCUMBRANCE LIMITS FOR MOVEMENT SPELLS

When dealing with movement spell (e.g., *Fly*, *Levitation*, *Leaving*, *Long Door*, etc.), we suggest that such spells normally handle up to 1.5 times the caster's mass (weight). There is a 5 "Extraordinary Spell Failure" (ESF) modification for every 40 lb. (or use 20% of the caster's mass) over this limit (see Section 10.9). For example, a 200 lb Magician normally could levitate up to 300 lb. However, the ESF modification would be 5 for 301-340 lb., 10 for 341-380 lb., 15 for 381-420 lb, etc.

DEATH AND LIFEGIVING

When the body can no longer sustain life (due to system shock, organ failure or other causes), the soul will leave the host as death occurs (*Absolution* spells can cause the soul to be removed from the body without causing actual death). To restore life it is necessary to first repair the damage that caused the body to become uninhabitable and then restore the soul (if the physical damage were not repaired, the soul would immediately leave the host again). Failure to restore the soul prevents the target from returning to life even after all physical damage is repaired (the body can sustain life at a minimal level without the soul, but once the life process is interrupted it cannot be restored without the soul). *Lifegiving* spells reunite the soul and the body, restoring the life process if the body is capable of sustaining it. Reuniting spells restore the soul to a still living body (only). Neither can restore a soul that is destroyed by *Dark Absolution*.

CANCELLING A SPELL

The caster of a non-permanent spell can, at any time, cancel that spell; the caster must be within the spell's original range limit or within "sensing" range of the spell's current effects. The caster cannot cancel the actual physical or mental results of a spell (e.g., fire, wounds, etc.). Cancellation takes 1 round of concentration.

COMBINING SPELL EFFECTS

The effects of spells of the same name cannot normally be combined (e.g., the effects of a *Protection I* spell and a *Protection II* spell cannot be combined).

The various *Aura* spells may not be combined with *Blur*.

A Gamemaster may not want to allow certain other spells to be combined. If it is more appropriate in his world system, we strongly suggest he make more restrictions than we indicate in the rules. This may be particularly appropriate for spells on the same list (e.g., the Cleric Base list, *Protections*).

Example: A GM might not allow *Prayer I* (+5 to RRs and maneuvers) and *Resistance I* (+5 to RRs and DB) to combine for the purposes of RRs.

SPELLS AGAINST MULTIPLE TARGETS

When casting a spell that can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets.

SPELLS WITH THE SAME NAME

Spells having the same name, but occurring on different lists, are necessarily similar; they may be found at different levels (depending on their relationship to the source of power), and often have differing effects.

Always remember that spell descriptions should be read in context with the other spells on the same list. If an upper level spell of the same name specifies a certain effect, the lower level version will necessarily have a lesser effect.

CONFLICTING SPELL EFFECTS

When two conflicting spells are directed at the same area, the lower level spell (or either one of two spells with equal levels) must make a RR; the attack level is the higher of the two levels and the target level is the lower of the two. If the RR fails, the lower level spell is canceled; if it succeeds, the higher level spell is canceled.

Where more than two conflicting spells are involved, start with the lowest attack level spell and roll a RR versus the highest level spell. Repeat this process until only one spell is left.

11.2 DEFINITIONS OF TERMS

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

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

Embed: To fix or become fixed firmly in a surrounding mass.

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

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

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

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

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

Organ: A differentiated part of an organism, adapted for a specific function (e.g., the liver).

Organic: Of or deriving from living organisms.

Shock: This term is equivalent to what we call electricity.

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

Spell points: This term is equivalent to the term Power Points.

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

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

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

11.3 THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the spell descriptions: spell class, spell duration (D:), spell range (R:), Resistance Roll Modification (RR Mod:), and several other special codes (e.g., instantaneous status (*), no PP requirement (•), etc.). This section presents a key to those codes.

ABBREVIATIONS

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

SPECIAL SPELL CODES

- RR Mod: # — Any RRs against the effects of this spell are modified by #.
- * — Instantaneous; spell doesn't require preparation
- c — spell requires concentration
- — spell doesn't require power points
- ‡ — Part of a set of spells that must be thrown continuously in order to be effective (or fully effective)

SPELL CLASSES

- D — Defensive Spell; allows caster to resist or withstand the effects of a spell, the elements, etc.
- E — Elemental Attack spell; a spell which calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.
- F — Force spell; involves the manipulation of matter, energy, the elements, etc. through the use of a spell force.
- H — Healing spell; involves healing.
- I — Informational spell; a spell which gathers information.
- M — Mental Attack spell; an attack spell affecting the target's mind.
- P — Passive spell; a general use spell that usually involves another person or thing, but not actively.
- S — Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentrating or in a trance or unconscious or stunned before the spell will work. Some do not require the conscious casting of the caster.
- U — Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster.

DURATION (D:)

C — Concentration required; caster can perform only 50% of normal activity (e.g., movement halved, maneuvers at half normal rate, and -50 to OB). The caster cannot cast any other spells while concentrating.

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

P — Permanent; spell has a permanent effect in the sense of creating a "permanent" physical or mental condition.

The effects of "Permanent" spells that manipulate matter and require concentration, will disperse according to normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool).

A spell with a "Permanent" duration may be affected by outside forces; e.g., the spell may be dispelled, cured, or otherwise disturbed by enchantment, physical force, etc.

V — Variable; depends on the nature of the spell cast.

"—" — Instantaneous; spell's effect is instantaneously applied.

time / lvl — Duration is the time multiplied by the level of the caster.

time / # failure — The duration of the spell's effect is based upon the *difference* between the target's Modified RR and the minimum roll required to resist the spell (see Section 8.3). The duration is equal to (this *difference* divided by #) and then multiplied by *time*.

$$\text{Duration} = [(\text{Minimum RR Required to Succeed} - \text{Modified RR}) \div \#] \times \text{time}$$

Example: "1 rnd/10 failure would mean that a RR failure by 20 would have a 2 rnd effect (2 = 20 ÷ 10 × 1).

RANGE (R:)

S — Self; spell can only be cast on the caster himself.

T — Touch; caster must touch target in order to create effect.

distance R — Effect is felt in an area with a radius equal to *distance*).

distance / lvl — Spell can take effect anywhere within (distance) × (level) of the caster.

Note: An area spell has a center of effect, and the center must lie within the range of the spell.

Note: Normally, when a spell takes effect, the target must be in the caster's field of vision or sensed by some other means. This rule may be modified or changed by provisions in the specific spell descriptions.

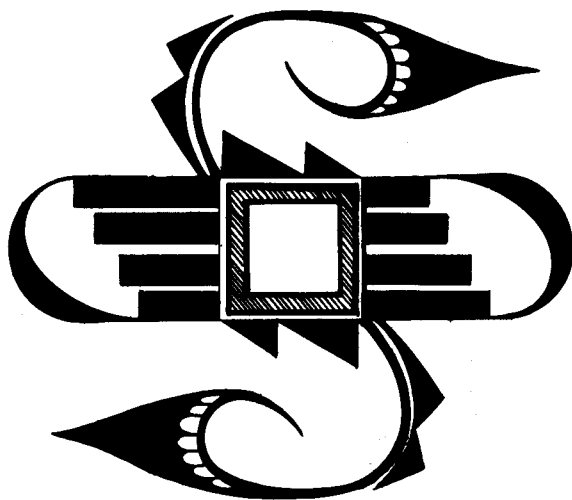
KNOWN SPELLS						
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OF CHANNELING

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

Inorganic substances, notably metal, interfere with the drawing of power from deities. No metal helmet or armor may be worn when casting or using a Channeling spell. In addition, only a small amount of metal may be carried by a spell user utilizing such spells. This concept is subject to the Gamemaster's discretion, as is one other focal point: lifegiving.

Lifegiving entails the reunification of a soul (or inner essence) with a body capable of supporting it. It is not the healing of the system shock and damage itself; rather, it is the restoration of the spark of life itself. A physical body which is able to nurture the soul systems may also require specific conduct or rituals before a lifegiving spell can be successfully employed.



BOOK I

12.1 OPEN CHANNELING LISTS

BARRIER LAW

- 1)
- 2) Airwall c
- 3)
- 4) Waterwall c
- 5) Woodwall
- 6)
- 7) Earthwall
- 8) Icewall (10'x10')
- 9)
- 10) Barrier Pit
- 11) Airwall True
- 12) Stonewall
- 13) Waterwall True
- 14)
- 15) Woodwall True
- 16)
- 17) Earthwall True
- 18) Icewall (20'x20')
- 19)
- 20) Stonewall True
- 25) Meld Walls
- 30) Curved Wall
- 50) Wall of Force c

DETECTION MASTERY

- 1) Detect Channeling c
- 2) Detect Essence c
- 3) Detect Mentalism c
- 4) Detect Life c
- 5) Detect Curse c
- 6) Detect Undead c
- 7) Detect Traps c
- 8) Life Typing c
- 9) Detect Invisible c
- 10) Perceive Power (50') c
- 11) Poison Analysis c
- 12)
- 13) Power Typing c
- 14)
- 15) Detect Spell c
- 16)
- 17) Perceive Power (500') c
- 18) Location
- 19)
- 20) Curse Analysis c
- 25) Life Analysis
- 30) Detect True c
- 50) Location True

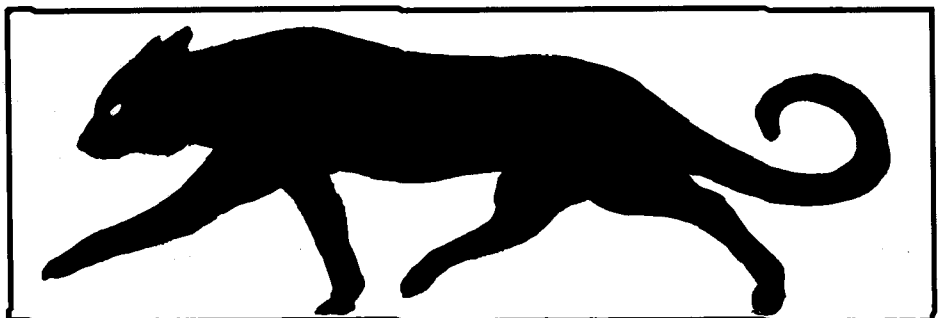
BARRIER LAW

- 2—**Airwall** (E) **D:** C **R:** 50' Creates a 10'x10'x3' wall of dense churning air; cuts all movement and attacks through it by 50% (i.e., -50 to attacks).
- 4—**Waterwall** (E) **D:** C **R:** 50' Creates a 10'x10'x1' wall of water; cuts all movement and attacks through it by 80%.
- 5—**Woodwall** (E) **D:** 1 min/lvl **R:** 50' Creates a wall of wood up to 10'x20'x2'; it must rest on a solid surface. It can be burned through (50 hits for a 2'R hole) or chopped through (20 man-rnds) or toppled if one end is not against a wall.
- 7—**Earthwall** (E) As *Woodwall*, except wall is up to 10'x10'x (3' at base, 1' at top) of packed earth; it can be dug through only (10 man-rounds at top).
- 8—**Icewall** (E) **D:** P **R:** 50' As *Woodwall*, except wall is up to 10'x10'x (2' at base, 1' at top); it can be melted through (100 hits) or chipped through (50 man-rounds) or toppled if not against a wall.
- 10—**Barrier Pit** (E) **D:** P **R:** 50' Opens a Pit (500 cu' in stone: 1000 cu' in earth or ice): entire pit must be within 50' of caster.
- 11—**Airwall True** (E) As *Airwall*, except caster need not concentrate; duration is 1 min/lvl.
- 12—**Stonewall** (E) As *Woodwall*, except wall is up to 10'x10'x1' of stone; it can be chipped through in 200 man-rounds (1'R hole).
- 13—**Waterwall True** (E) As *Waterwall*, except caster need not concentrate and the duration is 1 min/lvl.
- 15—**Woodwall True** (E) As *Woodwall*, except duration is permanent.
- 17—**Earthwall True** (E) As *Earth Wall*, except duration is permanent.
- 18—**Icewall** (E) As above, except size is up to 20'x20'x(4' at base, 2' at top).
- 20—**Stonewall True** (E) As *Stonewall*, except duration is permanent.
- 25—**Meld Walls** (F) **D:** P **R:** T Fuses 2 touching walls (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cu').
- 30—**Curved Wall** (E) As any one of the lower level "wall" Spells on this list, except the wall can be curved up to a semicircle.
- 50—**Wall of Force** (E) **D:** 1 md/lvl (C) **R:** 100' By directly Channeling the power of his deity, the caster creates a transparent wall of "force" that is absolutely impassable by anyone or anything. It is up to 10'x20'x1'.

Note: All "Wall" spells created by spells on this list must rest on a solid surface. All "Wall" spells (except Wall of Force) require that at least 1 cu' of the material of which the wall consists be within 50' of the caster.

DETECTION MASTERY

- 1—**Detect Channeling** (P) **D:** 1 min/lvl (C) **R:** 50' Detects any active spell or item from the Channeling realm; caster can concentrate on a 5'R area each round.
- 2—**Detect Essence** (P) As *Detect Channeling*, except realm is Essence.
- 3—**Detect Mentalism** (P) As *Detect Channeling*, except realm is Mentalism.
- 4—**Detect Life** (P) As *Detect Channeling*, except detects life.
- 5—**Detect Curse** (P) As *Detect Channeling*, except detects curses on people or things.
- 6—**Detect Undead** (P) As *Detect Channeling*, except detects the presence of Undead.
- 7—**Detect Traps** (P) As *Detect Channeling*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 8—**Life Typing** (P) As *Detect Channeling*, except it analyses one living being; giving race, age, and current state of health.
- 9—**Detect Invisible** (P) As *Detect Channeling*, except detects invisible things; all attacks against something so detected are at -50.
- 10—**Perceive Power** (P) As *Detect Channeling*, except it will give an estimate of the power of the person (level) or item or spell examined.
- 11—**Poison Analysis** (P) As *Detect Channeling*, except it gives an analysis of any poisons on a single object or in a single being.
- 13—**Power Typing** (P) As *Detect Channeling*, except it analyses general spell type (in item or cost) and what profession cast or created it; or in case of a person, it gives his exact profession.
- 15—**Detect Spell** (P) As *Detect Channeling*, except detects any spell that has ever been cast in the area examined.
- 17—**Perceive Power** (P) As above, except range is 500' and area is 50'R.
- 18—**Location** (P) **D:** 1 min/lvl **R:** 300' Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- 20—**Curse Analysis** (P) As *Detect Channeling*, except a curse may be analysed for approximate level, effect and required cure.
- 25—**Life Analysis** (P) As *Life Typing*, except also gives exact profession, alignment, and other pertinent details.
- 30—**Detect True** (P) As *Detect Channeling*, except any of the lower level spells on this list can be used one/rnd.
- 50—**Location True** (P) As *Location*, except range is 1 mile/lvl.



WEATHER WAYS

- 1—**Living Gauge** (F) **D:** C **R:** S Caster can ascertain the exact temperature of the surrounding atmosphere.
- 2—**Rain Prediction** (I) **D:** — **R:** — Gives caster a 95% chance of predicting the time and type of a storm. ±15 min over the next 24 hr period.
- 4—**Storm Prediction** (I) As *Rain Prediction*, except it allows a 95% chance of predicting the time and type of a storm, ±15 min over the next 24 hr period.
- 5—**Weather Prediction** (I) As *Rain Prediction* except it allows 95% chance of predicting time, type, and severity of weather over the next 24 hr period.
- 7—**Breeze Call** (F) **D:** 1 md/lvl **R:** 10'R Caster causes breeze to come forth which will drive out any gaseous matter (cloud, etc.) and subtracts from all missile attacks. Once set, the direction of the breeze will not change.
- 8—**Fog Call** (F) **D:** 1 min/lvl **R:** 10'/lvl R Caster causes fog to arise that obscures nearly all vision in and through the radius, modifying all missile attacks passing through part of the radius by up to -50.
- 10—**Weather Prediction** (I) As above, except that caster has a 95% chance of predicting weather over a 3 day period.
- 11—**Precipitation Call** (F) **D:** 1 min/lvl **R:** 10'/lvl R Caster causes rain or snow to fall (depending on temperature). The precipitation obscures vision into the radius by 25% and modifies all missile attacks passing through part of the radius by -25.
- 13—**Weather Prediction** (I) As above, except that caster has a 95% chance of predicting weather over a 5 day period.
- 15—**Wind Mastery** (F) **D:** 1 min/lvl (C) **R:** 50'/lvl R Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by and amount equal to 1 mph x his level (e.g., if the wind speed is normally 20 mph, a 15th lvl could reset the wind speed to between 5 and 35 mph). By directing the wind against incoming missile attacks he can cause a -1 modification for each mph of wind speed (e.g., he can create a brutal and changing cross-wind). Note that caster can also control the direction of the flow of gases and/or clouds.
- 18—**Clear Skies** (F) **D:** 1 min/lvl (C) **R:** 1 mi R Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.
- 19—**Weather Prediction** (I) As above, except that caster has a 95% chance of predicting weather over a 30 day period.
- 20—**Rain Call** (F) **D:** 1 min/lvl (C) **R:** 1 mi Caster can summon rain of moderate intensity; the rain will obscure short range vision by up to 25% and long range vision by up to 75%, (-25/-75 to missile attacks).
- 25—**Sky Call** (F) **D:** 1 min/lvl (C) **R:** 1 mi Caster may use any of the lower level spells on this list, but with a range (area of effect) of 1 mi R.

- 30—**Storm Call** (F) **D:** 1 min/lvl (C) **R:** 1 mi R Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires: effects will vary according to circumstance (and the GM's discretion). For example, a 30th lvl caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph: the GM may wish to have random rolls to determine possible lightning strikes vs. exposed targets.
- 50—**Weather Mastery** (F) **D:** 1 min/lvl (C) **R:** 1 mi R/lvl Caster may indicate the weather conditions in the area, modifying wind speeds by ±1 mph x his level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.

PURIFICATIONS

- 1—**Disease Purification** (H) **D:** P **R:** 10' Stops infection and/or spread of a disease in 1 target after he has acquired the disease: thus, no further damage will occur in uninfected areas of the body.
- 3—**Poison Purification** (H) **D:** P **R:** 10' Neutralizes any 1 poison in the system of 1 target. **Note:** *Damage already sustained is not cured.*
- 4—**Disease Resistance I** (H) **D:** 1 min/lvl **R:** 10' Target gets an additional RR vs. any disease(s).
- 5—**Poison Resistance I** (H) **D:** 1 min/lvl **R:** 10' Target gets an additional RR vs. any poison(s).
- 8—**Disease Resistance II** (H) As *Disease Resistance I*, except target gets 2 additional RRs.
- 9—**Poison Resistance II** (H) As *Poison Resistance I*, except target gets 2 additional RRs.
- 10—**Mind Disease Cures** (H) **D:** P **R:** 10' Target is cured of any 1 mind disease, recovery 1-50 days.
- 11—**Disease Resistance III** (H) As *Disease Resistance I*, except target gets 3 additional RRs.
- 12—**Poison Resistance III** (H) As *Poison Resistance I*, except target gets 3 additional RRs.
- 14—**Undisease** (H) **D:** P **R:** 10' Caster can remove any 1 disease from a target.
- 15—**Unpoison** (H) **D:** P **R:** 10' Caster can remove any 1 poison from a target.
- 18—**Mass Undisease** (H) **D:** P **R:** 100'R Caster can remove any 1 disease from a number of targets equal to his lvl (e.g., an 18th lvl caster could remove lycanthropy from 18 targets).
- 19—**Mass Unpoison** (H) **D:** P **R:** 100'R Caster can remove any 1 poison from the systems of a number of targets equal to his level.
- 20—**Mind Disease Cures True** (H) As *Mind Disease Cures*, except recovery is instantaneous.
- 25—**Greater Disease Purification** (H) **D:** P **R:** 100'R Any Disease in the area is eliminated.
- 30—**Greater Poison Purification** (H) **D:** P **R:** 100'R Any poison in the area is neutralized.
- 50—**Purification True** (H) **D:** P **R:** 100'/lvl R Eliminates all poisons and/or diseases in the area.

12.1 OPEN CHANNELING LISTS

WEATHER WAYS

- 1) Living Gauge c
- 2) Rain Prediction
- 3)
- 4) Storm Prediction
- 5) Weather Prediction (1 day)
- 6)
- 7) Breeze Call
- 8) Fog Call
- 9)
- 10) Weather Prediction (3 days)
- 11) Precipitation Call
- 12)
- 13) Weather Prediction (5 days)
- 14)
- 15) Wind Mastery c
- 16)
- 17)
- 18) Clear Skies c
- 19) Weather Prediction (30 days)
- 20) Rain Call c
- 25) Sky Call c
- 30) Storm Call c
- 50) Weather Mastery c

PURIFICATIONS

- 1) Disease Purification
- 2)
- 3) Poison Purification
- 4) Disease Resistance I
- 5) Poison Resistance I
- 6)
- 7)
- 8) Disease Resistance II
- 9) Poison Resistance II
- 10) Mind Disease Cures
- 11) Disease Resistance III
- 12) Poison Resistance III
- 13)
- 14) Undisease
- 15) Unpoison
- 16)
- 17)
- 18) Mass Undisease
- 19) Mass Unpoison
- 20) Mind Disease Cures True
- 25) Greater Disease Purification
- 30) Greater Poison Purification
- 50) Purification True

12.1 OPEN CHANNELING LISTS

SPELL DEFENSE

- 1) Protection I c
- 2) Protection I (10'R) c
- 3)
- 4)
- 5) Protection II c
- 6)
- 7) Protection II (10'R) c
- 8)
- 9) Channeling Shield c
- 10) Protection III c
- 11) Essence Shield c
- 12)
- 13) Mind Shield c
- 14) Protection IV c
- 15) Spell Shield II c
- 16)
- 17) Protection V c
- 18)
- 19) Spell Shield True c
- 20) Channeling Resistance c
- 25) Essence Resistance c
- 30) Mentalism Resistance c
- 50) Resistance True c

LOFTY MOVEMENTS

- 1)
- 2)
- 3)
- 4) Limbwalking
- 5) Stonewalking
- 6) Waterwalking
- 7) Merging Organic
- 8)
- 9) Limbrunning
- 10) Stonerunning
- 11) Waterrunning
- 12) Windwalking
- 13)
- 14)
- 15) Great Merging Organic
- 16)
- 17)
- 18) Windrunning
- 19)
- 20) Merging True Organic
- 25) Windrunning True
- 30) Word of Return *
- 50) Rereturning *



SPELL DEFENSE

- 1—**Protection I (D)** **D:** C **R:** 10' Subtracts 5 from elemental attack rolls against the protected being, and adds 5 to all of the being's RRs vs. spells.
- 2—**Protection I (D)** As above, except all beings within 10'R of target get the benefits.
- 5—**Protection II (D)** As *Protection I* (lvl 1) except bonuses are 10.
- 7—**Protection II (D)** As above, except it has a 10'R as in *Protection I* (lvl 2).
- 9—**Channeling Shield (D)** **D:** C **R:** S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for his base attack roll from the attack roll made against him.
- 10—**Protection III (D)** As *Protection I* (lvl 1), except bonuses are 15.
- 11—**Essence Shield (D)** As *Channeling Shield*, except is effective only against Essence spells.
- 13—**Mind Shield (D)** As *Channeling Shield*, except is effective only against Mentalism spells.
- 14—**Protection IV (D)** As *Protection I* (lvl 1), except bonuses are 20.
- 15—**Spell Shield II (D)** As *Channeling Shield*, except it is effective against any two of the realms.
- 17—**Protection V (D)** As *Protection I* (lvl 1), except bonuses are 25.
- 19—**Spell Shield True (D)** As *Channeling Shield*, except all three realms are affected.
- 20—**Channeling Resistance (D)** **D:** C **R:** 100' Target gets +50 to all RRs against Channeling spells.
- 25—**Essence Resistance (D)** As *Channeling Resistance*, except is only effective against Essence spells.
- 25—**Mentalism Resistance (D)** As *Channeling Resistance*, except is only effective against Mentalism spells.
- 50—**Resistance True (D)** As *Channeling Resistance*, except is effective against all three realms.

LOFTY MOVEMENTS

- 4—**Limbwalking (F)** **D:** 1 min/lvl **R:** 10' Target can walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.
- 5—**Stonewalking (F)** **D:** 1 min/lvl **R:** 10' Target can walk on stone surfaces of up to 60° as if he were on level ground.
- 6—**Waterwalking (F)** **D:** 1 min/lvl **R:** 10' Target can walk on water as if he were on level ground; may not be used on rough water.
- 7—**Merging Organic (F)** **D:** 1 min/lvl **R:** 10' Target can merge (body + 1' depth) into organic material (live or dead); target cannot move while merged.
- 9—**Limbrunning (F)** As *Limbwalking*, except target can run.
- 10—**Stonerunning (F)** As *Stonewalking*, except target can run.
- 11—**Waterrunning (F)** As *Waterwalking*, except target can run.
- 12—**Windwalking (F)** **D:** 1 min/lvl **R:** 10' Target can walk on calm air; movement must be at a constant height.
- 15—**Great Merging Organic (F)** As *Merging Organic*, except target may turn within the material and see outside if within 6" of the surface.
- 18—**Windrunning (F)** As *Windwalking*, except target can run.
- 20—**Merging True Organic (F)** As *Great Merging Organic*, except target may use spells on himself while merged.
- 25—**Windrunning True (F)** As *Windrunning*, except target can run up to twice the normal speed on calm air without expending energy.
- 30—**Word of Return (F*)** **D:** — **R:** S Caster may return to any point previously designated and within a range of 10 miles x his level (e.g., a 30th lvl could return to a point up to 300 miles away); caster can only have 1 point of return at a given time.
- 50—**Rereturning (F*)** **D:** — **R:** S Caster may go to his point of return (as per *Word of Return*), stay up to 1 rnd x his level, and then return to the point where he cast his spell (thus making it a round trip).

LIGHT'S WAY

- 1—**Projected Light** (F) **D:** 10 min/lvl **R:** 20' Beam of light (like a flashlight) springs from the caster's palm; 50' effective range.
- 2—**Light I** (F) **D:** 10 min/lvl **R:** T Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- 3—**Aura** (F) **D:** 10 min/lvl **R:** 10' Creates a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks.
- 4—**Light II** (F) As *Light I*, except 2 areas (10'R each) can be created; their centers can be any where within 50' of the caster (initially). Alternatively, one area of a 20'R can be created.
- 5—**Sudden Light** (F) **D:** — **R:** 100' Causes a 10'R burst of intense light, all within are stunned for 1 rnd/10 failure.
- 6—**True Aura** (F) As *Aura*, except it makes him appear very powerful; subtracting 15 from all attacks.
- 7—**Shock Bolt** (E) **D:** — **R:** 100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.
- 8—**Light III** (F) As *Light II*, except three 10'R Areas can be created or one 30'R area or one 10'R area and one 20'R area (i.e., the total of the radii is 30').
- 9—**Utterlight I** (F) **D:** 1 min/lvl **R:** T As *Light I*, except it is the equivalent of full daylight; it also cancels all magically created darkness.
- 10—**Waiting Light** (F) As *Light I*, except caster can delay the spell up to 24 hr; it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, etc.
- 11—**Flare** (E) **D:** 1 rnd/lvl **R:** 20'/lvl A 6" R ball of light is shot from the palm of the caster: it will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can raise to its full range; drops 10'/rnd. It can be fired at a target as a Shock Bolt that delivers Heat criticals.
- 13—**Light V** (F) As *Light III*, except radii total is 50'.
- 15—**Light X** (F) As *Light III*, except radii total is 100'.
- 17—**Utterlight V** (F) As *Utterlight I*, except radii total is 50'.
- 18—**Mass Light** (F) As *Light III*, except radii total is 10'/lvl.
- 20—**Mass Aura** (F) As *Aura*, except as many targets as the caster's lvl can be affected.

25—**Lightning Call** (E) **D:** — **R:** 100' Caster can cause a lightning bolt to strike a target within his range, results are determined on the Lightning Bolt Attack Table. There must be a storm within 1 mile, that is severe enough to cause precipitation or lightning or very heavy winds.

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

50—**Mass Utterlight** (F) As *Utterlight I*, except total radii restriction is 10' x caster's level.

Note: None of the "Aura" spells are cumulative with each other or Blur.

SOUND'S WAY

1—**Speech I** (P) **D:** C **R:** 10' Target is able to communicate basic ideas in a specific language (e.g., hungry, thirsty, bathroom, peace, etc.); equivalent to skill rank 2.

3—**Quiet I** (F) **D:** 1 min/lvl **R:** 100' Creates a 1'R area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts.

5—**Soundwall I** (F) **D:** 10 min/lvl **R:** 50' Creates a plane (up to 20'x20'), through which sound will not pass.

6—**Speech II** (P) As *Speech I*, except caster can communicate in more complex concepts, although there is a good chance of misinterpretations; equivalent to skill rank 4.

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

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

10—**Soundwall V** (F) As *Soundwall I*, except 5 such walls are created; each wall must be connected to at least one other wall.

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

13—**Silence** (F) As above, except radius is 50'.

15—**Speech III** (P) As *Speech II*, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation; equivalent to skill rank 6.

17—**Sounding** (F) **D:** 1 min/lvl **R:** 10' Target can speak at 5x his normal loudness.

20—**Silence** (F) As above, except radius is 100'.

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

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

50—**Speech True** (P) As *Speech III*, except caster speaks the specified language as if he were a native; doesn't need to concentrate, duration is 1 min/lvl; equivalent to skill rank 8.

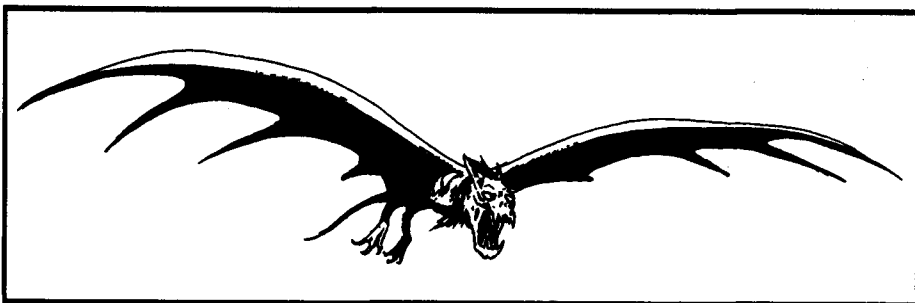
12.1 OPEN CHANNELING LISTS

LIGHT'S WAY

- 1) Projected Light
- 2) Light I
- 3) Aura
- 4) Light II
- 5) Sudden Light
- 6) True Aura
- 7) Shock Bolt
- 8) Light III
- 9) Utterlight I
- 10) Waiting Light
- 11) Flare
- 12)
- 13) Light V
- 14)
- 15) Light X
- 16)
- 17) Utterlight V
- 18) Mass Light
- 19)
- 20) Mass Aura
- 25) Lightning Call
- 30) Alkar
- 50) Mass Utterlight

SOUND'S WAY

- 1) Speech I c
- 2)
- 3) Quiet I
- 4)
- 5) Soundwall I
- 6) Speech II c
- 7) Silence (10'R)
- 8) Quiet III
- 9)
- 10) Soundwall V
- 11) Quiet V
- 12)
- 13) Silence (50'R)
- 14)
- 15) Speech III c
- 16)
- 17) Sounding
- 18)
- 19)
- 20) Silence (100'R)
- 25) Mass Soundwalls
- 30) Mass Quiet
- 50) Speech True



12.1 OPEN CHANNELING LISTS

NATURE'S LAW

- 1)
- 2) Plant Lore
- 3) Herb Lore
- 4)
- 5) Stone Lore
- 6) Speed Growth
- 7) Animal Tongues
- 8)
- 9) Animal Mastery I c
- 10) Nature's Awareness (100'R) c
- 11) Plant Tongues
- 12) Animal Mastery III c
- 13) Animal Empathy c
- 14) Plant Control I
- 15) Stonespeech
- 16) Herb Production
- 17)
- 18) Animal Mastery V c
- 19) Plant Control III
- 20) Nature's Awareness (500'R) c
- 25) Earth Empathy c
- 30) Mastery c
- 50) Animal Mastery True

CONCUSSION'S WAYS

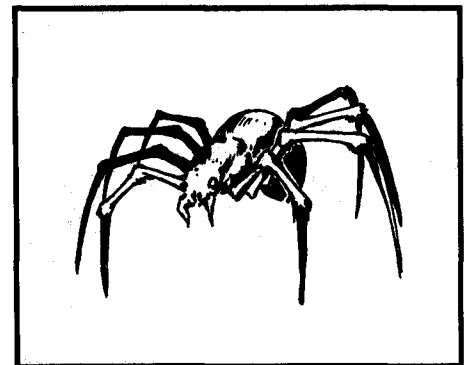
- 1) Healing (1-10)
- 2) Frost/Burn Relief I
- 3) Minor Irritation Relief
- 4) Healing (3-30)
- 5) Stun Relief (T) s *
- 6) Frost/Burn Relief II
- 7) Regeneration I c s *
- 8) Healing (5-50)
- 9) Frost/Burn Relief III
- 10) Awakening
- 11) Healing (7-70)
- 12) Regeneration II c *
- 13) Frost/Burn Relief IV
- 14)
- 15) Healing (10-100)
- 16)
- 17) Stun Relief (100') s *
- 18) Regeneration III c *
- 19)
- 20) Healing (15-150)
- 25) Regeneration V c
- 30) True Healing
- 50) Mass True Healing

NATURE'S LAW

- 2—**Plant Lore (I) D:** — **R:** 10' Caster learns nature and history of any 1 plant.
- 3—**Herb Lore (I) D:** — **R:** 10' Caster can understand the nature, origin, and value of any 1 herb (a plant used in medicine); if the plant is not an herb (i.e., is inedible or lacks medicinal use), no information will be related.
- 5—**Stone Lore (I) D:** — **R:** 10' Caster learns the nature and history of any 1 stone.
- 6—**Speed Growth (I) D:** 1 day **R:** 10'R Caster can increase speed of growth for any 1 species of plant within the radius by x10.
- 7—**Animal Tongues (I) D:** 1 min/lvl **R:** S Allows caster to understand and "speak" the language of any 1 animal species.
- 9—**Animal Mastery I (M) D:** C **R:** 100' Caster can control the actions of any 1 animal.
- 10—**Nature's Awareness (I) D:** C **R:** 100'R Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements): caster cannot move.
- 11—**Plant Tongues (I) D:** 1 min/lvl **R:** S Allows caster to understand and "speak" the language of any 1 plant species.
- 12—**Animal Mastery III (M) As Animal Mastery I,** except caster can control 3 animals.
- 13—**Animal Empathy (I) D:** C **R:** 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
- 14—**Plant Control I (M) D:** 1 min/lvl **R:** 100' Caster can control the automatic and/or mental processes of any 1 plant; caster can also control the plant's movements; does not allow movement beyond normal allowances.
- 15—**Stonespeech (I) D:** 1 min/lvl **R:** S Caster can communicate with any 1 stone — if it possesses any required animate qualities (e.g., caster could speak to a holy stone which possesses some sort of intelligence).
- 16—**Herb Production (F) D:** P **R:** T Caster can grow an herb by planting the proper seed; the herb is sterile and the growth takes 1-10 mds.
- 18—**Animal Mastery V (M) As Animal Mastery I,** except caster can control 5 animals.
- 19—**Plant Control III (M) As Plant Control I,** except caster can control any 3 plants.
- 20—**Nature's Awareness (I) As above,** except that the radius is 500'.
- 25—**Earth Empathy (I) D:** C **R:** 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal, plant, stone, or dead organic object.
- 30—**Mastery (M) As Animal Mastery I,** except caster can control all of the animals of a given species within a range equal to 10^x his level (e.g., at 30th lvl you could control all of the ferrets or minks within 300').
- 50—**Animal Mastery True (M) As Animal Mastery I,** except duration is permanent and concentration is not required. At a given time, there may only be 1 animal controlled by caster through use of this spell.

CONCUSSION'S WAYS

- 1—**Healing (H) D:** P **R:** T Target is healed of 1-10 concussion hits.
- 2—**Frost/Burn Relief I (H) D:** P **R:** T Will heal one area of mild frostbite or 1st degree burn.
- 3—**Minor Irritation Relief (H) D:** P **R:** T Will heal one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).
- 4—**Healing (H) As above,** except that target is healed of 3-30 concussion hits.
- 5—**Stun Relief (HS*) D:** P **R:** T Target is relieved of 1 round's worth of accumulated stun effects.
- 6—**Frost/Burn Relief II (H) As Frost/Burn Relief I,** except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).
- 7—**Regeneration I (HS*) D:** C **R:** T Will reduce damage target has by 1 hit every rnd as long as caster concentrates; if caster is unconscious this spell will operate without concentration.
- 8—**Healing (H) As above** except that target is healed of 5-50 concussion hits.
- 9—**Frost/Burn Relief III (H) As Frost/Burn Relief I,** except caster can heal 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or a combination of 1 mild and 1 moderate area of damage.
- 10—**Awakening (H) D:** — **R:** 100' Target is instantly awake.
- 11—**Healing (H) As above,** except that target is healed of 7-70 concussion hits.
- 12—**Regeneration II (H) As Regeneration I,** except target's damage is reduced by 2 hits/rnd.
- 13—**Frost/Burn Relief IV (H) As Frost/Burn Relief I,** except caster can heal 4 mild or 2 moderate or 1 mild and 1 severe or 2 mild and 1 moderate area(s) of damage.
- 15—**Healing (H) As above,** except that target is healed of 10-100 concussion hits.
- 17—**Stun Relief (HS*) As above,** except that the caster's range is 100'.
- 18—**Regeneration III (H*) As Regeneration I,** except target's damage is reduced by 3 hits/rnd.
- 20—**Healing (H) As above,** except that target is healed of 15-150 concussion hits.
- 25—**Regeneration V (H*) As Regeneration I,** except target's damage is reduced by 5 hits/rnd.
- 30—**True Healing (H) As above,** except that target is healed of all concussion hits.
- 50—**Mass True Healing (H) D:** P **R:** 100' Allows caster to heal all concussion hits in a number of targets equal to level of caster.



BLOOD LAW

- 1—**Flowstop I (H) D:** — **R: T** Allows caster to stop bleeding at rate of 1 hit/rnd on 1 target; target may not be moved, or bleeding will resume at prior rate.
- 2—**Flowstop III (H)** As *Flowstop I*, except that caster can stop bleeding at rate of 3 hits/rnd (total), spread over 1-5 targets.
- 3—**Clotting I (H) D:** — **R: T** Allows caster to stop bleeding at rate of 1 hit/rnd on 1 target; for 1 hr target can move at no more than a walking pace, or bleeding will resume at prior rate.
- 4—**Flowstop V (H)** As *Flowstop I*, except that caster can stop bleeding at rate of 5 hits/rnd (total), spread over 1-5 targets.
- 5—**Limb Preservation (H†*) D:** 1 day/lvl **R: T** Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle Law, Bone Law, and Nerve Law.
- 6—**Cut Repair I (H) D: P R: T** Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/rnd.
- 7—**Clotting III (H)** As *Clotting I*, except that caster can stop bleeding at rate of 3 hits/rnd (total), spread over 1-3 targets.
- 8—**Minor Vessel Repair (H) D: P R: T** Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rnd, not major arteries or veins).
- 9—**Cut Repair III (H)** As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/rnd (total); three 1 hit/rnd wounds or one 3 hit/rnd wound or one 2 hit/rnd and one 1 hit/rnd wound can be healed; may be spread over 1-3 targets.
- 10—**Major Vessel Repair (H) D: P R: T** Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time: 1-10 days, depending on size of vessel and severity of damage. A major vessel is one that bleeds at 5 hit/rnd or more when severed.
- 12—**Joining (H†*) D: P R: T** Allows caster to reattach severed limb; also requires use of Bone Law, Muscle Law, and Nerve Law *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.
- 13—**Flow Stoppage True (H)** As *Flow Stoppage I*, except that blood loss (i.e., hits/rnd) from one wound is stopped.
- 14—**Clotting True (H)** As *Clotting I*, except that blood loss (i.e., hits/rnd) from one wound is stopped.
- 16—**Unclotting (H) D: P R: T** Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Evil Cleric list, Curses).
- 18—**Cut Repair True (H)** As *Cut Repair I*, except that it will stop bleeding and close any one wound.
- 20—**Mass Flow Stoppage (H)** As *Flow Stoppage True*, except that caster may stop bleeding from a number of wounds equal to his level (e.g., a 20th lvl caster can stop bleeding from 20 wounds); wounds repaired may be spread out over a number of targets.

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

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

50—**Mass Blood Repair (H) D: P R: 100'** Allows caster to stop bleeding in, and fully repair, 1 wound/lvl (e.g., a 50th lvl caster can fully repair a total of 50 wounds/spell cast); wounds repaired may be spread out over multiple targets.

Note: See Section 10.4 for normal healing guidelines.

NERVE LAW

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

4—**Minor Nerve Repair (H) D: P R: T** Allows caster to repair damage to 1 nerve; requires 1 day recovery period.

5—**Limb Preservation (H†*) D:** 1 day/lvl **R: T** Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle Law, Bone Law, and Blood Law.

10—**Unparalysis (H) D:** min/lvl Caster can cure any 1 paralysis problem.

12—**Joining (H†*) D: P R: T** Allows caster to reattach limb, but requires use of Bone Law, Muscle Law, and Blood Law *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.

14—**Nerve Repair True (H)** As *Minor Nerve Repair*, except that there is no recovery period required.

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

18—**Paralysis Cures (H) D: P R: T** Allows caster to cure paralysis in 1 target; paralysis must have resulted from a spell or disease.

20—**Mass Nerve Repair True (H)** As *Nerve Repair True*, except that each spell cast affects 1 nerve/lvl of caster.

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

30—**Nerve Regeneration (H) D: P R: T** Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.

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

12.2 CLOSED CHANNELING LISTS

BLOOD LAW

- 1) Flowstop I
- 2) Flowstop III
- 3) Clotting I
- 4) Flowstop V
- 5) Limb Preservation † *
- 6) Cut Repair I
- 7) Clotting III
- 8) Minor Vessel Repair
- 9) Cut Repair III
- 10) Major Vessel Repair
- 11)
- 12) Joining † *
- 13) Flow Stoppage True
- 14) Clotting True
- 15)
- 16) Unclotting
- 17)
- 18) Cut Repair True
- 19)
- 20) Mass Flow Stoppage
- 25) Joining True † *
- 30) Mass Clotting
- 50) Mass Blood Repair

NERVE LAW

- 1) Nerve Lore
- 2)
- 3)
- 4) Minor Nerve Repair
- 5) Limb Preservation † *
- 6)
- 7)
- 8)
- 9)
- 10) Unparalysis
- 11)
- 12) Joining † *
- 13)
- 14) Nerve Repair True
- 15) Minor Brain Repair
- 16)
- 17)
- 18) Paralysis Cures
- 19)
- 20) Mass Nerve Repair True
- 25) Joining True † *
- 30) Nerve Regeneration
- 50) Brain Regeneration

12.2 CLOSED CHANNELING LISTS

MUSCLE LAW

- 1) Muscle Lore
- 2) Tendon Lore
- 3) Sprain Repair
- 4) Muscle Repair I
- 5) Limb Preservation ‡ *
- 6) Tendon Repair I
- 7)
- 8)
- 9) Muscle Repair III
- 10) Tendon Repair III
- 11)
- 12) Joining ‡ *
- 13) Muscle Repair True c
- 14)
- 15) Tendon Repair True c
- 16)
- 17) Mass Muscle Repair
- 18)
- 19) Mass Tendon Repair
- 20) Muscle Regeneration
- 25) Joining True ‡ *
- 30) Tendon Regeneration
- 50) Mass Repair True

ORGAN LAW

- 1) Organ Lore
- 2)
- 3) Nasal Repair
- 4)
- 5) Minor Ear Repair
- 6) Minor Eye Repair
- 7)
- 8)
- 9) Major Ear Repair
- 10)
- 11) Major Eye Repair
- 12)
- 13)
- 14) Heart Repair
- 15) Lung Repair
- 16) Organ Repair
- 17) Nose Regeneration
- 18) Organ Transplant
- 19)
- 20) Eye & Ear Regeneration
- 25) Organ Repair True
- 30) Heart Regeneration
- 50) Organ Regeneration

MUSCLE LAW

- 1—**Muscle Lore** (H) D: — R: T Caster acquires a complete understanding of any muscle damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
- 2—**Tendon Lore** (H) As *Muscle Lore*, except the knowledge obtained concerns the healing of tendon damage.
- 3—**Sprain Repair** (H) D: P R: T Allows caster to repair (not replace) 1 sprain; recovery time: 1 hour.
- 4—**Muscle Repair I** (H) D: P R: T Allows caster to repair (not replace) 1 damaged muscle; recovery time: 1 hour.
- 5—**Limb Preservation** (H‡*) D: 1 day/lvl R: T Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Nerve Law, Bone Law, and Blood Law.
- 6—**Tendon Repair I** (H) D: P R: T Allows caster to repair one damaged tendon; recovery time: 1 hour.
- 9—**Muscle Repair III** (H) As *Muscle Repair I*, except caster can repair 3 damaged muscles.
- 10—**Tendon Repair III** (H) As *Tendon Repair I*, except caster can repair 3 damaged tendons.
- 12—**Joining** (H‡*) D: P R: T Allows caster to reattach limb, but requires use of Bone Law, Blood Law, and Nerve Law *Joining* spells in order to restore functional status; limb is fully functional in 1-10 days.
- 13—**Muscle Repair True** (H) As *Muscle Repair I*, except recovery is instantaneous and requires 1 minute "operation" (concentration by caster).
- 15—**Tendon Repair True** (H) As *Tendon Repair I*, except recovery is instantaneous and requires 1 minute "operation" (concentration by caster).
- 17—**Mass Muscle Repair** (H) D: P R: T Allows repair of 1 muscle/lvl of the caster (e.g., a 17th lvl caster can repair 17 muscles); spell can be used as long as caster concentrates; recovery time: 1 hour.
- 19—**Mass Tendon Repair** (H) D: P R: T Allows repair of 1 tendon/lvl of the caster (e.g., a 19th lvl caster can repair 19 muscles); spell can be used as long as caster concentrates.
- 20—**Muscle Regeneration** (H) D: P R: T Allows caster to regenerate 1 muscle; regrowth takes 1-10 hrs, depending on extent of loss.
- 25—**Joining True** (H‡*) As *Joining*, except limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).
- 30—**Tendon Regeneration** (H) D: P R: T Allows caster to regenerate 1 tendon; regrowth takes 1-10 hrs, depending on extent of loss.
- 50—**Mass Repair True** (H) D: P R: 100' Caster can repair a number of damaged muscles and/or tendons equal to his level; recovery is instantaneous.

ORGAN LAW

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

BONE LAW

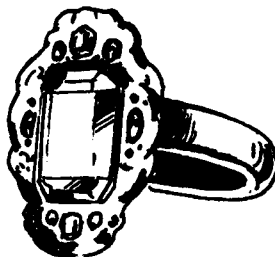
- 1—**Bone Lore** (H) **D:** — **R:** T Caster acquires complete understanding of any bone damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
- 3—**Minor Fracture Repair** (H) **D:** P **R:** T Allows caster to mend simple fractures (not compound fractures, shatters, joint damage, etc.); 1 fracture/spell cast; 1 dy recovery period.
- 4—**Cartilage Repair** (H) **D:** P **R:** T Allows caster to repair all cartilage around 1 joint; 1 day recovery period.
- 5—**Limb Preservation** (H‡*) **D:** 1 day/lvl **R:** T Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Nerve Law, Muscle Law, and Blood Law.
- 6—**Major Fracture Repair** (H) As *Minor Fracture Repair*, except that caster can also repair compound fractures; 1 day recovery period.
- 8—**Skull Repair** (H) **D:** P **R:** T Allows caster to mend 1 fracture in skull (but not a shattered area); recovery time: 1-10 days, depending on the damage.
- 10—**Joint Repair** (H) **D:** P **R:** T Allows caster to repair 1 broken (but not shattered) joint; recovery time: 1-10 days.
- 11—**Minor Fracture Repair True** (H) As *Minor Fracture Repair*, except recovery is instantaneous.
- 12—**Joining** (H‡*) **D:** P **R:** T Allows caster to reattach limb, but requires use of Muscle Law, Blood Law, and Nerve Law *Joining* Spells in order to restore functional status; limb is fully functional in 10-100 days.
- 13—**Cartilage Repair True** (H) As *Cartilage Repair*, except recovery is instantaneous.
- 14—**Major Fracture Repair True** (H) As *Major Fracture Repair*, except recovery is instantaneous.
- 15—**Skull Repair True** (H) As *Skull Repair*, except recovery is instantaneous.
- 16—**Joint Repair True** (H) **D:** P **R:** T As *Joint Repair*, except recovery is instantaneous.
- 17—**Shatter Repair** (H) **D:** P **R:** T Allows caster to repair any broken or shattered bone; requires 10 minute operation and 1-10 days recovery time.
- 18—**Mass Minor Fracture Repair** (H) As *Minor Fracture Repair*, except it repairs 1 minor fracture/lvl of the caster; spell operates as long as caster concentrates; each mended fracture requires a 1 day recovery period.
- 20—**Mass Cartilage Repair** (H) As *Mass Minor Fracture Repair*, except it repairs cartilage as *Cartilage Repair*.
- 25—**Joining True** (H‡*) As *Joining*, except that limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).
- 30—**Mass Major Fracture Repair** (H) As *Mass Minor Fracture Repair*, except it repairs major fractures as *Major Fracture Repair* and the spell has 100' range.
- 50—**Mass Shatter Repair** (H) As *Mass Minor Fracture Repair*, except it repairs any broken or shattered bones as *Shatter Repair* and the spell has 100' range.

CALM SPIRITS

- 2—**Calm I** (M) **D:** 1 min/lvl **R:** 100' Target will take no aggressive/offensive action, and will fight only if attacked.
- 4—**Calm II** (M) As *Calm I*, except 2 targets may be affected.
- 5—**Hold Kind** (M) **D:** C **R:** 100' Humanoid target is held to 25% of normal action.
- 6—**Calm III** (M) As *Calm I*, except 3 targets may be affected.
- 8—**Calm IV** (M) As *Calm I*, except 4 targets may be affected.
- 9—**Calm V** (M) As *Calm I*, except 5 targets may be affected.
- 10—**Mass Animal Calming** (M) **D:** 2 min/lvl **R:** 100'R Caster can calm a number of animals equal to his level.
- 11—**True Hold** (M) As *Hold Kind*, except it will affect any target.
- 12—**Calm X** (M) As *Calm I*, except that 10 targets may be affected.
- 15—**Shout Of Calming** (M*) **D:** 1 min/lvl **R:** 50'R All targets in radius must resist or they are calmed.
- 18—**Mass Animal Calming** (M) **D:** 1 min/lvl **R:** 10'R/lvl **RR Mod:** -20 Allows caster to calm up to 20 targets.
- 20—**Lord Calm** (M) **D:** 1 min/lvl **R:** 10'/lvl **RR Mod:** -20 Allows Caster to calm up to 20 targets.
- 25—**Long Calm** (M) **D:** 1 day/lvl **R:** 300' **RR Mod:** -20 Caster can calm any 1 target.
- 30—**Mass Calm** (M) **D:** 1 min/lvl **R:** 100'R Caster can calm a number of targets equal to his level.
- 50—**Calm True** (M) **D:** P **R:** 100' Caster can calm any 1 target.

ORMERAK'S RING

- +5 Spell Adder for Pure Channelers.
 - +20 to RRs versus Channeling spell attacks.
 - Allows wearer to cast *Calm X* 3x/day.
- Made of gold, studded with diamonds and set with a large sapphire.



12.2 CLOSED CHANNELING LISTS

BONE LAW

- 1) Bone Lore
- 2)
- 3) Minor Fracture Repair
- 4) Cartilage Repair
- 5) Limb Preservation ‡ *
- 6) Major Fracture Repair
- 7)
- 8) Skull Repair
- 9)
- 10) Joint Repair
- 11) Minor Fracture Repair True
- 12) Joining ‡ *
- 13) Cartilage Repair True
- 14) Major Fracture Repair True
- 15) Skull Repair True
- 16) Joint Repair True
- 17) Shatter Repair
- 18) Mass Minor Fracture Repair
- 19)
- 20) Mass Cartilage Repair
- 25) Joining True ‡ *
- 30) Mass Major Fracture Rep.
- 50) Mass Shatter Repair

CALM SPIRITS

- 1)
- 2) Calm I
- 3)
- 4) Calm II
- 5) Hold Kind c
- 6) Calm III
- 7)
- 8) Calm IV
- 9) Calm V
- 10) Mass Animal Calming (100'R)
- 11) True Hold c
- 12) Calm X
- 13)
- 14)
- 15) Shout Of Calming *
- 16)
- 17)
- 18) Mass Animal Calm. (10'R/lvl)
- 19)
- 20) Lord Calm
- 25) Long Calm
- 30) Mass Calm
- 50) Calm True

12.2 CLOSED CHANNELING LISTS

CREATIONS

- 1)
- 2) Sustain Self
- 3) Water Production I
- 4) Food Production I
- 5) Fire Starting
- 6) Nutrient Conjures I
- 7) Water Production III
- 8) Food Production III
- 9) Herb Enhancement
- 10) Water Production V
- 11) Food Production V
- 12) Nutrient Conjures III
- 13) Herb Mastery
- 14)
- 15) Lesser Plant Production
- 16) Mass Water Production
- 17) Food Production True
- 18)
- 19)
- 20) Lesser Animal Production
- 25) Nutrient Conjures True
- 30) Greater Plant Production
- 50) Greater Animal Production

LOCATING WAYS

- 1)
- 2) Guess
- 3) Pathfinding (100')
- 4)
- 5) Location (100') c
- 6) Pathfinding (300')
- 7)
- 8) Location (300') c
- 9) Pathfinding (500')
- 10) Location (500') c
- 11) Memory's Path
- 12) Pathfinding (1 mi)
- 13)
- 14)
- 15) Finding (100')
- 16) Location (1 mi) c
- 17) Pathfinding (10 mi)
- 18) Finding (300')
- 19)
- 20) Lord Location c
- 25) Paths True
- 30) Location True c
- 50) Finding True

CREATIONS

- 2—**Sustain Self** (F) D: 1 day R: S Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).
- 3—**Water Production I** (F) D: P R: 10' Caster can produce sufficient in any available receptacle to supply a being for one day.
- 4—**Food Production I** (I) D: P R: 10' Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.
- 5—**Fire Starting** (F) D: — R: 1' Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
- 6—**Nutrient Conjures I** (F) D: P R: 10' Caster can produce 1 loaf of waybread that weighs 1/2 pound and will support 1 being for 1 day; the loaf will lose potency in 1 month.
- 7—**Water Production III** (F) As *Water Production I*, except caster can produce 3 days of water.
- 8—**Food Production III** (F) As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.
- 9—**Herb Enhancement** (F) D: P R: T Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.
- 10—**Water Production V** (F) As *Water Production I*, except caster can produce 5 days of water.
- 11—**Food Production V** (F) As *Food Production I*, except caster can produce sufficient food to feed 5 beings for 1 day.
- 12—**Nutrient Conjures III** (F) As *Nutrient Conjure I*, except caster can produce 3 loaves of waybread.
- 13—**Herb Mastery** (F) D: P R: T Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with *Herb Enhancement*.
- 15—**Lesser Plant Production** (F) D: P R: 10' Caster can produce a plant up to 10' in height and/or width; plant must be representative of the region.
- 16—**Mass Water Production** (F) As *Water Production I*, except caster can create 1 day of water per level (e.g., a 17th level Cleric could create 17 days of water).
- 17—**Food Production True** (F) As *Food Production I*, except caster can produce sufficient food to feed a number of beings equal to his level.
- 20—**Lesser Animal Production** (F) D: P R: 10' Caster can create an animal representative of the surrounding region and weighing no more than 10 lbs; animal will be friendly to caster.
- 25—**Nutrient Conjures True** (F) As *Nutrient Conjure I*, except caster can produce loaves of waybread equal to his level.

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

50—**Greater Animal Production** (F) As *Lesser Animal Production*, except that caster can produce an animal with a maximum weight = 1 lb/lv; the animal must be a native of the area.

Note: See Section 11.1 for an explanation of how *Herb Enhancement* and *Herb Mastery* spells increase the potency of herbs.

LOCATING WAYS

- 2—**Guess** (I) D: — R: S When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g. roll 1-100: correct on 26-100, incorrect on 01-25).
- 3—**Pathfinding** (P) D: — R: 100' Caster learns the location(s) of any "path(s)" within 100'; gives the nearest point on path, but not the path's course.
- 5—**Location** (P) D: 1 min/lv (C) R: 100' Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- 6—**Pathfinding** (P) As above, except range is 300'.
- 8—**Location** (P) As above, except range is 300'.
- 9—**Pathfinding** (P) As above, except range is 500'.
- 10—**Location** (P) As above, except range is 500'.
- 11—**Memory's Path** (P) D: 1 hr/lv R: S Caster can remember an exact route he traveled; regardless of whether or not he was without 1 or more of his sensory outlets when he made his original journey (e.g., a 12th lv caster could remember the course of 12 hours of a trip even if he had been blindfolded). To be effective, this spell must be cast within 1 month/lv of the journey.
- 12—**Pathfinding** (P) As above, except range is 1 mile.
- 15—**Finding** (P) D: — R: 100' Caster can locate any 1 object he describes, if indeed it exists and is in range (e.g., caster could describe a type of mace he had never seen or heard of).
- 16—**Location** (P) As above, except range is 1 mile.
- 17—**Pathfinding** (P) As above, except range is 10 miles.
- 18—**Finding** (P) As above, except range is 300'.
- 20—**Lord Location** (P) As *Location*, except range is 20 miles.
- 25—**Paths True** (P) As *Pathfinding*, except range is 1 mi/lv and exact route(s) within the range are ascertained.
- 30—**Location True** (P) As *Location*, except range is 1 mi/lv.
- 50—**Finding True** (P) As *Finding*, except range is 100'/lv.

LORE

- 1—**Afterthoughts** (I) **D:** — **R:** S Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
- 2—**Detect Evil** (I) **D:** 1 min/lvl (C) **R:** 100' Detects "true evil" in an animate or inanimate target; caster can concentrate on a 5'R area each round.
- 3—**Detect Curse** (I) As *Detect Evil*, except caster can detect curses.
- 4—**Detect Hate** (I) As *Detect Evil*, except caster can detect the emotion of hatred, in the living mind or in an object forged with great malice.
- 5—**Light Lore I** (I) **D:** — **R:** 10' Caster can ascertain the origin point and nature of any 1 "holy item" that is not "of darkness" or "of evil"; will not give specific capabilities.
- 6—**Poison Lore** (I) **D:** — **R:** 10' Caster can ascertain exact nature and type of poison; he can determine what cure may be used, but does not receive the required tools or skills.
- 8—**Life Lore** (I) **D:** — **R:** 100' Caster can determine the nature and type of any 1 living target. He will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the target's species.
- 10—**Curse Tales** (I) **D:** — **R:** 10' Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.
- 11—**Dark Lore I** (I) As *Light Lore I*, except caster can ascertain the origin point and nature of any 1 item "of darkness" or "of evil."
- 12—**Light Lore II** (I) As *Light Lore I*, except that caster can ascertain the origin point and nature of any 2 "holy items" or caster can determine the nature, origin point, and the exact significance of any 1 "holy item."
- 15—**Hate Analysis** (I) **D:** — **R:** 10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate); the degree and other details of such hatred can also be acquired.
- 17—**Light Lore III** (I) As *Light Lore I*, except that caster can ascertain the origin point and nature of any 3 "holy items" or caster can determine the age, origin point, name of the creator, and nature of any 1 "holy item." Caster also learns item's specific capabilities.
- 18—**Dark Lore II** (I) As *Light Lore II*, except that it can only be used on items "of darkness" or "of evil."
- 19—**White Lore** (I) **D:** — **R:** 100' Caster can ascertain exact nature, origin, purpose, and history of any 1 "holy item"; it allows caster to visualize all who have possessed the item.
- 20—**Dark Lore III** (I) As *Light Lore III*, except that it can be used only on items of evil or "darkness."
- 25—**Life Lore True** (I) As *Life Lore*, except caster can determine specific traits and capabilities of any 1 target.
- 30—**Black Lore** (I) As *White Lore*, except it can only be used on an item "of darkness" or "of evil."
- 50—**White Lore Mastery** (I) As *White Lore*, except caster can acquire the information on all "holy items" within 100'.

SYMBOLIC WAYS

- 1—**Analyze Symbol** (I) **D:** — **R:** 50' Caster learns what spell is emplaced within one *Symbol* within 50'.
- 3—**Unsymbol I** (F) **D:** P **R:** 10' Caster can remove one *Symbol I* (an emplaced 1st level spell). The *Symbol's* RR is based on the level of the spell in the *Symbol* spell (the target lvl) and the level of the *Unsymbol* spell (the attack lvl).
- 5—**Symbol I** (F) **D:** P **R:** 10' Caster can emplace one 1st level spell on any 1 given non-mobile stone (see below). Within three rounds, the spell to be emplaced must also be cast (within 10').
 - If the spell emplaced is an attack spell, the attack level is the spell's level (i.e., for *Symbol I* the attack level is always 1st level, not the level of the caster).
 - A *Symbol* can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, reading, violent actions in the area, etc. The triggering range is normally 10' or the range of the emplaced spell, whichever is larger.
 - Normally, if the *Symbol* affects a being or thing (e.g., healing, attacks, etc.), it can be triggered only once per day.
 - The *Symbol* must be placed on a slab of stone (block, piece, etc.) weighing at least 2000 lb. Only one *Symbol* may be placed on each continuous slab. The stone may not be moved appreciably without destroying the *Symbol*.
- 7—**Symbol II** (F) As above, except a 2nd level spell any be emplaced.
- 8—**Unsymbol II** (F) As above, except a 2nd level spell may be removed.
- 9—**Symbol III** (F) As above, except a 3rd level spell may be emplaced.
- 10—**Analyze Symbol True** (I) As *Analyze Symbol*, except caster learns what spells are emplaced in all *Symbols* within a 50'R.
- 11—**Symbol V** (F) As above, except a 5th level spell may be emplaced.
- 12—**Unsymbol III** (F) As above, except a 3rd level spell may be removed.
- 13—**Symbol VI** (F) As above, except a 5th level spell may be removed.
- 15—**Symbol VII** (F) As above, except a 7th level spell may be emplaced.
- 16—**Unsymbol V** (F) As above, except a 5th level spell may be removed.
- 17—**Symbol VIII** (F) As above, except a 8th level spell may be emplaced.
- 18—**Unsymbol X** (F) As above, except a 10th level spell may be removed.
- 19—**Symbol IX** (F) As above, except a 9th level spell may be emplaced.
- 20—**Symbol X** (F) As above, except a 10th level spell may be emplaced.
- 25—**Lord Research** (I) See Section 9.3.
- 30—**Lord Symbol** (F) As above, except a 20th level spell may be emplaced.
- 50—**Unsymbol True** (F) As above, except caster can remove any spell of a level less than his own (e.g., a 50th level Cleric could remove a 49th level spell, but not a 50th level spell).

Note: A *Symbol* is a spell that is permanently emplaced in a non-mobile stone.

12.2 CLOSED CHANNELING LISTS

LORE

- 1) Afterthoughts
- 2) Detect Evil c
- 3) Detect Curse c
- 4) Detect Hate c
- 5) Light Lore I
- 6) Poison Lore
- 7)
- 8) Life Lore
- 9)
- 10) Curse Tales
- 11) Dark Lore I
- 12) Light Lore II
- 13)
- 14)
- 15) Hate Analysis
- 16)
- 17) Light Lore III
- 18) Dark Lore II
- 19) White Lore
- 20) Dark Lore II
- 25) Life Lore True
- 30) Black Lore
- 50) White Lore Mastery

SYMBOLIC WAYS

- 1) Analyze Symbol
- 2)
- 3) Unsymbol I
- 4)
- 5) Symbol I
- 6)
- 7) Symbol II
- 8) Unsymbol II
- 9) Symbol III
- 10) Analyze Symbol True
- 11) Symbol V
- 12) Unsymbol III
- 13) Symbol VI
- 14)
- 15) Symbol VII
- 16) Unsymbol V
- 17) Symbol VIII
- 18) Unsymbol X
- 19) Symbol IX
- 20) Symbol X
- 25) Lord Research
- 30) Lord Symbol
- 50) Unsymbol True

12.3 CLERIC BASE LISTS

REPULSIONS

- 1) Repel Undead V
- 2)
- 3) Anti-Channels I
- 4) Neutralize Curse (1 min/lvl)
- 5) Anti-Channels III
- 6) Repel Undead IX
- 7) Remove Curse
- 8)
- 9) Neutralize Curse (1 hr/lvl)
- 10) Anti-Channels V
- 11) Repel Undead XII
- 12) Anti-Channels VIII
- 13)
- 14)
- 15) Anti-Channels X
- 16) Repel Undead XV
- 17)
- 18) Neutralize Curse (1 day/lvl)
- 19)
- 20) Repel Undead True
- 25) Uncurse True
- 30) Anti-Channels True
- 50) Rechanneling c

PROTECTIONS

- 1) Prayer I c
- 2) Bless I c
- 3) Resistance I c
- 4) Heat Resistance c *
- 5) Cold Resistance c *
- 6)
- 7)
- 8) Temperature Sphere (10'R) c
- 9)
- 10) Protections Sphere I c
- 11) Prayer III c
- 12) Bless III c
- 13) Resistance III c
- 14)
- 15) Temperature Sphere (20'R) c
- 16)
- 17) Protections Sphere III c
- 18) Prayer V c
- 19)
- 20) Bless V c
- 25) Resistance V c
- 30) Protections Sphere V c
- 50) Protections True

REPULSIONS

1—**Repel Undead V** (F) **D:** 1 min/lvl **R:** 100' Causes up to 5 Undead "Animated Dead" to flee or disintegrate; 5 "points" of Undead may be affected: a "Class I" Undead counts as 1 pt, a "Class II" Undead counts as 2 pts, etc. "Animated Dead" are treated as "Class I" Undead and are not entitled to a RR (automatically disintegrate if the spell does not fail). See Necromancy (Evil Cleric Base list) for a brief description of Animated Dead and Undead "Creatures", creation, and control. *Creatures & Treasures* Section 2.36 provides complete descriptions of more than forty different types of Undead.

Each affected target is entitled to a RR: if it fails by (1-50), it will flee; if it fails by more than 50, it disintegrates (if the target(s) cannot flee it will remain motionless). One BAR (Base Attack Roll) is applied to all targets. For the purposes of RRs, if no level is given for an Undead, use the following: (Class I = lvl 1-2), (Class II = lvl 3-5), (Class III = lvl 6-8), (Class IV = lvl 9-12), (Class V = 13-15), (Class VI = lvl 16-up).

The RR of any Undead creature can be modified by concentrating the effects of the spell on that target: for each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus *Repel Undead V* could affect 5 Class I Undead with no RR Mod OR 1 Class I Undead with a RR Mod of -20 OR 1 Class II Undead with a RR Mod of -5 and 2 Class I Undead with no RR Mod OR any other combination of targets providing no more than 5 pts were allocated.

3—**Anti-Channels I** (F) **D:** — **R:** 100' Cancels a *Channels I* spell being transmitted or received within range. Nor RR for the canceled spell.

4—**Neutralize Curse** (F) **D:** 1 min/lvl **R:** T **RR Mod:** -20 Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect again afterwards.

5—**Anti-Channels III** (F) As *Anti-Channels I*, except affects a 1-3rd level spell being channeled.

6—**Repel Undead IX** (F) As *Repel Undead V*, except 9 pts of Undead may be affected.

7—**Remove Curse** (F) **D:** P **R:** T Cancels a curse if the curse fails a RR: the curse's target level is the attack level of the original curse and the attack level is this spell's attack level. If the curse is not canceled, the caster cannot try again until he has gone up another level of experience (however, another caster may try).

9—**Neutralize Curse** (F) As above, except curse is nullified for 1 hr/lvl.

10—**Anti-Channels V** (F) As *Anti Channels I*, except affects 1-5th lvl spell being channeled.

11—**Repel Undead XII** (F) As *Repel Undead V*, except 12 pts of Undead may be affected.

12—**Anti-Channels VIII** (F) As *Anti-Channels I*, except affects a 1st-8th lvl spell being channeled.

15—**Anti-Channels X** (F) As *Anti Channels I*, except affects a 1st-10th level spell being channeled.

16—**Repel Undead XV** (F) As *Repel Undead V*, except 15 pts of Undead may be affected.

18—**Neutralize Curse** (F) As above, except curse is nullified for 1 day/lvl.

20—**Repel Undead True** (F) As *Repel Undead V*, except this spell disintegrates any one Undead of Class V or lower automatically; and sends a Class VI fleeing.

25—**Uncurse True** (F) As *Remove Curse*, except there is a RR Mod of -50. Note that some curses may have their own RR modification, being especially difficult to remove.

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

50—**Rechanneling** (F) **D:** 1 rnd/lvl (C) **R:** 300' Caster can intercept one channeled spell that is being transmitted or received within his range and cast that spell himself. The person sending the channeled spell gets a RR (the attack level of this spell versus his level — not the level of the spell being intercepted).

Note: For the above spells, modifications can be given to certain very powerful Undead.

PROTECTIONS

1—**Prayer I** (D) **D:** C **R:** 100' Target gets a 5 bonus to his RRs and maneuver rolls. If cast only on "self", concentration is not required and the duration is 1 min/lvl.

2—**Bless I** (D) As *Prayer I*, except bonus applies to DB (Defensive Bonus) and maneuver rolls.

3—**Resistance I** (D) As *Prayer I*, except bonus applies to RRs and DB.

4—**Heat Resistance** (D*) **D:** C **R:** 100' Target is protected from natural heat up to 200°F; +20 to all RRs vs. heat; -20 to elemental fire/heat attacks. If cast only on "self", concentration is not required and the duration is 1 min/lvl.

5—**Cold Resistance** (D*) **D:** C **R:** 100' Target is protected from natural cold to -20°F; +20 to all RRs vs. cold; -20 to elemental cold/ice attacks. If cast only on "self", concentration is not required and the duration is 1 min/lvl.

8—**Temperature Sphere** **D:** C **R:** 10'R All who are within the sphere are allowed benefits of either a *Heat Resistance* or a *Cold Resistance* Spell; the sphere is not mobile.

10—**Protections Sphere I** (D) **D:** C **R:** 10'R All within the radius are allowed the benefits of *Prayer I* or *Bless I* or *Resistance I*; the sphere is not mobile.

11—**Prayer III** (D) As *Prayer I*, except bonus is 15 and spell may be spread over 1-3 targets (e.g., 1 target would get a 15 bonus, 3 targets would each get 5 bonuses, etc.).

12—**Bless III** (D) As *Bless I*, except bonus is 15 and spell may be spread over 1-3 targets.

13—**Resistance III** (D) As *Resistance I*, except bonus is 15 and spell may be spread over 1-3 targets.

15—**Temperature Sphere** (D) As above, except radius is 20'.

17—**Protections Sphere III** (D) As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer III* or *Bless III* or *Resistance III*.

- 18—**Prayer V (D)** As *Prayer I*, except bonus is 25 and spell may be spread over 1-5 targets.
- 20—**Bless V (D)** As *Bless I*, except bonus is 25 and spell may be spread over 1-5 targets.
- 25—**Resistance V (D)** As *Resistance I*, except bonus is 25 and spell may be spread over 1-5 targets.
- 30—**Protections Sphere V (D)** As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer V* or *Bless V* or *Resistance V*.
- 50—**Protections True (D)** **D:** 1 min/lvl **R:** 100' Target gets a 30 bonus to his RRs, maneuver rolls, and DB; and 30 is subtracted from elemental attacks against him.

CHANNELS

- 3—**Channels I (F*)** As *Channels I* on Dark Channels (Evil Cleric Base list).
- 5—**Stunning (F*)** **D:** 1 rnd/10 failure **R:** 50' Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity); target is stunned.
- 6—**Channels III (F*)** As *Channels I*, except a 1st-3rd lvl spell may be transmitted.
- 8—**Golden Slumbers (F*)** As *Stunning*, except target falls into a deep sleep.
- 10—**Channels V (F*)** As *Channels I*, except a 1st-5th lvl spell may be transmitted.
- 11—**Blinding (F*)** As *Stunning*, except target is blinded for 10 min/10 failure.
- 13—**Channels VIII (F*)** As *Channels I*, except a 1st-8th lvl spell may be transmitted.
- 14—**Absolution (F*)** **D:** V **R:** 50' **RR Mod:** -20 Target's "soul" is torn from his body; it remains in whatever place "souls" go for 1 week/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even for subconscious activity, he is at -75.
- 15—**Holy Shout (F*)** **D:** — **R:** 20'R All beings not of the caster's own "alignment" (religious persuasion) are affected; all failing to resist by (1-40) are stunned 1 rnd/10 failure, and those failing by more than 40 are unconscious.
- 17—**Channels X (F*)** As *Channels I*, except a 1st-10th lvl spell may be transmitted.
- 18—**Returning (F*)** **D:** — **R:** S Caster is returned to a predefined place (a type of teleportation); caster must live in the place in the place for 30 days (mediating 16 hr each day) to define it as his "place of returning". Only one such place may be defined at any one time; to change it, the new place must be defined as above.
- 20—**Absolution Pure (F*)** As *Absolution*, except "soul" can only be brought back through *Lifegiving*.
- 25—**Rereturning (F*)** For up to 1 rnd/lvl after he has used *Returning*, caster may cast this spell and be returned to within 20' of the point he "Returned" from.
- 30—**Lord Channels (F*)** As *Channels I*, except 1st-20th lvl spells may be transmitted.
- 50—**Holy Bridge (F)** **D:** 1 rnd **R:** V Opens a direct channel to the caster's deity; results depend on the deity's personality, motives, and powers. Any spell the deity can cast may be transmitted through the gate.

SUMMONS

- 1—**Summons I (FM)** **D:** V (C) **R:** 100' Caster can instantly summon a first level non-intelligent creature that he can control by concentrating on it. The creature disappears after 1 minute (6 rounds). The general type of the creature can be specified by the caster but exactly what the creature is should be determined randomly (e.g., the caster could specify four-legged, hooved and could get a zebra, horse, camel, etc.).
- 2—**Summons II (FM)** As *Summons I*, except caster can summon one 2nd level creature or two 1st level creatures or one 1st level creature for 2 minutes; i.e., if you multiply the levels, minutes, and no. of creatures, the result cannot exceed 2.
- 3—**Summons III (FM)** As *Summons II*, except total cannot exceed 3.
- 4—**Summons IV (FM)** As *Summons II*, except total cannot exceed 4.
- 5—**Summons V (FM)** As *Summons II*, except total cannot exceed 5.
- 6—**Summons VI (FM)** As *Summons II*, except the total cannot exceed 6.
- 7—**Summons VII (FM)** As *Summons II*, except the total cannot exceed 7.
- 8—**Summons VIII (FM)** As *Summons II*, except the total cannot exceed 8.
- 9—**Summons X (FM)** As *Summons II*, except total cannot exceed 10.
- 10—**Demonic Gate I (FM)** **D:** C **R:** 10' Caster summons a Type I Demon that appears over the course of 2 rounds; the caster can control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 rounds; attacking the closest being until gone. See Dark Summons (Evil Magician Base list) for a description of the Demon Types.
- 11—**Summons XV (FM)** As *Summons II*, except total cannot exceed 15.
- 13—**Lord Summons (FM)** As *Summons II*, except total cannot exceed 20.
- 15—**Demonic Gate II (FM)** As *Demonic Gate I*, except a Type II Demon is summoned.
- 17—**Waiting Summons (FM)** As *Summons X*, except it can be delayed up to 1 day/lvl of caster or until triggered by one of the following (decided by caster): certain movements, certain sounds, touch, violent actions in the area, etc.
- 20—**Demonic Gate III (FM)** As *Demonic Gate I*, except a Type III Demon can be summoned.
- 25—**Mass Summons (FM)** As *Summons II*, except total cannot exceed caster's level.
- 30—**Summons True (FM)** As *Summons I*, except caster can summon a specific type of creature for as long as he concentrates. The level of the creature is random.
- 50—**Gate (FM)** **D:** — **R:** V Caster can pull any being through a "gate" to the caster's location; if the being is intelligent, he must be willing to come. An intelligent being will get a feeling of the alignment of the gating person and a vague idea of the reason and significance for the "gate".

12.3 CLERIC BASE LISTS

CHANNELS

- 1)
- 2)
- 3) Channels I *
- 4)
- 5) Stunning *
- 6) Channels III *
- 7)
- 8) Golden Slumbers *
- 9)
- 10) Channels V *
- 11) Blinding *
- 12)
- 13) Channels VIII *
- 14) Absolution *
- 15) Holy Shout *
- 16)
- 17) Channels X *
- 18) Returning *
- 19)
- 20) Absolution Pure *
- 25) Rereturning *
- 30) Lord Channels *
- 50) Holy Bridge

SUMMONS

- 1) Summons I c
- 2) Summons II c
- 3) Summons III c
- 4) Summons IV c
- 5) Summons V c
- 6) Summons VI c
- 7) Summons VII c
- 8) Summons VIII c
- 9) Summons X c
- 10) Demonic Gate I c
- 11) Summons XV c
- 12)
- 13) Lord Summons c
- 14)
- 15) Demonic Gate II c
- 16)
- 17) Waiting Summons
- 18)
- 19)
- 20) Demonic Gate III c
- 25) Mass Summons c
- 30) Summons True c
- 50) Gate

12.3 CLERIC BASE LISTS

COMMUNAL WAYS

- 1) Guess
- 2)
- 3) Intuitions I
- 4) Dream I
- 5) Intuitions III
- 6) Death's Tale
- 7) Channel Opening (1 mi/lvl)
- 8) Intuitions V
- 9)
- 10) Dreams III
- 11) Intuitions X
- 12) Commune I c
- 13)
- 14)
- 15) Channel Opening (10 mi/lvl)
- 16)
- 17)
- 18)
- 19) Death's Tale True
- 20) Commune True c
- 25) Intuitions True
- 30) Channel Opening True
- 50) High Prayer c

LIFE MASTERY

- 1) Preservation (1 min/lvl)
- 2)
- 3) Preservation (1 hr/lvl)
- 4)
- 5) Lifekeeping (1 hr/lvl)
- 6)
- 7) Preservation (1 day/lvl)
- 8)
- 9)
- 10) Preservation (1 week/lvl)
- 11) Lifekeeping (1 day/lvl)
- 12) Lifegiving (100x)
- 13)
- 14)
- 15) Lifegiving (50x)
- 16) Lifekeeping (1 week/lvl)
- 17) Lifegiving (20x)
- 18)
- 19) Restoration
- 20) Lifegiving (1x)
- 25) Lifegiving (0x)
- 30) Restoration True
- 50) Lifegiving True

COMMUNAL WAYS

- 1—**Guess** (I) **D:** — **R:** S When faced with a choice about which he has little or no information (e.g., which corridor leads to the wine cellar) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
- 3—**Intuitions I** (I) **D:** — **R:** S Caster gains a vision of what will happen in the next minute if he takes a specified action.
- 4—**Dream I** (P) **D:** a normal sleep period **R:** S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 5—**Intuitions III** (I) As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
- 6—**Death's Tale** (I) **D:** — **R:** S Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased; he also gets a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- 7—**Channel Opening** (F) **D:** C **R:** 1 mi/lvl Caster can make contact with any 1 known being he his acquainted with; this spell will enable the caster to learn the specific location of the other being, making it possible for the caster to use a *Channels* spell (see Channels list).
- 8—**Intuitions V** (I) As *Intuitions I*, except caster gets to gaze 5 minutes into the future.
- 10—**Dreams III** (I) As *Dream I*, except limit is 3 dreams/night on different topics.
- 11—**Intuitions X** (I) As *Intuitions I*, except caster gets to gaze 10 minutes into the future.
- 12—**Commune I** (I) **D:** C **R:** S Caster receives (usually from his patron deity) a "yes" or a "no" to a question on a single topic; usable but once a day.
- 15—**Channel Opening** (F) As above, except range is 10 mi/lvl.
- 19—**Death's Tale True** (I) **D:** — **R:** S Caster gets a vision of the events surrounding the death of any 1 dead being within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.
- 20—**Commune True** (I) As *Commune I*, except caster can receive a more detailed answer to a question involving only 1 concept (e.g., a name or short phrase may constitute the answer).
- 25—**Intuitions True** (I) As *Intuitions I*, except caster gets to gaze into the future for a number of minutes equal his level.
- 30—**Channel Opening True** (I) As *Channel Opening*, except caster can open a channel to anyone he chooses, regardless of whether or not he is acquainted with the being; caster must specify the type of being he is seeking; range is 1 mi/lvl.
- 50—**High Prayer** (I) **D:** C **R:** S Caster receives detailed information from his deity on a single topic question.

LIFE MASTERY

- 1—**Preservation** (H) **D:** 1 min/lvl **R:** 10' Caster can preserve a "dead" body, preventing any further deterioration (i.e., stat deterioration) or damage from already existing wounds; the target will be in a coma; this spell will not prevent the target's soul from leaving the body.
 - 3—**Preservation** (H) As above, except the duration is 1 hr/lvl.
 - 5—**Lifekeeping** (H) **D:** 1 hr/lvl **R:** 10' Caster can prevent the soul of a "dead" body from leaving, thus preventing actual death and enabling the fallen being to be restored via simple bodily repairs. *Lifekeeping* must be cast upon the target within 2 minutes of "death", or *Lifegiving* will be necessary for recovery.
 - 7—**Preservation** (H) As above, except the duration is 1 day/lvl.
 - 10—**Preservation** (H) As above, except that the duration is 1 week/lvl.
 - 12—**Lifegiving** (H) **D:** P **R:** 10' Caster can "raise" 1 dead being by restoring the being's lost soul.; the target's soul must still exist and he must have died within the last year. In order to be successful "raised", the target must roll below his Constitution stat; but, +10 is added to the result for every day the target has been dead (e.g., if the target has been dead for 3 days, 30 will be added to the roll; thus, a roll of 54 would become an 84 and a target with a CO of 84 or less would not be "raised"). Target will be incapacitated (-100 to all activity) for a period = 100 x the time "dead" (e.g., if the target was dead for 2 days, the recovery period would be 200 days).
 - 15—**Lifegiving** (H) As above, except only (+5 x days dead) is added when target attempts to roll below his CO. Recovery period = (50 x the time dead).
 - 16—**Lifekeeping** (H) As above, except duration is 1 week/lvl.
 - 17—**Lifegiving** (H) As above, except only (+2 x days dead) will be added when the target attempts to roll below his CO. Recovery period = (20 x the time dead).
 - 19—**Restoration** (H) **D:** P **R:** 10' Caster can restore most of the target's mental capabilities (including experience); the % that is unrecoverable by the use of this spell is equal to: (1% x # days mind was destroyed).
 - 20—**Lifegiving** (H) As above, except only (+1 x days dead) will be added when target attempts to roll below his CO. Recovery period = (1 x the time dead).
 - 25—**Lifegiving** (H) As above, except only (+.5 x days dead) will be added to the dice roll when target attempts to roll below his CO and there is no recovery period.
 - 30—**Restoration True** (H) As *Restoration*, except that target's mind is fully restored (including experience).
 - 50—**Lifegiving True** (H) As *Lifegiving*, except the target is automatically raised from the dead and there is no recovery period.
- Note:** See Section 11.1 for a discussion of *Death* and *Lifegiving*.

TRANSFERRING WAYS

This entire list is devoted to the transfer to the Healer of wounds inflicted on another; the remaining five Base Lists devoted to healing wounds on the Healer's own body. This list has no specific spells, rather its use is determined by the other five lists. In order to transfer any number of wounds from a single target, the Healer must ascertain the single most serious wound (measured by the highest level spell needed to heal it); then he casts one *Transferral* spell of a level corresponding to that highest level healing spell. At his discretion, all other wounds are also transferred to the Healer at a rate of one per round (he may not necessarily wish to absorb all of the targets wounds at once and perhaps incapacitate himself). Note that the Healer is able to transfer wounds up to his level in severity even if he does not possess the necessary spell list to heal himself.

Note that all Healer Base lists (except this one) are subconscious, and the Healer's body will automatically expend points to heal his wounds as long as he is still alive. If the Healer has insufficient power points to heal his wounds, he slips into a coma and regenerates his full PPs every eight hours until all his wounds are healed.

Example: Rana the Healer is 10th level, and because of a superior statistic and a x2 power multiplier, has 40 power points. Ringlin the Fighter has just suffered: a severed hand, a damaged arm (two severed muscles and a fracture), 80 hits, bleeding of 5 hits/rnd, and a serious skull fracture. The highest level healing spell required is *Skull Repair True*; so, Rana places the severed hand at Ringlin's wrist, holds it in place, puts his hand on Ringlin's head, and casts a single 10th level *Transferral* (costs 10 PP). At the rate of one round per wound, each of Ringlin's wounds is transferred to Rana. Ringlin is subsequently in perfect health. Rana's body immediately casts a 10th level *Skull Repair True* (10 PP) and 2 *Cut Repair III* spells to stop the bleeding, (2x3rd lvl = 6 PPs). Rana now has 14 PPs left: insufficient to completely repair the severed wrist. He casts two of the necessary four *Joining* spells: *Blood and Muscle* (2x7th lvl = 14 PP); now the hand is attached and will be kept alive. Rana has no PPs left and lapses into a regenerative coma until he regenerates his PPs after eight hours. Then, Rana's body casts the remaining two *Joining* spells, the fracture and muscle repairs necessary, and the concussion relief spells. He then awakens, and is healed, but is still subject to the recovery time incurred by the spells.



BLOOD WAYS

- 1—**Clotting I (HS) D:— R: S** Allows caster to stop bleeding at rate of 1 hit/rnd; for 1 hr he can move at no more than a walking pace, or bleeding will resume at prior rate.
- 2—**Cut Repair I (HS) D: P R: S** Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/rnd.
- 3—**Minor Vessel Repair (HS) D: P R: S** Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rnd, not major arteries or veins).
- 4—**Clotting V (HS) As Clotting I**, except caster can reduce his blood loss rate by 5 hits/rnd; this can be spread over 1-5 wounds (e.g., five 1/rnd wounds, one 3/rnd wound and one 2/rnd wound, one 5/rnd wound, etc.).
- 5—**Cut Repair III (HS) As Cut Repair I**, except that caster can repair wound(s) that bleed(s) for up to 3 hits/rnd (total); three 1 hit/rnd wounds or one 3 hit/rnd wound or one 2 hit/rnd and one 1 hit/rnd wound can be healed; may be spread over 1-3 targets.
- 6—**Major Vessel Repair I (HS) D: P R: S** Caster can repair damage to any 1 artery or vein; a major vessel is one that bleeds at 5 hit/rnd or more when severed.
- 7—**Joining (HS†*) D: P R: S** Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
- 9—**Mass Clotting (HS) As Clotting V**, except caster can stop a number of hits/rnd equal to his level (e.g., a 9th lvl Healer could reduce his bleeding by 9 hits/rnd).
- 10—**Mass Cut Repair (HS) As Cut Repair III**, except that caster can stop a number of hits/rnd equal to his level (not major vessels).
- 11—**Unc clotting (HS) D: P R: S** Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Evil Cleric list, Curses).
- 13—**Major Vessel Repair III As Major Vessel Repair I**, except caster can repair up to 3 veins and/or arteries.
- 15—**Joining True (HS†*) As Joining**, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
- 20—**Regulations (HS) D: P R: S** Caster can regulate his own blood flow and completely eliminate any blood loss without fear of harm; caster may not move.
- 25—**New Blood (HS) D: P R: S** Caster can restore all of the blood lost from his body; recovery time: 1-10 hrs.
- 30—**Blood Disease Cures (HS) D: P R: S** Caster can eliminate any blood disease from his body; recovery time: 1-10 hrs.
- 50—**Blood Repairs True (HS) D: 1 rnd/lvl R: S** Caster can use any 1 of the lower spells on this list in a given round at will.

12.4 HEALER BASE LISTS

TRANSFERRING WAYS

Note: This entire list is devoted to the transfer to the Healer of wounds inflicted on another. This list has no specific spells, rather its use is determined by the other five lists.

BLOOD WAYS

- 1) Clotting I s
- 2) Cut Repair I s
- 3) Minor Vessel Repair s
- 4) Clotting V s
- 5) Cut Repair III s
- 6) Major Vessel Repair I s
- 7) Joining s † *
- 8)
- 9) Mass Clotting s
- 10) Mass Cut Repair s
- 11) Unc clotting s
- 12)
- 13) Major Vessel Repair III s
- 14)
- 15) Joining True s † *
- 20) Regulations s
- 25) New Blood s
- 30) Blood Disease Cures s
- 50) Blood Repairs True s

12.4 HEALER BASE LISTS

BONE WAYS

- 1) Minor Fracture Repair s
- 2) Cartilage Repair s
- 3) Major Fracture Repair s
- 4) Skull Repair s
- 5) Joint Repair s
- 6) Minor Fracture Repair True s
- 7) Joining s † *
- 8) Cartilage Repair True s
- 9) Major Fracture Repair True s
- 10) Skull Repair True s
- 11) Joint Repair True s
- 12) Shatter Repair s
- 13) Cartilage Regeneration s
- 14) Bone Regeneration s
- 15) Joining True s † *
- 20) Shatter Repair True s
- 25) Cartilage Regeneration True s
- 30) Bone Regeneration True s
- 50) Skeletal Regeneration True s

MUSCLE WAYS

- 1) Sprain Repair s
- 2) Muscle Repair s
- 3) Tendon Repair s
- 4) Muscle Repair III s
- 5) Tendon Repair III s
- 6)
- 7) Joining s † *
- 8) Muscle Repair True s
- 9) Tendon Repair True s
- 10)
- 11) Mass Muscle Repair s
- 12) Muscle Regeneration s
- 13) Mass Tendon Repair s
- 14) Tendon Regeneration s
- 15) Joining True s † *
- 20) Regeneration True s
- 25) Total Muscle Regeneration s
- 30) Total Tendon Regeneration s
- 50) Mass Repairs True s

BONE WAYS

- 1—**Minor Fracture Repair (HS) D: P R: S** Caster can mend 1 simple fracture (not compound fractures, joint damage, or skull damage); recovery time: 1-10 hrs.
- 2—**Cartilage Repair (HS) Duration : P R: S** Caster can repair all cartilage centered around 1 joint; recovery time: 1-2 hrs.
- 3—**Major Fracture Repair (HS) D: P R: S** As *Minor Fracture Repair*, except that caster can also repair compound fractures; recovery time: 1-10 hrs.
- 4—**Skull Repair (HS) D: P R: S** Caster can mend any 1 skull fracture; he cannot mend shattered areas; recovery time: 1-10 hrs.
- 5—**Joint Repair (HS) D: P R: S** Caster can repair one damaged (but not shattered) joint; recovery time: 1-10 days.
- 6—**Minor Fracture Repair True (HS) As Minor Fracture Repair**, except recovery is instantaneous.
- 7—**Joining (HS†*) D: P R: S** Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
- 8—**Cartilage Repair True (HS) As Cartilage Repair**, except recovery is instantaneous.
- 9—**Major Fracture Repair True (HS) As Major Fracture Repair**, except recovery is instantaneous.
- 10—**Skull Repair True (HS) As Skull Repair**, except recovery is instantaneous.
- 11—**Joint Repair True (HS) As Joint Repair**, except recovery is instantaneous.
- 12—**Shatter Repair (HS) D: P R: S** Caster can repair any one shattered or broken bone or joint; recovery time: 1-10 days.
- 13—**Cartilage Regeneration (HS) D: P R: S** Caster can regenerate any 1 area of cartilage; recovery time: 1-10 hrs.
- 14—**Bone Regeneration (HS) D: P R: S** Caster can regenerate any 1 bone; recovery time: 1-10 hrs: skull cannot be regenerated.



- 15—**Joining True (HS†*) As Joining**, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
- 20—**Shatter Repair True (HS) As Shatter Repair**, except recovery is instantaneous.
- 25—**Cartilage Regeneration True (HS) As Cartilage Regeneration**, except that caster can regenerate all of the lost cartilage in his body; recovery time: 1-10 hrs.
- 30—**Bone Regeneration True (HS) As Bone Regeneration**, except that caster can regenerate all of the lost bone in his body (including his skull); recovery time: 1-10 hrs.
- 50—**Skeletal Regeneration True (HS) D: P R: S** Caster can regenerate all of the lost bone and/or cartilage in his body; recovery is instantaneous.

MUSCLE WAYS

- 1—**Sprain Repair (HS) D: P R: S** Caster can repair 1 sprain.
- 2—**Muscle Repair (HS) D: P R: S** Caster can repair 1 damaged muscle; recovery time: 1-10 hrs.
- 3—**Tendon Repair (HS) D: P R: S** Caster can repair 1 damaged tendon; recovery time: 1-10 hrs.
- 4—**Muscle Repair III (HS) As Muscle Repair**, except caster can repair 3 damaged muscles.
- 5—**Tendon Repair III (HS) A Tendon Repair**, except caster can repair 3 damaged tendons.
- 7—**Joining (HS†*) D: P R: S** Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
- 8—**Muscle Repair True (HS) As Muscle Repair**, except recovery is instantaneous.
- 9—**Tendon Repair True (HS) As Tendon Repair**, except recovery is instantaneous.
- 11—**Mass Muscle Repair (HS) D: P R: S** Caster can repair a number of damaged muscles equal to his level; recovery time: 1-10 hrs.
- 12—**Muscle Regeneration (HS) D: P R: S** Caster can regenerate any 1 muscle; recovery time: 1-10 hrs.
- 13—**Mass Tendon Repair (HS) D: P R: S** Caster can repair a number of damaged tendons equal to his level; recovery time: 1-10 hrs.
- 14—**Tendon Regeneration (HS) D: P R: S** Caster can regenerate any 1 tendon; recovery time: 1-10 hrs.
- 15—**Joining True (HS†*) As Joining**, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
- 20—**Regeneration True (HS) D: P R: S** Caster can regenerate any 1 muscle or tendon; recovery is instantaneous.
- 25—**Total Muscle Regeneration (HS) D: P R: S** Caster can regenerate all of the muscles in his body; recovery time: 1-10 hrs.
- 30—**Total Tendon Regeneration (HS) D: P R: S** Caster can regenerate all of the tendons in his body; recovery time: 1-10 hrs.
- 50—**Mass Repairs True (HS) D: P R: S** Caster can repair a number of damaged muscles and/or tendons equal to his level; recovery is instantaneous.

ORGAN WAYS

- 1—**Nasal Repair (HS) D: P R: S** Caster can repair any nose damage short of complete nose loss.
- 2—**Minor Nerve Repair (HS) D: P R: S** Caster can repair any minor nerve damage in 1 area; recovery time: 1-10 hrs.
- 3—**Minor Ear Repair (HS) D: P R: S** Caster can repair any external ear damage, including ear loss (regeneration takes 1-10 hrs.)
- 4—**Minor Eye Repair (HS) D: P R: S** Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
- 5—**Major Nerve Repair (HS) As Minor Nerve Repair**, except caster can repair any 1 area of major nerve damage; recovery time: 1-10 hrs.
- 6—**Major Ear Repair (HS) As Minor Ear Repair**, except caster can also repair any internal ear damage (e.g., restore hearing); recovery time: 1-10 hr.
- 7—**Joining (HS†*) D: P R: S** Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
- 8—**Major Eye Repair (HS) As Minor Eye Repair**, except caster can repair any eye damage short of complete eye loss; recovery time: 1-10 hr.
- 9—**Nerve Repair True (HS) As Major Nerve Repair**, except that recovery is instantaneous.
- 10—**Organ Repair (HS) D: P R: S** Caster can repair any damage to 1 organ (except the brain) that has not been completely destroyed; recovery time: 1-10 hrs.
- 12—**Paralysis Cures (HS) D: P R: S** Caster can cure any paralysis problem; recovery time: 1-10 days.
- 13—**Mass Nerve Regeneration (HS) D: P R: S** Caster can regenerate all the nerves in his body (outside brain area); recovery time: 1-10 hrs.
- 15—**Joining True (HS†*) As Joining**, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
- 20—**Brain Repair (HS) D: P R: S** Caster can repair brain damage (such as that caused by a skull fracture, etc. at the discretion of the GM). Experience lost by brain damage to the wounded being (the one from whom the damage is transferred) is not restored. Should the Healer have brain damage inflicted directly upon him (e.g., he is stuck in the head), he may suffer memory and/or experience loss; this may result in the Healer's inability to cast this spell. Recovery time: 1-10 hrs.
- 25—**Organ Regeneration (HS) D: P R: S** Caster can regenerate any 1 organ (external or internal), but not the brain; recovery time: 1-10 hrs.
- 30—**Paralysis Cures True (HS) As Paralysis Cures**, except recovery is instantaneous.

50—**Reuniting (HS) D: P R: S** Caster may reunite his soul with his body, provided the latter is functional. To restore a dead target to life, a Healer would first have to heal all of the latter's wounds (without "killing" himself), and then restore the target's soul by giving up his own (for the target this process operates like the 20th level *Lifegiving* spell on the Cleric Base list, Life Mastery). While technically alive, but without his soul, the Healer would be affected as if he had been "absolved" (per *Absolution Pure*, on the Cleric Base List, Channels); thus, he could take no conscious actions and he would be at -75 for all subconscious actions. He may regain his own soul through the use of this spell or through someone else casting the appropriate spell.

SURFACE WAYS

- 1—**Heal (HS) D: P R: S** Caster is healed of 1-10 concussion hits.
- 2—**Frost/Burn Relief I (HS) D: P R: S** Will heal one area of mild frostbite or a first degree burn.
- 3—**Stun Relief I (HS*) D: P R: S** Caster is relieved of 1 round's worth of accumulated stun effects.
- 4—**Regeneration I (HS*) D: C R: S** Reduces damage by 1 hit every rnd as long as caster concentrates; if caster is unconscious this spell will operate without concentration.
- 5—**Frost/Burn Relief II (HS) As Frost/Burn Relief I**, except 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn) are healed.
- 6—**Awakening (US) D: — R: S** Caster is instantly awake.
- 7—**Heal (HS) As above**, except caster can heal 5-50 concussion hits.
- 8—**Frost/Burn Relief III (HS) As Frost/Burn Relief I**, except 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or a combination of 1 mild and 1 moderate area can be healed.
- 9—**Stun Relief III (HS*) As Stun Relief I**, except caster is relieved of 3 rnds accumulated stun effects.
- 10—**Regeneration II (HS*) As Regeneration I**, except 2 hits are healed every rnd.
- 11—**Frost/Burn Relief V (HS) As Frost/Burn Relief I**, except the area(s) of damage that can be healed are: 5 mild and 1 severe or 1 mild and 2 moderate or 1 moderate and 1 severe or etc.
- 12—**Heal (HS) As above**, except caster can heal 10-100 concussion hits.
- 13—**Stun Relief V (HS*) As Stun Relief I**, except caster is relieved of 5 rnds accumulated stun effects.
- 15—**Regeneration III (HS*) As Regeneration I**, except 3 hits are healed every rnd.
- 20—**Heal (HS) As above**, except caster can heal 20-200 concussion hits.
- 25—**Heal True (HS) As above**, except caster is healed of all concussion hits.
- 30—**Frost/Burn Relief True (HS) D: P R: S** Caster is relieved of all burns and/or frostbite.
- 50—**Stun Relief True (HS) D: — R: S** Caster is relieved of all accumulated stun effects.

12.4 HEALER BASE LISTS

ORGAN WAYS

- 1) Nasal Repair s
- 2) Minor Nerve Repair s
- 3) Minor Ear Repair s
- 4) Minor Eye Repair s
- 5) Major Nerve Repair s
- 6) Major Ear Repair s
- 7) Joining s † *
- 8) Major Eye Repair s
- 9) Nerve Repair True s
- 10) Organ Repair s
- 11)
- 12) Paralysis Cures s
- 13) Mass Nerve Regeneration s
- 14)
- 15) Joining True s † *
- 20) Brain Repair s
- 25) Organ Regeneration s
- 30) Paralysis Cures True s
- 50) Reuniting s

SURFACE WAYS

- 1) Heal (1-10) s
- 2) Frost/Burn Relief I s
- 3) Stun Relief I s *
- 4) Regeneration I c s *
- 5) Frost/Burn Relief II s
- 6) Awakening s
- 7) Heal (5-50) s
- 8) Frost/Burn Relief III s
- 9) Stun Relief III s *
- 10) Regeneration II c s *
- 11) Frost/Burn Relief V s
- 12) Heal (10-100) s
- 13) Stun Relief V s *
- 14)
- 15) Regeneration III c s *
- 20) Heal (20-200) s
- 25) Heal True s
- 30) Frost/Burn Relief True s
- 50) Stun Relief True s *

12.5 ANIMIST BASE LISTS

NATURE'S MOVEMENT

- 1) Limbwalking
- 2) Waterwalking
- 3) Swimming
- 4) Merging Organic
- 5) Limbrunning
- 6) Stonerunning
- 7) Sandrunning
- 8) Waterrunning
- 9) Windwalking
- 10) Swimming True
- 11) Great Merging Organic
- 12)
- 13) Windrunning
- 14)
- 15) Merging True Organic
- 20) Tree Door (100'/lv)
- 25) Passing Organic
- 30) Tree Door (300'/lv)
- 50) Tree Returning

PLANT MASTERY

- 1) Plant Lore
- 2) Speed Growth (10x, 10'R)
- 3) Plant Tongues
- 4)
- 5) Speed Growth (100x, 10'R)
- 6) Plant Location
- 7) Plant Growth (2x)
- 8) Plant Control I
- 9) Speed Growth (10x, 100'R)
- 10) Plant Growth (3x)
- 11) Plant Control III
- 12)
- 13) Plant Growth (5x)
- 14) Speed Growth (100x, 100'R)
- 15) Plant Control V
- 20) Plant Growth (10x)
- 25) Plant Growth True
- 30) Plant Control True
- 50) Plant Animation

NATURE'S MOVEMENT

- 1—**Limbwalking (F) D:** 1 min/lvl **R:** S Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.
- 2—**Waterwalking (F) D:** 1 min/lvl **R:** S Allows caster to walk on water as if he were on level dry ground; may not be used on rough water.
- 3—**Swimming (F) D:** 1 min/lvl **R:** 100' Enables target to swim without expending energy.
- 4—**Merging Organic (F) D:** 1 min/lvl **R:** S Allows caster to merge (body + 1' depth) into organic material (live or dead); caster cannot move while merged.
- 5—**Limbrunning (F)** As *Limbwalking*, except caster can run.
- 6—**Stonerunning (F)** As *Limbwalking*, except caster can run on stone surfaces.
- 7—**Sandrunning (F)** As *Limbwalking*, except caster can run on sandy surfaces.
- 8—**Waterrunning (F)** As *Waterwalking*, except caster can run.
- 9—**Windwalking (F) D:** 2 min/lvl **R:** S Allows caster to walk on calm air; movement must be at constant height.
- 10—**Swimming True (F)** As *Swimming*, except target can swim as fast as he could run.
- 11—**Great Merging Organic (F)** As *Merging Organic*, except caster may turn within material and see outside if within 6" of surface.
- 13—**Windrunning (F)** As *Windwalking*, except caster can run.
- 15—**Merging True Organic (F)** As *Great Merging Organic*, except caster may use spells on himself while merged.
- 20—**Tree Door (F) D:** — **R:** S Allows caster to enter one tree and exit from another tree up to 100'/lvl feet away.
- 25—**Passing Organic (F) D:** 1 min/lvl **R:** S Allows caster to pass through any organic material of thickness up to 1'/lvl.
- 30—**Tree Door (F)** As above, except the trees can be up to 300'/lvl apart.
- 50—**Tree Returning (F) D:** — **R:** S Allows caster to "return" (i.e., teleport) to any tree within a range of 1 mile/lvl; requires a piece of the tree.

PLANT MASTERY

- 1—**Plant Lore (I) D:** — **R:** T Caster learns nature and history of any 1 plant.
- 2—**Speed Growth (F) D:** 1 day **R:** 10'R Allows caster to increase speed of growth for any 1 species of plant within the radius by 10x.
- 3—**Plant Tongues (I) D:** 2 min/lvl **R:** T Allows caster to understand and "speak" the language of any 1 plant species.
- 5—**Speed Growth (F)** As above, except growth rate is 100x normal and the radius is 10'R.
- 6—**Plant Location (I) D:** — **R:** 1 mi Caster can locate members of any 1 species of plant or he can find out what species are in the area.
- 7—**Plant Growth (F) D:** P **R:** T Allows caster to double the size of any 1 plant; requires 1 days growth; when fully mature the plant will achieve twice its normal size.
- 8—**Plant Control I (M) D:** 1 min/lvl **R:** 100' Caster can control the automatic and/or mental processes of any 1 plant; caster can also control the plant's movements; doesn't allow movement beyond normal allowances.
- 9—**Speed Growth (F)** As above, except growth rate is 10x normal and the radius is 100'R.
- 10—**Plant Growth (F)** As above, except size increase is 3x.
- 11—**Plant Control III (M)** As *Plant Control I*, except caster can control any 3 plants.
- 13—**Plant Growth (F)** As above, except size increase is 5x.
- 14—**Speed Growth (F)** As above, except growth rate is 100x normal and the radius is 100'R.
- 15—**Plant Control V (M)** As *Plant Control I*, except caster can control any 5 plants.
- 20—**Plant Growth (M)** As above, except size increase is 10x.
- 25—**Plant Growth True (F)** As *Plant Growth*, except caster can increase size of all plants of 1 species within a 100'R by 5x.
- 30—**Plant Control True (M)** As *Plant Control I*, except caster can control all plants within range (100'R).
- 50—**Plant Animation (F) D:** 1 min/lvl **R:** 100' Caster can animate any 1 plant; the plant can then move slowly, carrying any root system it may possess along.

TURIC'S STAFF

Legends tell of the far ranging traveller, Turic Volm, whose mastery of serpents was accredited to his gnarled walking stick.

- +2 Spell Adder for Animists.
- Allows wielder to cast *Animal Mastery I* on any non-enchanted snake, at will.
- Wielder may add +20 to RR's against any snake venom.

Made of roughly hewn, enchanted Dir wood.



ANIMAL MASTERY

- 1—**Animal Sleep I (M)** D: 1 min/lvl R: 100'
Puts any animal (i.e., non-humanoid) to sleep; will not affect enchanted creatures or "intelligent" animals.
- 2—**Lesser Cloaking (U)** D: 1 min/lvl R: S
Allows caster to blend into surrounding terrain and become undiscoverable by animals of low intelligence.
- 3—**Animal Tongues (I)** D: 1 min/lvl R: S
Allows caster to understand and "speak" the language of any 1 animal species.
- 4—**Animal Sleep III (M)** As *Animal Sleep I*, except can put up to 3 animals to sleep.
- 5—**Animal Mastery I (M)** D: C R: 100'
Allows caster to control the actions of any 1 animal.
- 6—**Animal Location (I)** D:— R: 1 mi Caster can locate members of any 1 species of animal or he can find out what species are in the area.
- 7—**Befriending (M)** D: C R: 10' All animals within 10' will act friendly toward caster; does not control the animals.
- 8—**Animal Empathy (I)** D: C R: 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
- 9—**Animal Summons I (FM)** D: 1 min/lvl (C) R: 1 mi/lvl Caster can summon any 1 animal within radius; as long as he concentrates, caster controls the animal; animal is random representative of specified species.
- 10—**Animal Mastery III (M)** As *Animal Mastery I*, except caster can control 3 animals.
- 11—**Animal Summons III (FM)** As *Animal Summons I*, except caster can summon and control 3 animals.
- 12—**Animal Call (M)** D:— R: 1 mi/lvl Caster can "call" any 1 known, specific animal; if it is physically possible, the animal will come to him.
- 13—**Animal Mastery V (M)** As *Animal Mastery I*, except caster can control 5 animals.
- 14—**Animal Summons V (FM)** As *Animal Summons I*, except caster can summon and control 5 animals.
- 15—**Mastery (M)** As *Animal Mastery I*, except caster can control all animals of a given species within 100'.
- 20—**Animal Summons X (FM)** As *Animal Summons I*, except caster can summon and control 10 animals.
- 25—**Mastery (M)** As above, except caster can control all animals of a given species within a range of 10'/lvl.
- 30—**Absolution (F*)** D: V R: 100' RR Mod: -20 Target's "soul" is torn from his body; it remains in whatever place "souls" go for 30 days/10 failure. The soul can be returned early only through *Life Giving*. Target is unconscious until soul is restored; even for subconscious activity, he is at -75.
- 50—**Animal Summons True (FM)** As *Animal Summons I*, except caster can summon and control a number of animals equal to his level (e.g., a 50th lvl could summon and control 50 sheep).

HERB MASTERY

- 1—**Herb Lore (I)** D:— R: T Caster can understand the nature, origin, and value of any 1 herb (a plant used in medicine); if the plant is not an herb (i.e., is inedible or lacks medicinal use), no information will be related.
- 2—**Enhancement (U)** D: P R: T Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.
- 3—**Herb Finding (I)** D: 1 md/lvl R: 100'
Allows caster to locate any 1 specific variety of herb that is sought, regardless of physical obstacles: gives exact direction, distance, and quantity.
- 4—**Instant Herbal Cures (U)** D: P R: T Allows caster to make any 1 herb capable of being instantly effective; when the herb is subsequently used, its benefits/dangers will be immediately felt.
- 5—**Herb Mastery II (U)** D: P R: T Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with *Herb Enhancement*.
- 6—**Herb Finding (I)** As above, except that the range is 300'.
- 7—**Herb Production (U)** D: P R: T Caster can grow an herb by planting the proper seed; the herb is sterile and the growth takes 1-10 mds.
- 8—**Herb Mastery III (U)** As *Herb Mastery II*, except potency is 3x.
- 9—**Herb Finding (I)** As above, except range is 500'.
- 10—**Herb Cleansing (U)** D: P R: 10' Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range.
- 11—**Herb Mastery V (U)** As *Herb Mastery II*, except potency is 5x.
- 13—**Herb Finding (I)** As above, except range is 1 mile; location is known within 10'R.
- 15—**Herb Mastery X (U)** As *Herb Mastery II*, except potency is 10x.
- 20—**Lord Herb Finding (I)** As above, except range is 20 miles; location is known within 100'R.
- 25—**Enhancement True (U)** As *Enhancement*, except that potency of 1 growing herb is increased 100% x lvl of caster (e.g., a 30th lvl caster could increase potency of growing herb by 3000%, i.e., 30x).
- 30—**Herb Mastery True (U)** As *Herb Mastery II*, except that the potency for 1 herb can be increased by 100% x lvl of caster (e.g., a 50th lvl caster could increase potency of growing herb by 5000%, i.e., 50x).
- 50—**Herb Finding True (I)** As *Herb Finding*, except that caster can locate any 1 herb variety within a range of 1 mile/lvl of caster (e.g., 50 miles for a 50th level caster); location is known within 100'R.

Note: See Section 11.1 for an explanation of how *Herb Enhancement* and *Herb Mastery* spells increase the potency of herbs.

12.5 ANIMIST BASE LISTS

ANIMAL MASTERY

- 1) Animal Sleep I
- 2) Lesser Cloaking
- 3) Animal Tongues
- 4) Animal Sleep III
- 5) Animal Mastery I c
- 6) Animal Location
- 7) Befriending c
- 8) Animal Empathy c
- 9) Animal Summons I c
- 10) Animal Mastery III c
- 11) Animal Summons III c
- 12) Animal Call
- 13) Animal Mastery V c
- 14) Animal Summons V c
- 15) Mastery (100'R) c
- 20) Animal Summons X c
- 25) Mastery (10'R/lvl) c
- 30) Absolution *
- 50) Animal Summons True c

HERB MASTERY

- 1) Herb Lore
- 2) Enhancement
- 3) Herb Finding (100')
- 4) Instant Herbal Cures
- 5) Herb Mastery II
- 6) Herb Finding (300')
- 7) Herb Production
- 8) Herb Mastery III
- 9) Herb Finding (500')
- 10) Herb Cleansing
- 11) Herb Mastery V
- 12)
- 13) Herb Finding (1 mi)
- 14)
- 15) Herb Mastery X
- 20) Lord Herb Finding
- 25) Enhancement True
- 30) Herb Mastery True
- 50) Herb Finding True

12.5 ANIMIST BASE LISTS

NATURE'S PROTECTION

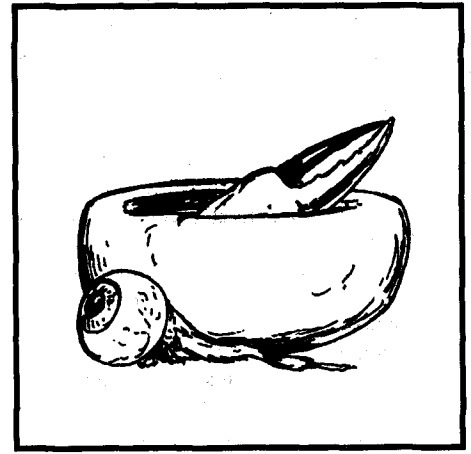
- 1) Hues
- 2) Resist Elements
- 3) Plant Facade
- 4)
- 5) Underwater Breathing
- 6) Animal Facade
- 7) Shadow
- 8) Deflections Organic *
- 9) Bladeturning Organic
- 10) Plant Form
- 11) Protection From Elements
- 12)
- 13) Aim Untrue Organic *
- 14)
- 15) Animal Form
- 20) Plant Form True
- 25) Animal Form True
- 30) Nature's Form True
- 50) Wp. Turning Organic True *

NATURE'S LORE

- 1) Outdoor Trap Detection c
- 2) Nature's Awareness (100'R) c
- 3) Rain Prediction
- 4) Storm Prediction
- 5) Weather Prediction (24 hr)
- 5) Nature's Awareness (300'R) c
- 7) Waiting Awareness (10'R) c
- 8) Weather Prediction (3 days)
- 9)
- 10) Nature's Awareness (500'R) c
- 11) Weather Prediction (5 days)
- 12) Waiting Awareness (100'R) c
- 13)
- 14) Weather Prediction (10 days)
- 15) Nature's Eye (1mi,100'R) c
- 20) Nature's Eye (10mi,500'R) c
- 25) Weather Prediction True
- 30) Nature's Eye (100mi,500'R) c
- 50) Animist's Eye c

NATURE'S PROTECTION

- 1—**Hues (F) D:** 1 min/lvl **R:** S Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).
- 2—**Resist Elements (D) D:** 1 min/lvl **R:** S Protects caster from natural heat up to 200°F and natural cold down to -20°F; +10 to caster's RRs vs. heat and cold spells; -10 to all elemental spell attacks against caster.
- 3—**Plant Facade (F) D:** 1 min/lvl **R:** S Allows caster to appear as any 1 type of plant; caster retains his size and will not smell or feel like the plant; it is purely a visual illusion.
- 5—**Underwater Breathing (F) D:** 1 min/lvl **R:** S Caster can breathe under normal water.
- 6—**Animal Facade (F) As Plant Facade**, except caster will appear as any 1 type of animal.
- 7—**Shadow (F) D:** 1 hr/lvl **R:** S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 8—**Deflections Organic (F*) D:** — **R:** S Deflects 1 missile fired at the caster; missile must be in caster's field of vision; subtract 100 from the attack roll for the missile; missile must be at least partially or organic composition.
- 9—**Bladeturning Organic (F*) As Deflections Organic**, except that the effect is against 1 melee attack form an organic or partially organic weapon.
- 10—**Plant Form (F) D:** 1 min/lvl **R:** S Allows caster to take the form of any 1 plant; caster will look and feel like the plant, but will not change in size.
- 11—**Protection From Elements (D) As Resist Elements**, except it protects caster from any natural temperature extremes; +25 to caster's RRs vs. heat and cold spells; -25 to all elemental spell attacks against caster.
- 13—**Aim Untrue Organic (F*) As Deflections Organic**, except the missile automatically misses.
- 15—**Animal Form (F) As Plant Form**, except caster can also take on physical character of any 1 animal; it will not bestow animal's physical abilities.
- 20—**Plant Form True (F) As Plant Form**, except caster can also take on smell and physical character of any 1 plant and caster can halve or double his normal size.
- 25—**Animal Form True (F) As Animal Form**, except caster can also take on the smell of any 1 animal; it will not bestow any of the animal's special abilities (e.g., fiery breath or anti-magic qualities); it will confer basic physical abilities (e.g., movement & physical attack capabilities); caster may halve or double normal size.
- 30—**Nature's Form True (F) As Plant Form and Animal Form**, except caster can change his form from rnd to rnd, taking on any new plant or animal form desired (within size limits).
- 50—**Weapon Turning Organic True (F*) D:** 1 rnd/lvl **R:** S Each rnd, caster can negate (i.e., cause to miss) one missile or melee attack directed at him; attacking weapon must be part organic; it must be within his field of vision.



NATURE'S LORE

- 1—**Outdoor Trap Detection (I) D:** 1 min/lvl **(C) R:** 5'R Caster has a 75% chance of detecting each individual trap in a 5'R; caster can concentrate on a 5'R area each round.
- 2—**Nature's Awareness (I) D:** C **R:** 100'R Allows caster to monitor animate activity in the area (e.g., he will be aware of movements, subtle and overt); caster cannot move while concentrating.
- 3—**Rain Prediction (I) D:** — **R:** 1 mi/lvl Gives caster a 95% chance of predicting rain. ±15 min over next 24 hr period.
- 4—**Storm Prediction (I) As Rain Prediction**, except it allows 95% chance of predicting time and type of storm.
- 5—**Weather Prediction (I) As Rain Prediction**, except it allows 95% chance of predicting time, type, and severity of weather over next 24 hr period.
- 6—**Nature's Awareness (I) As above**, except that the radius is 300'.
- 7—**Waiting Awareness (I) D:** 1 hr/lvl **R:** 10'R Allows caster to set up a natural "alarm system"; any disturbing activity will cause caster to be alerted.
- 8—**Weather Prediction (I) As above**, except period is 3 days.
- 10—**Nature's Awareness (I) As above**, except that radius is 500'.
- 11—**Weather Prediction (I) As above**, except period is 5 days.
- 12—**Waiting Awareness (I) As above**, except radius is 100'.
- 14—**Weather Prediction (I) As above**, except period is 10 days.
- 15—**Nature's Eye (I) D:** C **R:** 1 mi Allows caster to visualize and sense activity in a known fixed area (100'R).
- 20—**Nature's Eye (I) As above**, except the range is 10 miles and caster can monitor an area of 500'R.
- 25—**Weather Prediction True (I) As Weather Prediction**, except period is 1 day/lvl.
- 30—**Nature's Eye (I) As above**, except range is 100 miles and caster can monitor an area of 500'R.
- 50—**Animist's Eye (I) D:** C **R:** V Allows caster to monitor an area of 100'R that he has both been to and become acquainted with (i.e., spent at least 1 day meditating in or 30 days living in).

MOVING WAYS

- 1—**Stonerunning** (F) D: 1 min/lvl R: S Caster can run on nearly horizontal stone surfaces as if he was on level ground.
- 2—**Limbwalking** (F) D: 1 min/lvl R: S Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.
- 3—**Swimming** (F) D: 1 min/lvl R: 100' Target can swim without expending energy.
- 4—**Waterwalking** (F) D: 1 min/lvl R: S Caster can walk on water as if he were on level dry ground; may not be used on rough water.
- 5—**Sandrunning** (F) As *Stonerunning*, except caster can run on sandy surfaces.
- 6—**Limbrunning** (F) As *Limbwalking*, except caster can run on tree limbs.
- 7—**Traceless Passing** (F) D: C R: S Caster can walk without leaving tracks or other visible signs of his passing.
- 8—**Hide Tracks I** (F) D: C R: 50' Caster can hide the tracks of any 1 being; this spell and *Traceless Passing* can be used simultaneously.
- 9—**Waterrunning** (F) As *Waterwalking*, except caster can run on calm waters.
- 10—**Hide Tracks II** (F) As *Hide Tracks I*, except for 2 beings' tracks.
- 11—**Swimming True** (F) As *Swimming*, except target can swim as fast as he could run.
- 12—**Hide Tracks V** (F) As *Hide Tracks I*, except for 5 beings' tracks.
- 13—**Running True** (F) As the *Running* spells above, except any one of the spells can be used each round (e.g., the caster could run on sand, then on water, then on limbs, etc.).
- 14—**Hide Tracks X** (F) As *Hide Tracks I*, except for 10 beings' tracks.
- 15—**Merging Organic** (F) D: 1 min/lvl R: S Allows caster to merge (body + 1' depth) into organic material (live or dead); caster cannot move while merged.
- 20—**Great Merging Organic** (F) As *Merging Organic*, except caster may turn within material and see outside if within 6" of surface.
- 25—**Hide Tracks XX** (F) As *Hide Tracks I*, except for 20 beings' tracks.
- 30—**Merging True Organic** (F) As *Great Merging Organic*, except caster may use spells on himself while merged.
- 50—**Hide Tracks True** (F) As *Hide Tracks I*, except caster can either absolutely hide his own tracks (preventing discovery via any spell, etc.) or he can hide the tracks of a number of beings equal to his level.

INNER WALLS

- 1—**Heat Resistance** (D*) D: 1 min/lvl R: S Target is protected from natural heat up to 200°F; +20 to all RRs vs. heat; -20 to elemental fire/heat attacks.
- 2—**Cold Resistance** (D*) Target is protected from natural cold to -20°F; +20 to all RRs vs. cold; -20 to elemental cold/ice attacks.
- 3—**Resistance I** (D) D: 1 min/lvl R: S Caster gets a 5 bonus to his RRs and DB.
- 4—**Bless I** (D) As *Resistance I*, except bonus applies to DB and maneuver rolls.
- 5—**Prayer I** (D) As *Resistance I*, except bonus applies to RRs and maneuver rolls.
- 7—**Sterilization** (F) D: — R: T Caster can sterilize 1 cu'/lvl of any solid or liquid; will not affect inert poisons or harm creatures larger than 1/4" in length.
- 8—**Resistance II** (D) As *Resistance I*, except bonus is 10.
- 9—**Bless II** (D) As *Bless I*, except bonus is 10.
- 10—**Prayer II** (D) As *Prayer I*, except bonus is 10.
- 11—**Protection/Elements** (D) As *Heat Resistance* and *Cold Resistance*, except protects against any natural temperature.
- 13—**Resistance III** (D) As *Resistance I*, except bonus is 15.
- 14—**Bless III** (D) As *Bless I*, except bonus is 15.
- 15—**Prayer III** (D) As *Prayer II*, except bonus is 15.
- 20—**Undisease** (F) D: P R: T Allows target to attempt to throw off any 1 disease by making another RR with a special +50 modification.
- 25—**Uncurse** (D) D: P R: T Caster can throw this spell on a given target only once per caster's level. A RR is made for the curse (the caster's lvl is the attack lvl, the original attack level of the curse is the target lvl); if RR fails, the curse is removed.
- 30—**Unpoison** (F) D: P R: T Allows target to attempt to throw off the effects of any poison by making a RR with a special +50 modification.
- 50—**Inner Wall** (D) D: 1 min/lvl R: S Caster gets +25 to his DB, RRs, and maneuver rolls.

12.6 RANGER BASE LISTS

MOVING WAYS

- 1) Stonerunning
- 2) Limbwalking
- 3) Swimming
- 4) Waterwalking
- 5) Sandrunning
- 6) Limbrunning
- 7) Traceless Passing c
- 8) Hide Tracks I c
- 9) Waterrunning
- 10) Hide Tracks II c
- 11) Swimming True
- 12) Hide Tracks V c
- 13) Running True
- 14) Hide Tracks X c
- 15) Merging Organic
- 20) Great Merging Organic
- 25) Hide Tracks XX c
- 30) Merging True Organic
- 50) Hide Tracks True

INNER WALLS

- 1) Heat Resistance *
- 2) Cold Resistance *
- 3) Resistance I
- 4) Bless I
- 5) Prayer I
- 6)
- 7) Sterilization
- 8) Resistance II
- 9) Bless II
- 10) Prayer II
- 11) Protection/Elements
- 12)
- 13) Resistance III
- 14) Bless III
- 15) Prayer III
- 20) Undisease
- 25) Uncurse
- 30) Unpoison
- 50) Inner Wall



12.6 RANGER BASE LISTS

NATURE'S WAY

- 1) Outdoor Trap Detection c
- 2) Water Finding (1 mi)
- 3) Fire Starting
- 4) Storm & Rain Prediction
- 5) Food Finding (1 mi)
- 6) Water Purification
- 7) Shelter Finding (1 mi)
- 8) Lesser Traps
- 9) Weather Prediction (24 hr)
- 10) Nature's Awareness (100'R) c
- 11) Water Finding (10 mi)
- 12) Waiting Awareness (10'R)
- 13) Food Finding (10 mi)
- 14) Major Traps
- 15) Shelter Finding (10 mi)
- 20) Nature's Awareness (500'R) c
- 25) Weather Prediction (5 days)
- 30) Waiting Awareness (100'R)
- 50) Nature's Awareness (1 mi R)

PATH MASTERY

- 1) Pathlore
- 2) Nightvision
- 3) Tracking c
- 4) Path Tale
- 5) Pathfinding (1 mi) c
- 6) Tracks Lore
- 7) Detect Ambush (50'R)
- 8) Passing Lore
- 9) Pathfinding (5 mi) c
- 10) Animal Tongues
- 11) Tracks Analysis c
- 12) Plant Tongues
- 13) Pathfinding (20 mi) c
- 14) Detect Ambush (100'R)
- 15) Stonespeech
- 20) Detect Ambush True
- 25) Path True c
- 30) Tracking True c
- 50) Tracks Ahead c

NATURE'S WAY

- 1—**Outdoor Trap Detection (I) D:** 1 min/lvl (C) **R:** 100' Has a 75% chance of detecting each individual trap in a 5'R area; caster can concentrate on a 5'R area each round.
- 2—**Water Finding (I) D:** — **R:** 1 mi Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon; learns approximate size and quality of source.
- 3—**Fire Starting (F) D:** — **R:** 1' Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
- 4—**Storm & Rain Prediction (I) D:** — **R:** 2 mi/lvl Gives caster 95% chance of predicting rain or a storm, ±15 min over the next 24 hr period; type and severity of storm can be ascertained.
- 5—**Food Finding (I) D:** — **R:** 1 mi Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.); food source must exceed 1 lb.
- 6—**Water Purification (F) D:** P **R:** T Allows caster to purify a number of gallons of water equal to his level.
- 7—**Shelter Finding (I) D:** — **R:** 1 mi Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cu'; shelter must have an entry (exceeding 2'R) bordering on open air.
- 8—**Lesser Traps (F) D:** P **R:** T Caster can construct a minor outdoor trap within 1 rnd; trap can deliver up to a "B" critical hit to any one person (e.g., a shallow spiked pit, a snare that throws victim into tree trunk, etc.); area of effect/triggering must be a 10'R or less.
- 9—**Weather Prediction (I) D:** — **R:** 1 mi Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hr period.
- 10—**Nature's Awareness (I) D:** C **R:** 100' Allows caster to monitor animate activity in the area (e.g., he will be aware of movements, subtle and overt); caster cannot move while concentrating.
- 11—**Water Finding (I) As above, except range is 10 miles.**
- 12—**Waiting Awareness (I) D:** 1 hr/lvl **R:** 10'R Allows caster to set up a natural "alarm system"; any disturbing activity will cause caster to be alerted.
- 13—**Food Finding (I) As above except range is 10 miles.**
- 14—**Major Traps (F) As Lesser Traps, except trap can deliver an "E" critical hit.**
- 15—**Shelter Finding (I) As above, except range is 10 miles.**
- 20—**Nature's Awareness (I) As above, except radius is 500'.**
- 25—**Weather Prediction (I) As above, except period is 5 days.**
- 30—**Waiting Awareness (I) As above, except that the radius is 100'.**
- 50—**Nature's Awareness (I) As above, except range is 1 mile radius.**

PATH MASTERY

- 1—**Pathlore (I) D:** — **R:** S Caster learns origin and nearest "destination" of any path within 10'R.
- 2—**Nightvision (U) D:** 10 min/lvl **R:** S Target can see 100' on a normal night as if it were daylight; may only be used outside.
- 3—**Tracking (I) D:** C **R:** S Caster gets a 50 bonus for all Tracking attempts.
- 4—**Path Tale (I) D:** — **R:** S Caster acquires visual image of any user(s) of a given path within a period of 1 hr/lvl.
- 5—**Pathfinding (I) D:** C **R:** 1 mi Caster learns the location(s) of any path(s) within 1 mi; gives the nearest point on path, but not the path's course; may only be used outdoors.
- 6—**Tracks Lore (I) D:** — **R:** T Caster learns origin of tracks, and acquires a visual image of the one who left them; provides a 25 bonus when later tracking that particular being or animal.
- 7—**Detect Ambush (I) D:** 10 min/lvl **R:** 50'R Allows caster to detect any hostile, thinking force within 50'; provides direction, but not distance of danger; may only be used in outdoors.
- 8—**Passing Lore (I) D:** — **R:** T Caster acquires visual and aural (sound) image of any being or animal which has passed within a 50'R of a specific object (up to 1 hr/lvl earlier).
- 9—**Pathfinding (I) As above, except range is 5 miles.**
- 10—**Animal Tongues (I) D:** 1 min/lvl **R:** S Allows caster to understand and "speak" the language of any 1 animal species.
- 11—**Tracks Analysis (I) D:** C **R:** 100'R Caster acquires a visual image of all beings or animals who left tracks in the area; provides a 50 bonus when later tracking a particular being or animal.
- 12—**Plant Tongues (I) D:** 1 min/lvl **R:** S Allows caster to understand and "speak" the language of any 1 plant species.
- 13—**Pathfinding (I) As above, except range is 20 miles.**
- 14—**Detect Ambush (I) As above, except range is 100'R.**
- 15—**Stonespeech (I) D:** 1 min/lvl **R:** S Allows caster to understand and "speak" the language of any 1 "stone".
- 20—**Detect Ambush True (I) As Detect Ambush, except range is 10'/lvl R.**
- 25—**Path True (I) D:** C **R:** S Allows caster to ascertain the proper path to what he seeks (includes the course along that path); e.g., he will always know the best way to Syclox.
- 30—**Tracking True (I) As Tracking, except that it will negate any Hide Tracks spell (except for Hide Tracks True), and will always give tracker a special 100 Tracking bonus.**
- 50—**Tracks Ahead (I) D:** C **R:** 100'R Allows caster to know entire course of the tracks in question (i.e., exactly where and how they go); will not negate Hide Tracks True.

NATURE'S GUISES

- 1—**Hues** (F) **D:** 1 min/lvl **R:** S Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).
- 2—**Shade** (F) **D:** 10 min/lvl **R:** 100R All shadows and darkness within radius deepen, giving all Stalking & Hiding attempts a 25 bonus; if the point is on a mobile object or being, it will move with the object/being.
- 3—**Freeze** (F) **D:** C **R:** 10' Up to 1 cu' of liquid/lvl can be cooled to freezing at rate of 1cu'/rnd; will not lower temp. below -20°F (makes great ice for drinks).
- 4—**Silent Moves** (F) **D:** 1 min/lvl **R:** S Caster can move silently, so long as he does not create a sound originating more than 1' from his body. In many situations this will give a 10-50 bonus (GM discretion) to Stalking/Hiding attempts.
- 5—**Self Cloaking** (F) **D:** C **R:** S Caster blends into surrounding terrain; gives a 75 bonus to Hiding attempts; caster may not move (appreciably) without destroying effect.
- 6—**Light** (F) **D:** 10 min/lvl **R:** T Lights a 10R area surrounding point touched; if the point is on a mobile object or being, it will move with the object/being.
- 7—**Darkness** (F) **D:** 10 min/lvl **R:** T Throws a 10R area surrounding point touched into normal darkness; if the point is on a mobile object or being, it will move with the object/being.

- 8—**Shadow** (F) **D:** 1 hr/lvl **R:** S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 10—**Plant Facade** (F) **D:** 1 min/lvl **R:** S Allows caster to appear as any 1 type of plant; caster retains his size and will not smell or feel like the plant; it is purely a visual illusion.
- 11—**Blank Thoughts** (P) **D:** C **R:** S As long as caster does not move, his mental patterns will appear to be those of any local animal; even if he moves, his specific thoughts can't be read.
- 13—**Animal Facade** (F) As *Plant Facade*, except caster appear to be any 1 type of animal.
- 15—**Animal Thoughts** (P) As *Blank Thoughts*, except caster can move, and his thoughts will appear to be those of any 1 type of animal.
- 20—**Plant Form** (F) **D:** 1 min/lvl **R:** S Allows caster to take the form of any 1 plant; caster will look and feel like the plant, but will not change in size.
- 25—**Animal Form** (F) As *Plant Form*, except caster can take on physical character of 1 animal; will not bestow animal's physical abilities.
- 30—**Plant Form True** (F) As *Plant Form*, except caster can also take on smell and physical character of any 1 plant and caster can halve or double his normal size.
- 50—**Animal Form True** (F) As *Animal Form*, except caster can also take on the smell of 1 animal; it will not bestow any of the animal's special abilities (e.g., fiery breath or anti-magic qualities); it will confer physical abilities (e.g., movement and physical attack capabilities); caster may halve or double his normal size.

12.6 RANGER BASE LISTS

NATURE'S GUISES

- 1) Hues
- 2) Shade
- 3) Freeze c
- 4) Silent Moves
- 5) Self Cloaking c
- 6) Light
- 7) Darkness
- 8) Shadow
- 9)
- 10) Plant Facade
- 11) Blank Thoughts c
- 12)
- 13) Animal Facade
- 14)
- 15) Animal Thoughts c
- 20) Plant Form
- 25) Animal Form
- 30) Plant Form True
- 50) Animal Form True



12.7 EVIL CLERIC BASE LISTS

DISEASE

- 1) Chills
- 2) Grey Vision
- 3) Smelling Loss
- 4) Hearing Loss
- 5) Tongue Rot
- 6) Asthma
- 7) Leprosy
- 8) Minor Allergy
- 9)
- 10) Hemophilia
- 11) Malaria
- 12)
- 13) Epilepsy
- 14) Pneumonia
- 15) Major Allergy
- 20) Elephantiasis
- 25) Leukemia
- 30) Rabies
- 50) Plague

CURSES

- 1) Detect Curse
- 2) Nightvision Curse
- 3)
- 4) Ulcer Curse
- 5) Curse Of Dake
- 6) Green Tongue
- 7) Sea Curse
- 8)
- 9) Excommunication
- 10) Learning of Mins
- 11) Curse of Shar Bu
- 12)
- 13) Beauty of Arraer
- 14) Clotting Curse
- 15) Ugliness Of Orn
- 20) Running Death
- 25) Friendslayer
- 30) Excommunication True
- 50) Dark Thoughts

DISEASE

- 1—**Chills** (F) **D: P R: 100'** Target gets a cold; roll for severity (high is bad for target).
- 2—**Grey Vision** (F) As *Chills*, except target is color-blind.
- 3—**Smelling Loss** (F) As *Chills*, except target has no sense of smell.
- 4—**Hearing Loss** (F) As *Chills*, except target has no sense of hearing.
- 5—**Tongue Rot** (R) As *Chills*, except over the course or 1 week the target's tongue will rot away and he will not be able to speak.
- 6—**Asthma** (F) As *Chills*, except target gets severe asthma; for every rnd of physical exertion (melee, running, firing a bow, rowing, etc.) the target will have a -5 mod. to any activity involving physical exertion. When this reaches -100 the target lapses into unconsciousness. Each -5 mod. requires 3 rnds of rest to eradicate.
- 7—**Leprosy** (F) As *Chills*, except target gets leprosy, which causes a gradual loss of feeling in the extremities (and blood flow); this doubles the effectiveness of wounds in these areas.
- 8—**Minor Allergy** (F) As *Chills*, except the target becomes slightly allergic to a substance (not himself) of the caster's choosing; when in the presence of this substance, the target will be at -30 on all activity.
- 10—**Hemophilia** (F) As *Chills*, except the target becomes a hemophiliac; any "hits/rnd" and concussion hits are doubled; healing hits requires double the normal expenditure.
- 11—**Malaria** (F) As *Chills*, except the target contracts malaria; after the initial bout of high fever, delirium, coma, and incapacitation (lasting between 3 days and 2 weeks), the target will be subject to random "relapses" similar to the initial bout.
- 13—**Epilepsy** (F) As *Chills*, except target becomes an epileptic; in a tension situation there is a 5% chance he will go into an epileptic fit. If someone treats them (i.e., holds them down and places an object in his mouth), he have only a 1% chance of dying; if not, he has a 10% chance of dying.
- 14—**Pneumonia** (F) As *Chills*, except target gets pneumonia; if the target is kept warm and completely immobile for 2 weeks, he will have only a 25% chance of dying (much higher if not treated). The chance of dying is lowered 5% for every 10 points by which caster's Constitution exceeds 50.
- 15—**Major Allergy** (F) As *Minor Allergy*, except penalty is -60%.
- 20—**Elephantiasis** (F) As *Chills*, except target gets elephantiasis; one of his extremities swells and grows up to 5x normal size.
- 25—**Leukemia** (F) As *Chills*, except target gets leukemia; target will weaken at a rate of 2%/day (-2/day, cumulative, to all activity); when the total reaches 100%, the target is dead.

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

50—**Plague** (F) As *Chills*, except target gets a "plague". If he fails his RR, he will die 95% of the time (in 10 min); the other 5% of the time, he believes that he resisted, but becomes a carrier instead. Anyone coming within 5' of a carrier must resist or face the same chances as the original target.

Note: Once caught, diseases cannot be Dispelled but they can be cured.

CURSES

- 1—**Detect Curse** (I) **D: 1 min/lvl R: 10'** Detects a curse on an item or person.
- 2—**Nightvision Curse** (F) **D: until removed R: 100'** Target can see at night as if it were day, but he can only see in the day as if it were the darkest night.
- 4—**Ulcer Curse** (F) As *Nightvision Curse*, except target can only eat bread or dairy products; anything else will aggravate his ulcer (unless he makes a RR) and he will be incapacitated for 1-8 hrs.
- 5—**Curse of Dake** (F) As *Nightvision Curse*, except target cannot move faster than a walking pace on his own (he may be carried or ride at a faster pace).
- 6—**Green Tongue** (F) As *Nightvision Curse*, except target can only eat green leaves; eating other food will incapacitate him (unless he makes a RR) for 1-8 hrs.
- 7—**Sea Curse** (F) As *Nightvision Curse*, except will never voluntarily swim, enter any water (even a bath), or get in a boat.
- 9—**Excommunication** (F) **D: 1 day/10 failure R: 100'** Target loses all Channeling power points; thus he cannot cast any Channeling spells (even through bonus items). A hybrid spell user of Channeling (e.g., Sorcerer or Astrologer) would only lose half his PPs.
- 10—**Learning Of Mins** (F) As *Nightvision Curse*, except target can only speak and write his native language.
- 11—**Curse Of Shar Bu** (F) As *Nightvision Curse*, except target is sterile and impotent.
- 13—**Beauty Of Arraer** (F) As *Nightvision Curse*, except target's appearance is raised to the maximum possible (and then some). If anyone sees the uncovered face of the target or gets within 3' (and is of the opposite sexual persuasion and fails a RR), they will attempt to possess and carry off the the target (they will fight if necessary). Certain persons will get modifications to their RRs (eunuchs, hedonists, tacos, hosers, icers, etc.).

14—**Clotting Curse** (F) As *Nightvision Curse*, except target's blood will coagulate and create a blood clot around the area of any cut or wound. The clot will cut off circulation to the area fed by the given vessel and target will lose the affected body section after 2-20 min due to system damage (e.g., a thigh wound might ultimately mean loss of leg; a neck wound would be fatal).

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

20—**Running Death** (I) D: — R: 100' As *Nightvision Curse*, except target will run until he dies of exhaustion; he may be restrained, but whenever freed, he will begin to run again.

25—**Frienslayer** (F) As *Nightvision Curse*, except every time the target is in a combat situation near friend(s) (within 10') there is a 10% chance each round (non-cumulative) that he will attack one of his friends (random determination) and attempt to kill him. For these purposes a "friend" is any companion or associate.

30—**Excommunication True** (F) As *Excommunication* except effect is permanent until removed.

50—**Dark Thoughts** (F) As *Nightvision Curse*, except target may not attack any "evil" creature and the target learns all evil languages and the target will obey the commands of any evil person who is 10+ levels higher than himself.

NECROMANCY

1—**Animate Dead I** (F) D: 1 min/lvl (C) R: 100' Caster can cause any dead body (within 50% of his own mass), to rise up and move. The caster must concentrate for the body to perform action; if he stops concentration, the body will stand motionless. The body can be maneuvered at -25, and can melee with a -20 OB. Body cannot have been dead more than 1 day. (See the note below.)

2—**Control Undead I** (F*) D: C R: 100' Caster can control one Class I Undead, the Undead's capabilities must be defined by the system used (see note below).

4—**Animate Dead II** (F) As *Animate Dead I*, except caster can control 2 bodies (within the restrictions above) or one body with -15 to maneuvers and a -10 melee OB.

5—**Create Undead I** (F) D: P R: 10' Given a body that has been dead less than 1 week, the caster can turn the body into a Class I Undead. The Undead will attempt to attack the closest living being (if uncontrolled), but can take no other activity other than moving to the being and attacking. If controlled, the Undead will do anything (within its capabilities) that the caster wills. The Undead can be *Dispelled*, *Repelled*, or just smashed into little pieces.

6—**Control Undead II** (F*) As *Control Undead I*, except 1 Class II Undead or 2 Class I's can be controlled.

7—**Animate Dead III** (F) As *Animate Dead I*, except 3 bodies can be controlled or one body with -5 to maneuvers and a +0 melee OB.

8—**Create Undead II** (F) As *Create Undead I*, except 1 Class II Undead or 2 Class I Undead can be created.

9—**Control Undead III** (F*) As *Control Undead I*, except 1 Class III Undead or 3 Class I's or 1 Class II and 1 Class I can be controlled.

10—**Animate Undead IV** (F) As *Animate Dead I*, except 4 bodies can be controlled at the basic penalties or 1 body with +5 to maneuvers and a +10 melee OB.

11—**Create Undead III** (F) As *Create Undead I*, except caster can create 1 Class III Undead or 3 Class I's or 1 Class II and 1 Class I.

12—**Animate Dead V** (F) As *Animate Dead I*, except 5 bodies can be controlled at the basic penalties or 1 body with +10 to maneuvers and a +20 melee OB.

13—**Control Undead IV** (F*) As *Control Undead I*, except caster can control 1 Class IV Undead or 4 Class I's or 2 Class II's or 1 Class III and 1 Class I or 1 Class II and 2 Class I's.

14—**Animate Dead VI** (F) As *Animate Dead I*, except 6 bodies can be controlled at the basic penalties or 1 body with +15 to maneuvers and a +30 melee OB.

15—**Create Undead IV** (F) As *Create Undead I*, except caster can create 1 Class IV Undead or 4 Class I's or 2 Class II's or 1 Class III and 1 Class I or 1 Class II and 2 Class I's.

20—**Control Undead V** (F*) As *Control Undead I*, except caster can control 1 Class V Undead or 5 Class I or etc.

25—**Create Undead V** (F) As *Create Undead I*, except caster can create 1 Class V Undead or 5 Class I's or 1 Class IV and 1 Class I or etc.

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

50—**Create Undead True** (F) As *Create Undead I*, except caster can create any Undead that exists in the world system in use (e.g., ring wraiths, vampires, etc.).

Note: For the purposes of the above spells, the Undead are divided into 6 classes: I, II, III, IV, V, and above V. A Gamemaster must place each of the Undead types in his world systems into one of these classes for the purposes of these spells. For example, skeletons would obviously be Class I Undead, mummies might be Class IV or V, vampires would be above Class V, etc. See *Creatures & Treasures* for a complete classification of various Undead. Animated Dead are normally treated as Class I Undead. Also note that Undead do not normally get RRs versus spells from the Necromancy list.

12.7 EVIL CLERIC BASE LISTS

NECROMANCY

- 1) Animate Dead I c
- 2) Control Undead I c *
- 3)
- 4) Animate Dead II c
- 5) Create Undead I
- 6) Control Undead II c *
- 7) Animate Dead III c
- 8) Create Undead II
- 9) Control Undead III c *
- 10) Animate Dead IV c
- 11) Create Undead III
- 12) Animate Dead V c
- 13) Control Undead IV c *
- 14) Animate Dead VI c
- 15) Create Undead IV
- 20) Control Undead V c *
- 25) Create Undead V
- 30) Control Undead True c
- 50) Create Undead True

12.7 EVIL CLERIC BASE LISTS

DARK CHANNELS

- 1)
- 2) Dark Stunning *
- 3) Channels I *
- 4)
- 5) Dark Sleep *
- 6) Channels III *
- 7)
- 8) Dark Blinding *
- 9)
- 10) Black Channel I *
- 11) Channels V *
- 12)
- 13) Absolution *
- 14)
- 15) Black Channel II *
- 20) Absolution Pure *
- 25) Black Channel III *
- 30) Dark Absolution *
- 50) Unholy Gate

DARK LORE

- 1) Afterthoughts
- 2) Detect Good c
- 3) Detect Blessing c
- 4) Detect Hate c
- 5) Dark Lore I
- 6) Detections Holy c
- 7)
- 8) Dream I
- 9)
- 10) Bless Tales
- 11) Dark Lore II
- 12) Dreams II
- 13) Hate Analysis
- 14) Dark Lore III
- 15) Dreams III
- 20) Black Lore
- 25) Blessing Analysis
- 30) Dreams True
- 50) Black Lore Mastery

DARK CHANNELS

- 2—**Dark Stunning** (F*) **D:** 1 rnd/5 failure **R:** 100' **RR Mod:** -10 Caster points his arm (elbow locked and fist clenched) at the target and channels raw power source (usually a deity); target is stunned.
- 3—**Channels I** (F*) **D:** — **R:** V When this spell is cast, the 1st lvl spell that the caster begins to cast the next round will be "channeled" to another spell user of the Channeling realm. The "channeled" spell is transmitted to the other spell user when it would normally take effect, and must be used by him immediately. All normal restrictions on the transmitted spell apply. The caster of the transmitter must be able to see the receiver or know exactly where he is (direction and distance, or specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell; then another spell user (or deity) could use *Channels I* to send him a spell (if he knew where the altar was and the correct time). For a description of non-spell based Channeling see *ChL* Section 3.7.
- 5—**Dark Sleep** (F*) As *Dark Stunning*, except target falls into a very deep sleep.
- 6—**Channels III** (F*) As *Channels I*, except a 2nd-3rd lvl spell may be transmitted.
- 8—**Dark Blinding** (F*) As *Dark Stunning*, except blinds for 1 hr/10 failure.
- 10—**Black Channel I** (F*) **D:** P **R:** V Caster may cast one of the *Black Channel I* spells described in Section 10.7. The Gamemaster must determine which one(s) may be cast, based upon: culture, background, deity served, etc. The caster might be allowed to pick and choose.
- 11—**Channels V** (F*) As *Channels I*, except a 1st-5th lvl spell may be transmitted.
- 13—**Absolution** (F*) **D:** V **R:** 50' **RR Mod:** -20 Target's "soul" is torn from his body; it remains in whatever place "souls" go for 1 week/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even for subconscious activity, he is at -75.
- 15—**Black Channel II** (F*) As *Black Channel I*, except a *Black Channel II* spell can be cast (see Sectin 10.7).
- 20—**Absolution Pure** (F*) As *Absolution*, except "soul" can only be brought back through *Lifegiving*.
- 25—**Black Channel III** (F*) As *Black Channel I*, except a *Black Channel III* spell can be cast (see Sectin 10.7).
- 30—**Dark Absolution** (F*) As *Absolution Pure*, except the "soul" is utterly destroyed.
- 50—**Unholy Gate** (F) **D:** 1 rnd **R:** V Opens a direct channel to the evil cleric's deity; results depend on the deity's personality, motives and powers. Any spell the deity can cast can be transmitted through the gate.

DARK LORE

- 1—**Afterthoughts** (I) **D:** — **R:** S Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
- 2—**Detect Good** (I) **D:** 1 min/lvl **R:** 100' Detects "true good" in an animate or inanimate target; caster can concentrate on a 5'R area each round.
- 3—**Detect Blessing** (I) As *Detect Good*, except caster can detect any blessings.
- 4—**Detect Hate** (I) As *Detect Good*, except caster can detect the emotion of hatred, either in the living mind or in an object forged with great malice.
- 5—**Dark Lore I** (I) **D:** — **R:** 10' Caster can ascertain the origin point and nature of any 1 item "of darkness" or "of evil"; he will not learn specific capabilities.
- 6—**Detections Holy** (I) As *Detect Good*, except detects "holy" items and detection area is 10'R.
- 8—**Dream I** (P) **D:** sleep **R:** S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 10—**Bless Tales** (I) **D:** — **R:** S Caster can determine the author, origin, and complete history of a given blessing; he also learns the nature and specific powers.
- 11—**Dark Lore II** (I) As *Dark Lore I*, except caster can ascertain the origin point and nature of any 2 items of darkness or evil or caster can determine the nature, origin point, and the exact significance of any 1 item of darkness or evil.
- 12—**Dreams II** (P) As *Dream I*, except limit is 2 dreams/night on different topics.
- 13—**Hate Analysis** (I) **D:** — **R:** 10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate): the degree and other details of such hatred can also be acquired.
- 14—**Dark Lore III** (I) As *Dark Lore I*, except caster can ascertain the origin point and nature of any 3 items of evil or darkness or caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of evil or darkness. Caster also learns item's specific capabilities.
- 15—**Dreams III** (P) As *Dream I*, except limit is 3 dreams/night on different topics.
- 20—**Black Lore** (I) **D:** — **R:** 100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness; it allows caster to visualize all who have possessed the item.
- 25—**Blessing Analysis** (I) As *Hate Analysis*, except caster is able to completely analyze any 1 blessing.
- 30—**Dreams True** (I) As *Dreams I*, except caster can have a number of dreams/night equal to his level.
- 50—**Black Lore Mastery** (I) As *Black Lore*, except caster can acquire the information on all items of evil or darkness within 100'.



12.8 ASTROLOGER BASE LISTS

WAY OF THE VOICE

- 1) Speech I c
- 2) Question
- 3)
- 4)
- 5) Speech II c
- 6)
- 7) Mind Speech (10'R) c *
- 8) Suggestion
- 9) Speech III c
- 10) Voice of Command c
- 11) Mind Speech (100'R) c *
- 12)
- 13)
- 14) Mind Speech (300'R) c *
- 15) Word of Command *
- 20) Speech True c
- 25) Mind Shout *
- 30) Mind Speech True c *
- 50) Great Control

WAY OF THE VOICE

- 1—**Speech I (P)** D: C R: S Caster is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, peace, etc.); equivalent to skill rank 2.
- 2—**Question (M)** D: — R: 10' Target must answer one single concept question.
- 5—**Speech II (P)** As *Speech I*, except caster can communicate in more complex concepts, although there is a good chance of misinterpretation; equivalent to skill rank 4.
- 7—**Mind Speech (I*)** D: C R: 10'R Caster can broadcast thoughts to minds of all in a 10'R.
- 8—**Suggestion (M)** D: V R: 10' Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- 9—**Speech III (P)** As *Speech I*, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation; equivalent to skill rank 6.
- 10—**Voice of Command (M)** D: C R: 50' Target is forced to obey caster as in *Suggestion*, as long as caster concentrates and speaks to the target. Caster can concentrate on this spell and a *Speech* spell at the same time.
- 11—**Mind Speech (I*)** As above, except range is 100'.
- 14—**Mind Speech (I*)** As above except range is 300'.
- 15—**Word of Command (M*)** D: — R: 50' Target, when caster commands 'hold', is forced into complete inaction for that round.
- 20—**Speech True (P)** As *Speech*, except caster is absolutely fluent, has an accent as a native, and has complete idiomatic knowledge of language; equivalent to skill rank 8.
- 25—**Mind Shout (M*)** D: — R: 10'R Everyone within the radius is a target, all failing to resist are stunned for 1 rnd/10 failure.
- 30—**Mind Speech True (I*)** D: C R: 50'R As *Mind Speech*, except caster can limit broadcast to desired beings.
- 50—**Great Control (M)** D: 1 min/1vl R: 100' Target is forced to obey caster in all things, including suicide and similar actions.

HOLY VISION

- 1—**Starpaths (I)** D: C R: S Caster (on a clear night, when stars are visible) gains perfect directional and distance sense; he cannot be lost.
- 2—**Dream I (I)** D: sleep R: S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 3—**Origins (I)** D: — R: T Gives a general idea of the place of origin of an item.
- 4—**Text Analysis (I)** D: — R: T Caster knows whether a text is cursed, what language it is in, and other general information; but only understand basic concepts of it.
- 5—**Item Vision (I)** D: V R: T Gives a vision of a significant event in the item's past.
- 6—**Dreams II (I)** As *Dreams I*, except limit is 2 dreams/night on different topics.
- 9—**Dreams III (I)** As *Dreams I*, except limit is 3 dreams/night on different topics.
- 10—**Commune I (I)** D: C R: S Caster receives (usually from his patron deity) a "yes" or a "no" to a question on a single topic; usable but once a day.
- 12—**Origins True (I)** As *Origins*, but caster gets clear vision of location of origin of an item, including creator and approximate date.
- 15—**Commune III (I)** As *Commune I*, except caster receives answers to three questions.
- 20—**Lord Dreams (I)** As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.
- 25—**Commune True (I)** As *Commune I*, except caster can receive a more detailed answer to a question involving only 1 concept (e.g., a name or short phrase may constitute the answer).
- 30—**Dream Mastery (I)** As *Dream I*, except caster is able to manipulate his dream in a limited way to gain more information on a specific topic (e.g., he is in the dream and can ask a question, but there is no guarantee it will be answered).
- 50—**High Prayer (I)** D: C R: S Caster receives detailed information from his deity on a single topic question.

HOLY VISION

- 1) Starpaths c
- 2) Dream I
- 3) Origins
- 4) Text Analysis
- 5) Item Vision
- 6) Dreams II
- 7)
- 8)
- 9) Dreams III
- 10) Commune I c
- 11)
- 12) Origins True
- 13)
- 14)
- 15) Commune III c
- 20) Lord Dreams
- 25) Commune True c
- 30) Dream Mastery
- 50) High Prayer c

12.8 ASTROLOGER BASE LISTS

FAR VOICE

- 1) Star Voice c *
- 2) Mind Voice (100') c *
- 3)
- 4) Mind Voice (300') c *
- 5) Star Voice True c *
- 6) Mind Voice (500') c *
- 7)
- 8) Mind Voice (1000') c *
- 9)
- 10) Star Merge c *
- 11)
- 12) Waiting Voice
- 13)
- 14) Mind Voice (1 mi) c *
- 15) Ready Merge c *
- 20) Lord Voice c
- 25) Mind Voice (1 mi/lvl) c *
- 30) Mind Voice True c *
- 50) True Voice c

STARSENSE

- 1) Presence c *
- 2)
- 3) Location c
- 4)
- 5) Mind Store *
- 6) Finding c
- 7)
- 8)
- 9) Mind Typing *
- 10) Direction
- 11)
- 12)
- 13) Awareness c *
- 14)
- 15) Starfinding c
- 20) Lord Location c
- 25) Direction True
- 30) Finding True c
- 50) Tracking c

FAR VOICE

- 1—**Star Voice (I*)** D: C R: 100' Caster may mentally speak with another Astrologer.
- 2—**Mind Voice (I*)** D: C R: 100' Caster may mentally speak with any thinking being.
- 4—**Mind Voice (I*)** As above, except range is 300'.
- 5—**Star Voice True (I*)** As *Star Voice*, except caster may speak to another Astrologer as far as the horizon if it is clear and night (500' at any other time).
- 6—**Mind Voice (I*)** As above, except range is 500'.
- 8—**Mind Voice (I*)** As above, except range is 1000'.
- 10—**Star Merge (I*)** D: C R: T On a clear night outdoors caster may interchange thoughts with willing target, and if both are Astrologers, may interchange power points.
- 12—**Waiting Voice (F)** D: 24 hours R: 10' As *Mind Voice*, except caster leaves a message of 25 words or less, set to be triggered by a specific mental pattern (known through *Mind Store*;) or a time limit.
- 14—**Mind Voice (I*)** As above, except range is one mile; target must be located by *Finding* or other means.
- 15—**Ready Merge (I*)** As *Star Merge*, except caster and target must have merged before and the range is up to horizon, outdoors on a clear night, otherwise 100'.
- 20—**Lord Voice (F)** D: C R: 100'/lvl Caster can cause his voice to be heard at a point up to 100'/lvl away, in amplified tones; if the location is out of sight, the caster must have been there.
- 25—**Mind Voice (I)** As above, but range is 1 mile/lvl.
- 30—**Mind Voice True (I)** As *Mind Voice*, except range is unlimited.
- 50—**True Voice (F)** As *Lord Voice*, except range is unlimited.

STARSENSE

- 1—**Presence (P*)** D: C R: 10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.
- 3—**Location (P)** D: 1 min/lvl (C) R: 100' Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- 5—**Mind Store (I*)** D: — R: 10'/lvl Caster stores mental pattern of target; can be used later to recognize the target or locate the target through *Finding*.
- 6—**Finding (I)** D: C R: 100'/lvl Caster gets direction and distance to any one unshielded *Mind Stored* target within range.
- 9—**Mind Typing (I*)** D: — R: 10'/lvl Caster learns race, profession, and level of target.
- 10—**Direction (I)** D: — R: 1000'/lvl Caster gets direction to any unshielded *Mind Stored* target within range.
- 13—**Awareness (I*)** D: C R: 10'/lvl As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).
- 15—**Starfinding (I)** D: C R: Unlimited As *Finding*, but both Caster and target must be outdoors while stars are visible.
- 20—**Lord Location (P)** As *Location*, except range is 20 miles.
- 25—**Direction True (I)** As *Direction*, except no range limitations.
- 30—**Finding True (I)** As *Finding*, except no range limitations.
- 50—**Tracking (I)** As *Finding True*, except Caster can 'track' target at will for the next 24 hours without further power point expenditure. He simply needs to concentrate for a round to determine current distance and direction.



TIME'S BRIDGE

- 1—**Guess (I)** D: — R: S When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g. roll 1-100: correct on 26-100, incorrect on 01-25).
- 2—**Intuition I (I)** D: — R: S Caster gets a vision of what will happen in the next minute if he takes a specified action.
- 4—**Intuition III (I)** As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
- 5—**Vision Guide (I)** D: V R: T When cast just before a *Vision Behind* spell, it gives the caster the ability to scan the past by "feeling the temporal location of significant events."
- 6—**Vision Behind (I)** D: C R: T Caster gets a vision up to 1 hr/lvl into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as he concentrates.
- 7—**Anticipation (I*)** D: — R: 100' Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell).
- 8—**Intuition V (I)** As *Intuition I*, except caster gets to gaze 5 minutes into the future.
- 10—**Vision Behind (I)** As above, except caster can view up to 1 day per level into the past.
- 11—**Spell Anticipation (I*)** As *Anticipation*, except if action is to cast a spell, the spell to be cast and target are learned.
- 12—**Anticipation III (I*)** As *Anticipation*, except caster can either predict the actions of three beings for the next round or the actions of one being for the next three rounds.
- 13—**Intuition X (I)** As *Intuition I*, except caster gets to gaze 10 minutes into the future.
- 15—**Intuition True (I)** As *Intuition I*, except caster gets to gaze into the future for a number of minutes equal his level.
- 20—**Vision Behind (I)** As above, except caster can view up to 1 yr/lvl into the past.
- 25—**Anticipation True (I*)** As *Anticipation*, except caster can predict actions of all beings within 100' of him.
- 30—**Vision Behind (I)** As above, except caster can view up to 10 yr/lvl into the past.
- 50—**Time Returning (F)** D: 1 min/lvl. R: S Caster is able to travel physically up to 10 yr/lvl into the past for the duration of the spell. Caster's actions in the past may alter the present, at the Gamemaster's discretion.

STARLIGHTS

- 1—**Projected Light (F)** D: 10 min/lvl R: 10' Beam of light (like flashlight) springs from the caster's palm; 50' effective range.
- 2—**Self Aura (F)** D: 10 min/lvl R: S Generates a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- 3—**Light (F)** D: 10 min/lvl R: T Lights a 20'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- 4—**Light Eruption (F)** D: — R: 100' RR Mod: -10 Causes a 10'R sphere of intense light, all within are stunned for 1 rnd/10 failure.
- 5—**Shock Bolt (E)** D: — R: 100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.
- 8—**Flare (F)** D: 3 rnd/lvl R: 500' A 6" R ball of light is shot from the palm of the caster: it will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can raise to its full range; drops 10'/rnd. It can be fired at a target as a Shock Bolt that delivers Heat criticals.
- 10—**Beacon (F)** D: C R: T A ray of light (any color) springs from caster's palm; can be up to 5 miles long.
- 11—**Light III (F)** As *Light*, except that the range is 100' and caster may generate a single source of up to 60'R or three 20'R sources
- 14—**Lord Aura (F)** As *Self Aura*, except spell subtracts 15 from all attacks.
- 15—**Blinding (F)** D: — R: 100' Brilliant flash blinds target for 1 rnd/10 failure.
- 20—**Aura Blaze (F)** D: 1 rnd/lvl R: S Caster is illuminated in a blinding light; all within 10' suffer must resist versus *Blinding*; subtract 25 from all attacks.
- 25—**Starfires (E)** D: C R: 500' Focuses star or moonlight as a lens, must be focused initially on a fixed point. After 1 rnd it can be moved at the rate of 1'/rnd. It will burn through a 1' diameter at a rate of: 6" wood/rnd, 1" stone/rnd, or 1/2" metal/rnd.
- 30—**Starhand (E)** As *Starfires*, except the range and focus is 6" from open palm of caster (caster is immune) and it can be moved 10'/rnd. It can be used in a combat, it strikes on the Fire Bolt table with an OB equal to (30 + caster's directed spell bonus with *Starhand*); concentration is not required if being used in melee.
- 50—**Starfires True (E)** As *Starfires* or *Starhand*, but star/moonlight is not required.

Note: None of the "Aura" spells are cumulative with each other or *Blur*.

12.8 ASTROLOGER BASE LISTS

TIME'S BRIDGE

- 1) Guess
- 2) Intuition I
- 3)
- 4) Intuition III
- 5) Vision Guide
- 6) Vision Behind (1 hr/lvl) c
- 7) Anticipation *
- 8) Intuition V
- 9)
- 10) Vision Behind (1 day/lvl) c
- 11) Spell Anticipation *
- 12) Anticipation III *
- 13) Intuition X
- 14)
- 15) Intuition True
- 20) Vision Behind (1 yr/lvl) c
- 25) Anticipation True *
- 30) Vision Behind (10 yr/lvl) c
- 50) Time Returning

STARLIGHTS

- 1) Projected Light
- 2) Self Aura
- 3) Light
- 4) Light Eruption
- 5) Shock Bolt
- 6)
- 7)
- 8) Flare
- 9)
- 10) Beacon c
- 11) Light III
- 12)
- 13)
- 14) Lord Aura
- 15) Blinding
- 20) Aura Blaze
- 25) Starfires c
- 30) Starhand c
- 50) Starfires True c

OPEN CHANNELING LISTS

BARRIER LAW	PURIFICATIONS	LIGHT'S WAY	NATURE'S LAW
1) 2) Airwall c 3) 4) Waterwall c 5) Woodwall 6) 7) Earthwall 8) Icewall (10'x10') 9) 10) Barrier Pit 11) Airwall True 12) Stonewall 13) Waterwall True 14) 15) Woodwall True 16) 17) Earthwall True 18) Icewall (20'x20') 19) 20) Stonewall True 25) Meld Walls 30) Curved Wall 50) Wall of Force c	1) Disease Purification 2) 3) Poison Purification 4) Disease Resistance I 5) Poison Resistance I 6) 7) 8) Disease Resistance II 9) Poison Resistance II 10) Mind Disease Cures 11) Disease Resistance III 12) Poison Resistance III 13) 14) Undisease 15) Unpoison 16) 17) 18) Mass Undisease 19) Mass Unpoison 20) Mind Disease Cures True 25) Greater Disease Purification 30) Greater Poison Purification 50) Purification True	1) Projected Light 2) Light I 3) Aura 4) Light II 5) Sudden Light 6) True Aura 7) Shock Bolt 8) Light III 9) Utterlight I 10) Waiting Light 11) Flare 12) 13) Light V 14) 15) Light X 16) 17) Utterlight V 18) Mass Light 19) 20) Mass Aura 25) Lightning Call 30) Alkar 50) Mass Utterlight	1) 2) Plant Lore 3) Herb Lore 4) 5) Stone Lore 6) Speed Growth 7) Animal Tongues 8) 9) Animal Mastery I c 10) Nature's Awareness (100'R) c 11) Plant Tongues 12) Animal Mastery III c 13) Animal Empathy c 14) Plant Control I 15) Stonespeech 16) Herb Production 17) 18) Animal Mastery V c 19) Plant Control III 20) Nature's Awareness (500'R) c 25) Earth Empathy c 30) Mastery c 50) Animal Mastery True
DETECTION MASTERY	SPELL DEFENSE	SOUND'S WAY	CONCUSSION'S WAYS
1) Detect Channeling c 2) Detect Essence c 3) Detect Mentalism c 4) Detect Life c 5) Detect Curse c 6) Detect Undead c 7) Detect Traps c 8) Life Typing c 9) Detect Invisible c 10) Perceive Power (50') c 11) Poison Analysis c 12) 13) Power Typing c 14) 15) Detect Spell c 16) 17) Perceive Power (500') c 18) Location 19) 20) Curse Analysis c 25) Life Analysis 30) Detect True c 50) Location True	1) Protection I c 2) Protection I (10'R) c 3) 4) 5) Protection II c 6) 7) Protection II (10'R) c 8) 9) Channeling Shield c 10) Protection III c 11) Essence Shield c 12) 13) Mind Shield c 14) Protection IV c 15) Spell Shield II c 16) 17) Protection V c 18) 19) Spell Shield True c 20) Channeling Resistance c 25) Essence Resistance c 30) Mentalism Resistance c 50) Resistance True c	1) Speech I c 2) 3) Quiet I 4) 5) Soundwall I 6) Speech II c 7) Silence (10'R) 8) Quiet III 9) 10) Soundwall V 11) Quiet V 12) 13) Silence (50'R) 14) 15) Speech III c 16) 17) Sounding 18) 19) 20) Silence (100'R) 25) Mass Soundwalls 30) Mass Quiet 50) Speech True	1) Healing (1-10) 2) Frost/Burn Relief I 3) Minor Irritation Relief 4) Healing (3-30) 5) Stun Relief (T) s * 6) Frost/Burn Relief II 7) Regeneration I c s * 8) Healing (5-50) 9) Frost/Burn Relief III 10) Awakening 11) Healing (7-70) 12) Regeneration II c * 13) Frost/Burn Relief IV 14) 15) Healing (10-100) 16) 17) Stun Relief (100') s * 18) Regeneration III c * 19) 20) Healing (15-150) 25) Regeneration V c 30) True Healing 50) Mass True Healing
WEATHER WAYS	LOFTY MOVEMENTS		
1) Living Gauge c 2) Rain Prediction 3) 4) Storm Prediction 5) Weather Prediction (1 day) 6) 7) Breeze Call 8) Fog Call 9) 10) Weather Prediction (3 days) 11) Precipitation Call 12) 13) Weather Prediction (5 days) 14) 15) Wind Mastery c 16) 17) 18) Clear Skies c 19) Weather Prediction (30 days) 20) Rain Call c 25) Sky Call c 30) Storm Call c 50) Weather Mastery c	1) 2) 3) 4) Limbwalking 5) Stonewalking 6) Waterwalking 7) Merging Organic 8) 9) Limbrunning 10) Stonerunning 11) Waterrunning 12) Windwalking 13) 14) 15) Great Merging Organic 16) 17) 18) Windrunning 19) 20) Merging True Organic 25) Windrunning True 30) Word of Return * 50) Rereturning *		

CLOSED CHANNELING LISTS

BLOOD LAW	ORGAN LAW	CREATIONS	LORE
1) Flowstop I 2) Flowstop III 3) Clotting I 4) Flowstop V 5) Limb Preservation †* 6) Cut Repair I 7) Clotting III 8) Minor Vessel Repair 9) Cut Repair III 10) Major Vessel Repair 11) 12) Joining †* 13) Flow Stoppage True 14) Clotting True 15) 16) Unclotting 17) 18) Cut Repair True 19) 20) Mass Flow Stoppage 25) Joining True †* 30) Mass Clotting 50) Mass Blood Repair	1) Organ Lore 2) 3) Nasal Repair 4) 5) Minor Ear Repair 6) Minor Eye Repair 7) 8) 9) Major Ear Repair 10) 11) Major Eye Repair 12) 13) 14) Heart Repair 15) Lung Repair 16) Organ Repair 17) Nose Regeneration 18) Organ Transplant 19) 20) Eye & Ear Regeneration 25) Organ Repair True 30) Heart Regeneration 50) Organ Regeneration	1) 2) Summon Self 3) Water Production I 4) Food Production I 5) Fire Starting 6) Nutrient Conjures I 7) Water Production III 8) Food Production III 9) Herb Enhancement 10) Water Production V 11) Food Production V 12) Nutrient Conjures III 13) Herb Mastery 14) 15) Lesser Plant Production 16) Mass Water Production 17) Food Production True 18) 19) 20) Lesser Animal Production 25) Nutrient Conjures True 30) Greater Plant Production 50) Greater Animal Production	1) Afterthoughts 2) Detect Evil c 3) Detect Curse c 4) Detect Hate c 5) Light Lore I 6) Poison Lore 7) 8) Life Lore 9) 10) Curse Tales 11) Dark Lore I 12) Light Lore II 13) 14) 15) Hate Analysis 16) 17) Light Lore III 18) Dark Lore II 19) White Lore 20) Dark Lore II 25) Life Lore True 30) Black Lore 50) White Lore Mastery
NERVE LAW	BONE LAW	LOCATING WAYS	SYMBOLIC WAYS
1) Nerve Lore 2) 3) 4) Minor Nerve Repair 5) Limb Preservation †* 6) 7) 8) 9) 10) Unparalysis 11) 12) Joining †* 13) 14) Nerve Repair True 15) Minor Brain Repair 16) 17) 18) Paralysis Cures 19) 20) Mass Nerve Repair True 25) Joining True †* 30) Nerve Regeneration 50) Brain Regeneration	1) Bone Lore 2) 3) Minor Fracture Repair 4) Cartilage Repair 5) Limb Preservation †* 6) Major Fracture Repair 7) 8) Skull Repair 9) 10) Joint Repair 11) Minor Fracture Repair True 12) Joining †* 13) Cartilage Repair True 14) Major Fracture Repair True 15) Skull Repair True 16) Joint Repair True 17) Shatter Repair 18) Mass Minor Fracture Repair 19) 20) Mass Cartilage Repair 25) Joining True †* 30) Mass Major Fracture Repair 50) Mass Shatter Repair	1) 2) Guess 3) Pathfinding (100') 4) 5) Location (100') c 6) Pathfinding (300') 7) 8) Location (300') c 9) Pathfinding (500') 10) Location (500') c 11) Memory's Path 12) Pathfinding (1 mi) 13) 14) 15) Finding (100') 16) Location (1 mi) c 17) Pathfinding (10 mi) 18) Finding (300') 19) 20) Lord Location c 25) Paths True 30) Location True c 50) Finding True	1) Analyze Symbol 2) 3) Unsymbol I 4) 5) Symbol I 6) 7) Symbol II 8) Unsymbol II 9) Symbol III 10) Analyze Symbol True 11) Symbol V 12) Unsymbol III 13) Symbol VI 14) 15) Symbol VII 16) Unsymbol V 17) Symbol VIII 18) Unsymbol X 19) Symbol IX 20) Symbol X 25) Lord Research 30) Lord Symbol 50) Unsymbol True
MUSCLE LAW	CALM SPIRITS		
1) Muscle Lore 2) Tendon Lore 3) Sprain Repair 4) Muscle Repair I 5) Limb Preservation †* 6) Tendon Repair I 7) 8) 9) Muscle Repair III 10) Tendon Repair III 11) 12) Joining †* 13) Muscle Repair True c 14) 15) Tendon Repair True c 16) 17) Mass Muscle Repair 18) 19) Mass Tendon Repair 20) Muscle Regeneration 25) Joining True †* 30) Tendon Regeneration 50) Mass Repair True	1) 2) Calm I 3) 4) Calm II 5) Hold Kind c 6) Calm III 7) 8) Calm IV 9) Calm V 10) Mass Animal Calming (100'R) 11) True Hold c 12) Calm X 13) 14) 15) Shout of Calming* 16) 17) 18) Mass Animal Calm. (10'R/lvl) 19) 20) Lord Calm 25) Long Calm 30) Mass Calm 50) Calm True		

C

CLERIC BASE LISTS

REPULSIONS

- 1) Repel Undead V
- 2)
- 3) Anti-Channels I
- 4) Neutralize Curse (1 min./lvl)
- 5) Anti-Channels III
- 6) Repel Undead IX
- 7) Remove Curse
- 8)
- 9) Neutralize Curse (1 hr./lvl)
- 10) Anti-Channels V
- 11) Repel Undead XII
- 12) Anti-Channels VIII
- 13)
- 14)
- 15) Anti-Channels X
- 16) Repel Undead XV
- 17)
- 18) Neutralize Curse (1 day./lvl)
- 19)
- 20) Repel Undead True
- 25) Uncurse True
- 30) Anti-Channels True
- 50) Rechanneling c

SUMMONS

- 1) Summons I c
- 2) Summons II c
- 3) Summons III c
- 4) Summons IV c
- 5) Summons V c
- 6) Summons VI c
- 7) Summons VII c
- 8) Summons VIII c
- 9) Summons X c
- 10) Demonic Gate I c
- 11) Summons XV c
- 12)
- 13) Lord Summons c
- 14)
- 15) Demonic Gate II c
- 16)
- 17) Waiting Summons
- 18)
- 19)
- 20) Demonic Gate III c
- 25) Mass Summons c
- 30) Summons True c
- 50) Gate

PROTECTIONS

- 1) Prayer I c
- 2) Bless I c
- 3) Resistance I c
- 4) Heat Resistance c *
- 5) Cold Resistance c *
- 6)
- 7)
- 8) Temperature Sphere (10'R) c
- 9)
- 10) Protections Sphere I c
- 11) Prayer III c
- 12) Bless III c
- 13) Resistance III c
- 14)
- 15) Temperature Sphere (20'R) c
- 16)
- 17) Protections Sphere III c
- 18) Prayer V c
- 19)
- 20) Bless V c
- 25) Resistance V c
- 30) Protections Sphere V c
- 50) Protections True

COMMUNAL WAYS

- 1) Guess
- 2)
- 3) Intuitions I
- 4) Dream I
- 5) Intuitions III
- 6) Death's Tale
- 7) Channel Opening (1 mi./lvl)
- 8) Intuitions V
- 9)
- 10) Dreams III
- 11) Intuitions X
- 12) Commune I c
- 13)
- 14)
- 15) Channel Opening (10 mi./lvl)
- 16)
- 17)
- 18)
- 19) Death's Tale True
- 20) Commune True c
- 25) Intuitions True
- 30) Channel Opening True
- 50) High Prayer c

CHANNELS

- 1)
- 2)
- 3) Channels I *
- 4)
- 5) Stunning *
- 6) Channels III *
- 7)
- 8) Golden Slumbers *
- 9)
- 10) Channels V *
- 11) Blinding *
- 12)
- 13) Channels VIII *
- 14) Absolution *
- 15) Holy Shout *
- 16)
- 17) Channels X *
- 18) Returning *
- 19)
- 20) Absolution Pure *
- 25) Rereturning *
- 30) Lord Channels *
- 50) Holy Bridge

LIFE MASTERY

- 1) Preservation (1 min./lvl)
- 2)
- 3) Preservation (1 hr./lvl)
- 4)
- 5) Lifekeeping (1 hr./lvl)
- 6)
- 7) Preservation (1 day./lvl)
- 8)
- 9)
- 10) Preservation (1 week./lvl)
- 11) Lifekeeping (1 day./lvl)
- 12) Lifegiving (100x)
- 13)
- 14)
- 15) Lifegiving (50x)
- 16) Lifekeeping (1 week./lvl)
- 17) Lifegiving (20x)
- 18)
- 19) Restoration
- 20) Lifegiving (1x)
- 25) Lifegiving (0x)
- 30) Restoration True
- 50) Lifegiving True

HEALER BASE LISTS

TRANSFERRING WAYS

Note: This entire list is devoted to the transfer to the Healer of wounds inflicted on another. This list has no specific spells, rather its use is determined by the other five lists.

MUSCLE WAYS

- 1) Sprain Repair s
- 2) Muscle Repair s
- 3) Tendon Repair s
- 4) Muscle Repair III s
- 5) Tendon Repair III s
- 6)
- 7) Joining s † *
- 8) Muscle Repair True s
- 9) Tendon Repair True s
- 10)
- 11) Mass Muscle Repair s
- 12) Muscle Regeneration s
- 13) Mass Tendon Repair s
- 14) Tendon Regeneration s
- 15) Joining True s † *
- 20) Regeneration True s
- 25) Total Muscle Regeneration s
- 30) Total Tendon Regeneration s
- 50) Mass Repairs True s

BLOOD WAYS

- 1) Clotting I s
- 2) Cut Repair I s
- 3) Minor Vessel Repair s
- 4) Clotting V s
- 5) Cut Repair III s
- 6) Major Vessel Repair I s
- 7) Joining s † *
- 8)
- 9) Mass Clotting s
- 10) Mass Cut Repair s
- 11) Unclotting s
- 12)
- 13) Major Vessel Repair III s
- 14)
- 15) Joining True s † *
- 20) Regulations s
- 25) New Blood s
- 30) Blood Disease Cures s
- 50) Blood Repairs True s

ORGAN WAYS

- 1) Nasal Repair s
- 2) Minor Nerve Repair s
- 3) Minor Ear Repair s
- 4) Minor Eye Repair s
- 5) Major Nerve Repair s
- 6) Major Ear Repair s
- 7) Joining s † *
- 8) Major Eye Repair s
- 9) Nerve Repair True s
- 10) Organ Repair s
- 11)
- 12) Paralysis Cures s
- 13) Mass Nerve Regeneration s
- 14)
- 15) Joining True s † *
- 20) Brain Repair s
- 25) Organ Regeneration s
- 30) Paralysis Cures True s
- 50) Reuniting s

BONE WAYS

- 1) Minor Fracture Repair s
- 2) Cartilage Repair s
- 3) Major Fracture Repair s
- 4) Skull Repair s
- 5) Joint Repair s
- 6) Minor Fracture Repair True s
- 7) Joining s † *
- 8) Cartilage Repair True s
- 9) Major Fracture Repair True s
- 10) Skull Repair True s
- 11) Joint Repair True s
- 12) Shatter Repair s
- 13) Cartilage Regeneration s
- 14) Bone Regeneration s
- 15) Joining True s † *
- 20) Shatter Repair True s
- 25) Cartilage Regeneration Tr. s
- 30) Bone Regeneration True s
- 50) Skeletal Regeneration True s

SURFACE WAYS

- 1) Heal (1-10) s
- 2) Frost/Burn Relief I s
- 3) Stun Relief I s *
- 4) Regeneration I c s *
- 5) Frost/Burn Relief II s
- 6) Awakening s
- 7) Heal (5-50) s
- 8) Frost/Burn Relief III s
- 9) Stun Relief III s *
- 10) Regeneration II c s *
- 11) Frost/Burn Relief V s
- 12) Heal (10-100) s
- 13) Stun Relief V s *
- 14)
- 15) Regeneration III c s *
- 20) Heal (20-200) s
- 25) Heal True s
- 30) Frost/Burn Relief True s
- 50) Stun Relief True s *

ANIMIST BASE LISTS

NATURE'S MOVEMENT

- 1) Limbwalking
- 2) Waterwalking
- 3) Swimming
- 4) Merging Organic
- 5) Limbrunning
- 6) Stonerunning
- 7) Sandrunning
- 8) Waterrunning
- 9) Windwalking
- 10) Swimming True
- 11) Great Merging Organic
- 12)
- 13) Windrunning
- 14)
- 15) Merging True Organic
- 20) Tree Door (100'/lvl)
- 25) Passing Organic
- 30) Tree Door (300'/lvl)
- 50) Tree Returning

HERB MASTERY

- 1) Herb Lore
- 2) Enhancement
- 3) Herb Finding (100')
- 4) Instant Herbal Cures
- 5) Herb Mastery II
- 6) Herb Finding (300')
- 7) Herb Production
- 8) Herb Mastery III
- 9) Herb Finding (500')
- 10) Herb Cleansing
- 11) Herb Mastery V
- 12)
- 13) Herb Finding (1 mi)
- 14)
- 15) Herb Mastery X
- 20) Lord Herb Finding
- 25) Enhancement True
- 30) Herb Mastery True
- 50) Herb Finding True

PLANT MASTERY

- 1) Plant Lore
- 2) Speed Growth (10x,10'R)
- 3) Plant Tongues
- 4)
- 5) Speed Growth (100x,10'R)
- 6) Plant Location
- 7) Plant Growth (2x)
- 8) Plant Control I
- 9) Speed Growth (10x,100'R)
- 10) Plant Growth (3x)
- 11) Plant Control III
- 12)
- 13) Plant Growth (5x)
- 14) Speed Growth (100x,100'R)
- 15) Plant Control V
- 20) Plant Growth (10x)
- 25) Plant Growth True
- 30) Plant Control True
- 50) Plant Animation

NATURE'S PROTECTION

- 1) Hues
- 2) Resist Elements
- 3) Plant Facade
- 4)
- 5) Underwater Breathing
- 6) Animal Facade
- 7) Shadow
- 8) Deflections Organic *
- 9) Bladeturning Organic
- 10) Plant Form
- 11) Protection From Elements
- 12)
- 13) Aim Untrue Organic *
- 14)
- 15) Animal Form
- 20) Plant Form True
- 25) Animal Form True
- 30) Nature's Form True
- 50) Weap. Turning Organic Tr. *

ANIMAL MASTERY

- 1) Animal Sleep I
- 2) Lesser Cloaking
- 3) Animal Tongues
- 4) Animal Sleep III
- 5) Animal Mastery I c
- 6) Animal Location
- 7) Befriending c
- 8) Animal Empathy c
- 9) Animal Summons I c
- 10) Animal Mastery III c
- 11) Animal Summons III c
- 12) Animal Call
- 13) Animal Mastery V c
- 14) Animal Summons V c
- 15) Mastery (100'R) c
- 20) Animal Summons X c
- 25) Mastery (10'R/lvl) c
- 30) Absolution *
- 50) Animal Summons True c

NATURE'S LORE

- 1) Outdoor Trap Detection c
- 2) Nature's Awareness (100'R) c
- 3) Rain Prediction
- 4) Storm Prediction
- 5) Weather Prediction (24 hr)
- 6) Nature's Awareness (300'R) c
- 7) Waiting Awareness (10'R) c
- 8) Weather Prediction (3 days)
- 9)
- 10) Nature's Awareness (500'R) c
- 11) Weather Prediction (5 days)
- 12) Waiting Awareness (100'R) c
- 13)
- 14) Weather Prediction (10 days)
- 15) Nature's Eye (1mi,100'R) c
- 20) Nature's Eye (10mi,500'R) c
- 25) Weather Prediction True
- 30) Nature's Eye (100mi,500'R) c
- 50) Animist's Eye c

RANGER BASE LISTS

MOVING WAYS

- 1) Stonerunning
- 2) Limbwalking
- 3) Swimming
- 4) Waterwalking
- 5) Sandrunning
- 6) Limbrunning
- 7) Traceless Passing c
- 8) Hide Tracks I c
- 9) Waterrunning
- 10) Hide Tracks II c
- 11) Swimming True
- 12) Hide Tracks V c
- 13) Running True
- 14) Hide Tracks X c
- 15) Merging Organic
- 20) Great Merging Organic
- 25) Hide Tracks XX c
- 30) Merging True Organic
- 50) Hide Tracks True

PATH MASTERY

- 1) Pathlore
- 2) Nightvision
- 3) Tracking c
- 4) Path Tale
- 5) Pathfinding (1 mi) c
- 6) Tracks Lore
- 7) Detect Ambush (50'R)
- 8) Passing Lore
- 9) Pathfinding (5 mi) c
- 10) Animal Tongues
- 11) Tracks Analysis c
- 12) Plant Tongues
- 13) Pathfinding (20 mi) c
- 14) Detect Ambush (100'R)
- 15) Stonespeech
- 20) Detect Ambush True
- 25) Path True c
- 30) Tracking True c
- 50) Tracks Ahead c

INNER WALLS

- 1) Heat Resistance *
- 2) Cold Resistance *
- 3) Resistance I
- 4) Bless I
- 5) Prayer I
- 6)
- 7) Sterilization
- 8) Resistance II
- 9) Bless II
- 10) Prayer II
- 11) Protection/Elements
- 12)
- 13) Resistance III
- 14) Bless III
- 15) Prayer III
- 20) Undisease
- 25) Uncurse
- 30) Unpoison
- 50) Inner Wall

NATURE'S GUISES

- 1) Hues
- 2) Shade
- 3) Freeze c
- 4) Silent Moves
- 5) Self Cloaking c
- 6) Light
- 7) Darkness
- 8) Shadow
- 9)
- 10) Plant Facade
- 11) Blank Thoughts c
- 12)
- 13) Animal Facade
- 14)
- 15) Animal Thoughts c
- 20) Plant Form
- 25) Animal Form
- 30) Plant Form True
- 50) Animal Form True

NATURE'S WAY

- 1) Outdoor Trap Detection c
- 2) Water Finding (1 mi)
- 3) Fire Starting
- 4) Storm & Rain Prediction
- 5) Food Finding (1 mi)
- 6) Water Purification
- 7) Shelter Finding (1 mi)
- 8) Lesser Traps
- 9) Weather Prediction (24 hr)
- 10) Nature's Awareness (100'R) c
- 11) Water Finding (10 mi)
- 12) Waiting Awareness (10'R)
- 13) Food Finding (10 mi)
- 14) Major Traps
- 15) Shelter Finding (10 mi)
- 20) Nature's Awareness (500'R) c
- 25) Weather Prediction (5 days)
- 30) Waiting Awareness (100'R)
- 50) Nature's Awareness (1 mi R)

- 1)
- 2)
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- 14)
- 15)
- 20)
- 25)
- 30)
- 50)

EVIL CLERIC BASE LISTS

ASTROLOGER BASE LISTS

DISEASE

DARK CHANNELS

WAY OF THE VOICE

STARSENSE

- 1) Chills
- 2) Grey Vision
- 3) Smelling Loss
- 4) Hearing Loss
- 5) Tongue Rot
- 6) Asthma
- 7) Leprosy
- 8) Minor Allergy
- 9)
- 10) Hemophilia
- 11) Malaria
- 12)
- 13) Epilepsy
- 14) Pneumonia
- 15) Major Allergy
- 20) Elephantiasis
- 25) Leukemia
- 30) Rabies
- 50) Plague

- 1)
- 2) Dark Stunning *
- 3) Channels I *
- 4)
- 5) Dark Sleep *
- 6) Channels III *
- 7)
- 8) Dark Blinding *
- 9)
- 10) Black Channel I *
- 11) Channels V *
- 12)
- 13) Absolution *
- 14)
- 15) Black Channel II *
- 20) Absolution Pure *
- 25) Black Channel III *
- 30) Dark Absolution *
- 50) Unholy Gate

- 1) Speech I c
- 2) Question
- 3)
- 4)
- 5) Speech II c
- 6)
- 7) Mind Speech (10'R) c *
- 8) Suggestion
- 9) Speech III c
- 10) Voice of Command c
- 11) Mind Speech (100'R) c *
- 12)
- 13)
- 14) Mind Speech (300'R) c *
- 15) Word of Command *
- 20) Speech True c
- 25) Mind Shout *
- 30) Mind Speech True c *
- 50) Great Control

- 1) Presence c *
- 2)
- 3) Location c
- 4)
- 5) Mind Store *
- 6) Finding c
- 7)
- 8)
- 9) Mind Typing *
- 10) Direction
- 11)
- 12)
- 13) Awareness c *
- 14)
- 15) Starfinding c
- 20) Lord Location c
- 25) Direction True
- 30) Finding True c
- 50) Tracking c

CURSES

DARK LORE

HOLY VISION

TIME'S BRIDGE

- 1) Detect Curse
- 2) Nightvision Curse
- 3)
- 4) Ulcer Curse
- 5) Curse of Dake
- 6) Green Tongue
- 7) Sea Curse
- 8)
- 9) Excommunication
- 10) Learning of Mins
- 11) Curse of Shar Bu
- 12)
- 13) Beauty of Arraer
- 14) Clotting Curse
- 15) Ugliness of Orn
- 20) Running Death
- 25) Friendslayer
- 30) Excommunication True
- 50) Dark Thoughts

- 1) Afterthoughts
- 2) Detect Good c
- 3) Detect Blessing c
- 4) Detect Hate c
- 5) Dark Lore I
- 6) Detections Holy c
- 7)
- 8) Dream I
- 9)
- 10) Bless Tales
- 11) Dark Lore II
- 12) Dreams II
- 13) Hate Analysis
- 14) Dark Lore III
- 15) Dreams III
- 20) Black Lore
- 25) Blessing Analysis
- 30) Dreams True
- 50) Black Lore Mastery

- 1) Starpaths c
- 2) Dream I
- 3) Origins
- 4) Text Analysis
- 5) Item Vision
- 6) Dreams II
- 7)
- 8)
- 9) Dreams III
- 10) Commune I c
- 11)
- 12) Origins True
- 13)
- 14)
- 15) Commune III c
- 20) Lord Dreams
- 25) Commune True c
- 30) Dream Mastery
- 50) High Prayer c

- 1) Guess
- 2) Intuition I
- 3)
- 4) Intuition III
- 5) Vision Guide
- 6) Vision Behind (1 hr/lvl) c
- 7) Anticipation *
- 8) Intuition V
- 9)
- 10) Vision Behind (1 day/lvl) c
- 11) Spell Anticipation *
- 12) Anticipation III *
- 13) Intuition X
- 14)
- 15) Intuition True
- 20) Vision Behind (1 yr/lvl) c
- 25) Anticipation True *
- 30) Vision Behind (10 yr/lvl) c
- 50) Time Returning

NECROMANCY

FAR VOICE

STARLIGHTS

- 1) Animate Dead I c
- 2) Control Undead I c *
- 3)
- 4) Animate Dead II c
- 5) Create Undead I
- 6) Control Undead II c *
- 7) Animate Dead III c
- 8) Create Undead II
- 9) Control Undead III c *
- 10) Animate Dead IV c
- 11) Create Undead III
- 12) Animate Dead V c
- 13) Control Undead IV c *
- 14) Animate Dead VI c
- 15) Create Undead IV
- 20) Control Undead V c *
- 25) Create Undead V
- 30) Control Undead True c
- 50) Create Undead True

- 1)
- 2)
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- 25)
- 30)
- 50)

- 1) Star Voice c *
- 2) Mind Voice (100') c *
- 3)
- 4) Mind Voice (300') c *
- 5) Star Voice True c *
- 6) Mind Voice (500') c *
- 7)
- 8) Mind Voice (1000') c *
- 9)
- 10) Star Merge c *
- 11)
- 12) Waiting Voice
- 13)
- 14) Mind Voice (1 mi) c *
- 15) Ready Merge c *
- 20) Lord Voice c
- 25) Mind Voice (1 mi/lvl) c *
- 30) Mind Voice True c *
- 50) True Voice c

- 1) Projected Light
- 2) Self Aura
- 3) Light
- 4) Light Eruption
- 5) Shock Bolt
- 6)
- 7)
- 8) Flare
- 9)
- 10) Beacon c
- 11) Light III
- 12)
- 13)
- 14) Lord Aura
- 15) Blinding
- 20) Aura Blaze
- 25) Starfires c
- 30) Starhand c
- 50) Starfires True c

OF THE ESSENCE

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

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

Those things unliving interfere with the manipulation of the patterns of the essence. Being essentially inert, they inhibit the usual extension of one's life Essence, creating difficulty for the spell user seeking to alter patterns outside his body's immediate sphere. This ability to mold the Essence is a prerequisite to the successful casting of spells. It is because of this principle, that users of the essence can not wear armor or helms while utilizing spells. Inorganic substances, particularly metal, create even greater difficulties, and provide stronger protection against the powers of the Essence. No shield, however, can completely ignore that which is the basis of all things.



BOOK II

13.1 OPEN ESSENCE LISTS

ESSENCE HAND

- 1) Vibrations (1 lb)
- 2) Staying (1 lb)
- 3) Telekinesis (1 lb) c
- 4) Vibrations (5 lb)
- 5) Staying (5 lb)
- 6) Telekinesis (5 lb) c
- 7) Vibrations (25 lb)
- 8) Staying (25 lb)
- 9) Vibrations (50 lb)
- 10) Aiming c
- 11) Telekinesis (25 lb) c
- 12) Staying (50 lb)
- 13) Mass Vibrations
- 14) Telekinesis (50 lb) c
- 15) Staying (100 lb)
- 16) Hurling I
- 17) Telekinesis (100 lb) c
- 18)
- 19) Mass Vibrations (25 lb)
- 20) Lord Aim c
- 25) Staying (10 lb/lvl)
- 30) Telekinesis (10 lb/lvl) c
- 50) Aim True c

ESSENCE'S PERCEPTIONS

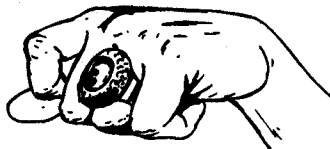
- 1)
- 2) Presence *
- 3) Listen (10') c
- 4)
- 5) Long Ear (100') c
- 6) Watch (10') c
- 7) Long Eye (100') c
- 8) Listen (100') c
- 9)
- 10) Telepathy c
- 11) Watch (100') c
- 12) Long Ear (300') c
- 13)
- 14) Listen (500') c
- 15) Long Eye (300') c
- 16)
- 17)
- 18) Watch (500') c
- 19)
- 20) Listen (1 mi/lvl) c
- 25) Watch (1 mi/lvl) c
- 30) Listen True c
- 50) Watch True c

ESSENCE HAND

- 1—**Vibrations** (F) **D:** 1 rnd/lvl **R:** 100' Causes an object of up to 1 lb mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
- 2—**Staying** (F) **D:** 1 min/lvl **R:** 100' Exerts 1 lb of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.
- 3—**Telekinesis** (F) **D:** 1 min/lvl (C) **R:** 100' Can move one object, up to 1 lb in mass, up to 1'/second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had *Staying* thrown on it.
- 4—**Vibrations** (F) As above, except mass limit is 5 lbs.
- 5—**Staying** (F) As above, except mass limit is 5 lbs.
- 6—**Telekinesis** (F) As above, except mass limit is 5 lbs.
- 7—**Vibrations** (F) As above, except mass limit is 25 lbs.
- 8—**Staying** (F) As above, except mass limit is 25 lbs.
- 9—**Vibrations** (F) As above, except mass limit is 50 lbs.
- 10—**Aiming** (FM) **D:** 1 rnd (C) **R:** T By concentrating on the mind of a missile firer and the flight of the missile, the caster causes 50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.
- 11—**Telekinesis** (F) As above, except the mass limit is 25 lbs.
- 12—**Staying** (F) As above, except the mass limit is 50 lbs.
- 13—**Mass Vibrations** (F) As *Vibrations*, except as many 5 lb objects as the caster's level can be vibrated (they must all be within the field of vision of the caster).
- 14—**Telekinesis** (F) As above, except mass limit is 50 lbs.
- 15—**Staying** (F) As above, except mass limit is 100 lbs.

RING OF THE UNSEEN HAND

- x3 PP Multiplier for Essence Users.
 - Allows wearer to cast *Telekinesis I* at will, without the need to expend PPs.
- An Opal stone in a setting of gold.



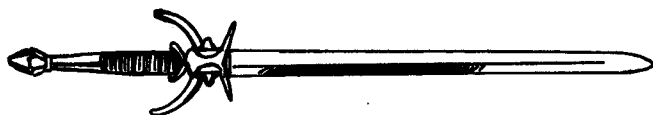
- 16—**Hurling I** (F) **D:** — **R:** 10' Caster may "hurl" one object (that starts within 10' of him) of 1 lb or less with sufficient force to deliver an attack on the Shock Bolt Attack Table; use the elemental attack rules, Impact criticals, and the range effects on the Shock Bolt Table with a max attack range of 300'; use the Sling Attack Table if *AL* is available. Base the caster's OB on his directed spell skill with this spell.
- 17—**Telekinesis** (F) As above, except mass limit is 100 lbs.
- 19—**Mass Vibrations** (F) As above, except objects may be up to 25 lbs in mass.
- 20—**Lord Aim** (FM) As *Aiming*, except missile attack bonus is 100.
- 25—**Staying** (F) As above, except mass limit is 10 lbs/lvl.
- 30—**Telekinesis** (F) As above, except mass limit is 10 lbs/lvl.
- 50—**Aim True** (FM) As *Aiming*, except missile attack automatically does maximum damage (using *Arms Law*, this would result in an 'E' critical strike; but the 'E' is rolled normally; if the creature is "Large" or "Super-Large" the missile would be treated as slaying).

ESSENCE'S PERCEPTIONS

- 2—**Presence** (P*) **D:** 1 rnd/lvl **R:** 10' Caster is aware of the presence of all sentient/thinking beings within 10'.
- 3—**Listen** (U) **D:** 1 rnd/lvl (C) **R:** 10' Caster can pick a point up to 10' away and he will hear as if he were at that point (there can be intervening objects such as walls).
- 5—**Long Ear** (U) **D:** 1 min/lvl (C) **R:** 100' Caster's point of hearing may be moved independently up to 100' away (moves at 10'/rnd); he must be physically able to go there (e.g., he could not send his point of hearing through walls or closed doors).
- 6—**Watch** (U) As *Listen*, except the caster sees from the fixed point (it can rotate).
- 7—**Long Eye** (U) As *Long Ear*, except the caster sees from the moving point (it can rotate).
- 8—**Listen** (U) As above, except the range is 100'.
- 10—**Telepathy** (IM) **D:** 1 rnd/lvl (C) **R:** 10' Caster can read the surface thoughts of one target, if the target makes his RR by more than 25 he realizes what is happening.
- 11—**Watch** (U) As above, except the range is 100'.
- 12—**Long Ear** (U) As above, except the range is 300'.
- 14—**Listen** (U) As above, except the range is 500'.
- 15—**Long Eye** (U) As above, except the range is 300'.
- 18—**Watch** (U) As above, except range is 500'.
- 20—**Listen** (U) As above, except the range is 1 mile/lvl.
- 25—**Watch** (U) As above, except the range is 1 mile/lvl.
- 30—**Listen True** (U) As *Listen*, except the range is unlimited (the caster must be able to locate the desired point in terms of direction and distance).
- 50—**Watch True** (U) As *Listen True*, except the caster sees instead of hearing.

FANG OF THE LONG SLEEP

- +20 magic broadsword.
 - When this weapon delivers a Stun result in combat, target must make an RR or be put to *Sleep* for the duration of the Stun result.
- Of Mithril.



RUNE MASTERY

- 1—**Spell Store (S)** As *Spell Store* on the Closed Essence spell list, Spell Reins.
- 3—**Rune I (F) D:** until the rune is cast **R:** T This spell inscribes a spell on a specially prepared piece of paper (see Section 9.2); the rune can then be used to cast the inscribed spell once (see *ChL* Section 3.7). The caster expends the power points to cast the inscribed spell and the power points to cast the *Rune #* spell. *Rune I* can only inscribe 1st level spells. The paper can be reused. The rune can be set to affect reader.
- 6—**Rune II (F)** As *Rune I*, except caster can inscribe 1st-2nd level spells.
- 8—**Rune III (F)** As *Rune I*, except caster can inscribe 1st-3rd level spells.
- 10—**Rune V (F)** As *Rune I*, except caster can inscribe 1st-5th level spells.
- 11—**Sign of Stunning (F) D:** until triggered **R:** T **RR Mod:** -20 A Sign can be inscribed on any "non-mobile" surface and affects the triggering being. A Sign can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, reading, etc. The Sign is cancelled when a being fails a RR against it. *Sign of Stunning* stuns the target for 10 min/10 failure.
- 12—**Rune VI (F)** As *Rune I*, except caster can inscribe 1st-6th level spells.
- 13—**Sign of Fear (F)** As *Sign of Stunning*, except target will flee place of sign for 1 min/5 failure.
- 14—**Rune VII (F)** As *Rune I*, except caster can inscribe 1st-7th level spells.
- 15—**Sign of Sleep (F)** As *Sign of Stunning*, except target falls into a sleep from which he cannot be awakened for 10 min/10 failure.
- 16—**Rune VIII (F)** As *Rune I*, except caster can inscribe 1st-8th level spells.
- 17—**Sign of Blinding (F)** As *Sign of Stunning*, except target is blind for 1 hr/10 failure.
- 18—**Rune IX (F)** As *Rune I*, except caster may inscribe 1st-9th level spells.
- 19—**Sign of Paralysis (F)** As *Sign of Stunning*, except target is paralyzed for 1 hr/10 failure.
- 20—**Rune X (F)** As *Rune I*, except caster can inscribe 1st-10th level spells.
- 25—**Lord Research (I)** The use of this spell is described in Section 9.3.
- 30—**Lord Rune (F)** As *Rune I*, except caster can inscribe 1st-20th level spells.
- 50—**Mass Sign (F)** As any *Sign* spell desired, except that it can affect a number of targets up to the level of the caster before it is canceled.

SPELL WALL

- 1—**Protection I (D) D:** 1 min/lvl **R:** 10' Subtracts 5 from elemental attack rolls against the protected being and adds 5 to all of the being's RRs vs. spells.
- 3—**Protection I (D)** As above, except all beings within 10'R of target get the benefits.
- 5—**Protection II (D)** As *Protection I* (lvl 1) except bonuses are 10.
- 7—**Protection II (D)** As above, except it has a 10'R as in *Protection I* (lvl 3).
- 8—**Essence Shield (D) D:** C **R:** S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Essence attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for his base attack roll from the attack roll made against him.
- 10—**Mind Shield (D)** As *Essence Shield*, except is effective only against Mentalism spells.
- 11—**Protection III (D)** As *Protection I* (lvl 1) except bonuses are 15.
- 12—**Channeling Shield (D)** As *Essence Shield*, except it is effective only against Channeling spells.
- 14—**Spell Shield II (D)** As *Essence Shield*, except it is effective against any two of the three realms.
- 15—**Protection IV (D)** As *Protection I* (lvl 1) except bonuses are 20.
- 18—**Spell Shield True (D)** As *Essence Shield*, except is effective against all three realms.
- 19—**Protection V (D)** As *Protection I* (lvl 1) except bonuses are 25.
- 20—**Essence Resistance (D) D:** C **R:** 100' Target gets a +50 bonus for all RRs vs. Essence spells.
- 25—**Mentalism Resistance (D)** As *Essence Resistance*, except is only effective against Mentalism spells.
- 30—**Channeling Resistance (D)** As *Essence Resistance*, except is only effective against Channeling spells.
- 50—**Resistance True (D)** As *Essence Resistance*, except all three realms are affected.

13.1 OPEN ESSENCE LISTS

RUNE MASTERY

- 1) Spell Store
- 2)
- 3) Rune I
- 4)
- 5)
- 6) Rune II
- 7)
- 8) Rune III
- 9)
- 10) Rune V
- 11) Sign of Stunning
- 12) Rune VI
- 13) Sign of Fear
- 14) Rune VII
- 15) Sign of Sleep
- 16) Rune VIII
- 17) Sign of Blinding
- 18) Rune IX
- 19) Sign of Paralysis
- 20) Rune X
- 25) Lord Research
- 30) Lord Rune
- 50) Mass Sign

SPELL WALL

- 1) Protection I
- 2)
- 3) Protection I (10'R)
- 4)
- 5) Protection II
- 6)
- 7) Protection II (10'R)
- 8) Essence Shield c
- 9)
- 10) Mind Shield c
- 11) Protection III
- 12) Channeling Shield c
- 13)
- 14) Spell Shield II c
- 15) Protection IV
- 16)
- 17)
- 18) Spell Shield True c
- 19) Protection V
- 20) Essence Resistance c
- 25) Mentalism Resistance c
- 30) Channeling Resistance c
- 50) Resistance True c

13.1 OPEN ESSENCE LISTS

LESSER ILLUSIONS

- 1) Ventriloquism c
- 2) Sound/Light Mirage
- 3) Taste/Smell Mirage
- 4) Illusions II
- 5) Phantasm I c
- 6)
- 7) Waiting Illusion I
- 8) Illusions III
- 9) Phantasm II c
- 10) Waiting Phantasm I
- 11) Waiting Illusion II
- 12) Phantasm III c
- 13) Illusions V
- 14) Waiting Illusion III
- 15) Waiting Phantasm II
- 16)
- 17) Phantasm IV c
- 18)
- 19) Illusions VII
- 20) Waiting Illusion V
- 25) Phantasm V c
- 30) Illusions X
- 50) Phantasm X c

DETECTING WAYS

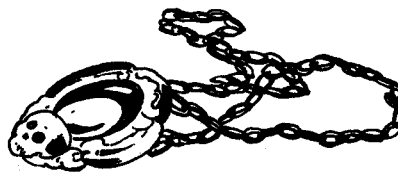
- 1) Detect Essence c
- 2) Detect Mentalism c
- 3) Detect Channeling c
- 4)
- 5) Detect Invisible c
- 6) Detect Traps c
- 7) Detect Evil c
- 8) Location (100') c
- 9)
- 10) Perceive Power (100') c
- 11) Detect Death c
- 12) Location (300') c
- 13)
- 14)
- 15) Detect Spell c
- 16) Location (500') c
- 17)
- 18) Perceive Power (300') c
- 19)
- 20) Location (1 mile) c
- 25) Detect Detections c
- 30) Detect True c
- 50) Location True c

AMULET OF TURUG-CHUOK

This device was created by the enchanter, Turug-Chuok, to aid him in his delvings of ancient ruins.

- Allows wearer to cast an additional 20 PPs worth of spells from *Detecting Ways* (to 10th level) and/or *Unbarring Ways* (to 10th level) every day.
- Wearer may add +10 to BAR for spells from Base Lists.
- Wearer must be a Pure or Hybrid Essence user.

A clear Laen jewel set in platinum on a steel chain.



LESSER ILLUSIONS

- 1—**Ventriloquism** (E) **D:** C **R:** 100' Caster can speak and his voice will appear to come from any point that he wants within 100' (point must be in his field of vision).
- 2—**Sound/Light Mirage** (E) As either *Light Mirage* on the Light Molding list or *Sound Mirage* on the Sound Molding list.
- 3—**Taste/Smell Mirage** (E) As either *Taste Mirage* or *Smell Mirage*, both are on the Feel-Taste-Smell list.
- 4—**Illusions II** (E) As on the Illusions list.
- 5—**Phantasm I** (E) As on the Illusions list.
- 7—**Waiting Illusion I** (E) As on the Illusions list.
- 8—**Illusions III** (E) As on the Illusions list.
- 9—**Phantasm II** (E) As on the Illusions list.
- 10—**Waiting Phantasm I** (E) As on the Illusions list.
- 11—**Waiting Illusion II** (E) As on the Illusions list.
- 12—**Phantasm III** (E) As on the Illusions list.
- 13—**Illusions V** (E) As on the Illusions list.
- 14—**Waiting Illusion III** (E) As on the Illusions list.
- 15—**Waiting Phantasm II** (E) As on the Illusions list.
- 17—**Phantasm IV** (E) As on the Illusions list.
- 19—**Illusions VII** (E) As on the Illusions list.
- 20—**Waiting Illusion V** (E) As on the Illusions list.
- 25—**Phantasm V** (E) As on the Illusions list.
- 30—**Illusions X** (E) As on the Illusions list.
- 50—**Phantasm X** (E) As on the Illusions list.

Note: All lists referenced above are Illusionist Base lists.

DETECTING WAYS

- 1—**Detect Essence** (P) **D:** 1 min/lvl (C) **R:** 100' Detects any active spell or item from the Essence realm; caster can concentrate on a 5'R area each round.
- 2—**Detect Mentalism** (P) As *Detect Essence*, except realm is Mentalism.
- 3—**Detect Channeling** (P) As *Detect Essence*, except realm is Channeling.
- 5—**Detect Invisible** (P) As *Detect Essence*, except detects invisible things; all attacks against something so detected are modified by -50.
- 6—**Detect Traps** (P) As *Detect Essence*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 7—**Detect Evil** (P) As *Detect Essence*, except detects if a being is evil or an item created by evil or long used by a very evil person.
- 8—**Location** (P) **D:** 1 min/lvl (C) **R:** 100' Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- 10—**Perceive Power** (P) As *Detect Essence*, except it will give an estimate of the power of the person (level) or item or spell examined.
- 11—**Detect Death** (P) As *Detect Essence*, except detects dead bodies and whether anything has died in the radius in the last 24 hr
- 12—**Location** (P) As above, except range is 300'.
- 15—**Detect Spell** (P) As *Detect Essence*, except detects any spell that has been cast in the area examined.
- 16—**Location** (P) As above, except range is 500'.
- 18—**Perceive Power** (P) As above, except range is 300'.
- 20—**Location** (P) As above, except range is 1 mile.
- 25—**Detect Detections** (P) As *Detect Essence*, except detects any type of detection spell that is operating in the area examined (gives exact spell detected).
- 30—**Detect True** (P) **D:** 1 rnd/lvl **R:** 100' Any of the lower level detect spells can be used, 1/ rnd.
- 50—**Location True** (P) As *Location*, except range is 1 mile/lvl.

UNBARRING WAYS

- 1—**Lock (F) D:** — **R:** 100' Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
- 2—**Magic Lock (F) D:** 1 min/lvl **R:** T A door (or container) can be magically "locked"; the door can be broken normally or the spell can be dispelled; otherwise the door cannot be opened.
- 3—**Locklore (I) D:** — **R:** T Gives the caster +20 bonus for picking the lock analyzed, and +10 for anyone to whom he describes the lock.
- 4—**Opening I (F) D:** — **R:** T When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a *Magic Lock* will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll.
- 5—**Traplore (I) D:** — **R:** T As *Locklore*, except applies to disarming traps.
- 6—**Disarm I (F) As Opening I**, except its chances concern disarming traps.
- 7—**Jamming (F) D:** P **R:** 50' Causes a door to expand and jam into its frame (roll 1-100: severity ranges from slightly stuck to unopenable).
- 8—**Weakening (F) D:** P **R:** 50' Reduces the inherent strength of a door by 50%.
- 10—**Opening II (F) As Opening I**, except chances are 40%/90%.
- 11—**Undoor I (F) D:** P **R:** 10' Will vaporize a nonmagic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches).
- 12—**Disarm II (F) As Disarm I**, except chances are 40%/90%.
- 14—**True Lock (F) As Magic Lock**, except door is unbreakable by normal means (lasts 1 hr/lvl).
- 15—**Undoor II (F) As Undoor I**, except door can be up to 2'x20'x20'.
- 17—**Undoor III (F) As Undoor I**, except door can be up to 3'x50'x50'.
- 19—**Undoor True (F) As Undoor I**, except any single door is vaporized.
- 20—**New Gate (F) D:** P **R:** T A doorway (8'x5') is created in any wall up to 6"/lvl deep.
- 25—**Lock Mastery (F) D:** — **R:** T Gives the caster a 90% chance of opening a lock. The roll is open-ended and the quality of the lock may modify the roll.
- 30—**Trap Mastery (F) As Lock Mastery**, except its chances concern disarming traps.
- 50—**Gate Cleaver (F) D:** 1 rnd/lvl **R:** V Caster can utilize any one of the lower level spells on this list each round.

PHYSICAL ENHANCEMENT

- 1—**Mannish Scale (I*) D:** — **R:** 1' Caster can tell the exact mass and/or weight of one object.
- 2—**Sly Ears (U) D:** 10 min/lvl **R:** 10' Target gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
- 3—**Balance (U*) D:** V **R:** 10' Adds 50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
- 4—**Nightvision (U) D:** 10 min/lvl **R:** 10' Target can see 100' on a normal night as if it were daylight.
- 5—**Sidevision (U) D:** 10 min/lvl **R:** 10' Target has a 300° field of vision.
- 6—**Sounding (U) D:** 10 min/lvl **R:** 10' Target's voice has its loudness tripled. This has no effect on spell casting capabilities.
- 7—**Watervision (U) As Nightvision**, except target can see 100' in even murky water.
- 8—**Waterlungs (U) D:** 10 min/lvl **R:** 10' Target can breathe water but not air.
- 10—**Gaslungs (U) As Waterlungs**, except target can breathe any gas as normal air.
- 11—**Resist Poison (S*) D:** 1 hr/lvl **R:** T Delays the effect of a poison on a target.
- 12—**Darkvision (U) As Nightvision**, except any darkness can be seen through.
- 15—**Changing Lungs (U) As Waterlungs**, except target can breathe water, air, and any gas at will.
- 16—**Mass Balance (U) As Balance**, except can affect one target/lvl of caster.
- 18—**Mass Nightvision (U) As Nightvision**, except can affect one target/lvl of caster.
- 19—**Mass Watervision (U) As Watervision**, except can affect one target/lvl of caster.
- 20—**Vision (U*) As all "vision" spells below 15th level functioning at the same time.**
- 25—**Mass Waterlungs (U) As Waterlungs**, except can affect 1 target/lvl of caster.
- 30—**Mass Gaslungs (U) As Gaslungs**, except can affect 1 target/lvl of caster.
- 50—**Mass Vision (U) As Vision**, except can affect 1 target/lvl of caster.

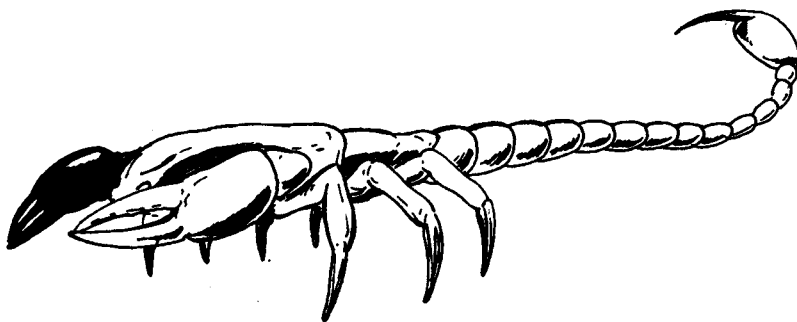
13.1 OPEN ESSENCE LISTS

UNBARRING WAYS

- 1) Lock
- 2) Magic Lock
- 3) Locklore
- 4) Opening I
- 5) Traplore
- 6) Disarm I
- 7) Jamming
- 8) Weakening
- 9)
- 10) Opening II
- 11) Undoor I
- 12) Disarm II
- 13)
- 14) True Lock
- 15) Undoor II
- 16)
- 17) Undoor III
- 18)
- 19) Undoor True
- 20) New Gate
- 25) Lock Mastery
- 30) Trap Mastery
- 50) Gate Cleaver

PHYSICAL ENHANCEMENT

- 1) Mannish Scale *
- 2) Sly Ears
- 3) Balance *
- 4) Nightvision
- 5) Sidevision
- 6) Sounding
- 7) Watervision
- 8) Waterlungs
- 9)
- 10) Gaslungs
- 11) Resist Poison s *
- 12) Darkvision
- 13)
- 14)
- 15) Changing Lungs
- 16) Mass Balance
- 17)
- 18) Mass Nightvision
- 19) Mass Watervision
- 20) Vision *
- 25) Mass Waterlungs
- 30) Mass Gaslungs
- 50) Mass Vision



13.1 OPEN ESSENCE LISTS

ELEMENTAL SHIELDS

- 1) Resist Light (1 target)
- 2) Resist Heat (1 target)
- 3) Resist Cold (1 target)
- 4) Resist Light (10'R)
- 5) Resist Heat (10'R)
- 6) Resist Cold (10'R)
- 7)
- 8) Lightarmor
- 9) Heatarmor
- 10) Coldarmor
- 11) Lightarmor (10'R)
- 12) Heatarmor (10'R)
- 13) Coldarmor (10'R)
- 14)
- 15) Lightning Armor
- 16)
- 17) Fire Armor
- 18)
- 19) Ice Armor
- 20) Mass Lightarmor
- 25) Mass Heatarmor
- 30) Mass Coldarmor
- 50) True Armor

DELVING WAYS

- 1)
- 2) Text Analysis I c
- 3) Stone Analysis
- 4) Metal Analysis
- 5) Gas Analysis
- 6)
- 7) Text Analysis II c
- 8) Liquid Analysis
- 9)
- 10) Delving
- 11) Spell Analysis
- 12)
- 13)
- 14) Death Analysis
- 15) Text Analysis III c
- 16) Power Analysis
- 17) Conveyance
- 18) Death's Delving
- 19)
- 20) Analysis
- 25) Mass Analysis
- 30) Power Analysis True
- 50) Conveyance True

ELEMENTAL SHIELDS

- 1—**Resist Light** (D) **D:** 1 min/lvl **R:** 10' Target is totally protected from all natural light (not lightning); +10 to all RRs vs light (electricity); -10 to elemental electricity attacks.
- 2—**Resist Heat** (D) As *Resist Light*, except protects against natural heat to 200° F and modifies spells involving heat by 10.
- 3—**Resist Cold** (D) As *Resist Light*, except protects against natural cold to -20° F and modifies spells involving cold by 10.
- 4—**Resist Light** (D) As above, except all beings within 10'R of target are protected.
- 5—**Resist Heat** (D) As above, except all beings within 10'R of target are protected.
- 6—**Resist Cold** (D) As above, except all beings within 10'R of target are protected.
- 8—**Lightarmor** (D) As *Resist Light* (lvl 1), except protects against all natural light and electricity and modifies spells involving light (electricity) by 20.
- 9—**Heatarmor** (D) As *Lightarmor*, except protects against heat.
- 10—**Coldarmor** (D) As *Lightarmor*, except protects against cold.
- 11—**Lightarmor** (D) As *Lightarmor*, except protects all beings within 10'R.
- 12—**Heatarmor** (D) As *Heatarmor*, except protects all beings within 10'R.
- 13—**Coldarmor** (D) As *Coldarmor*, except protects all beings within 10'R.
- 15—**Lightning Armor** (D) As *Lightarmor* (lvl 8), except it also decreases all electrical concussion hits (e.g., from shock bolts and lightning bolts) by 1/2, and decreases electrical critical strikes by one level (e.g., 'A's are ignored, 'B's become 'A's, 'C's become 'B's, etc.)
- 17—**Fire Armor** (D) As *Lightning Armor*, except fire and heat spells are affected (e.g., fire bolts and fire balls).
- 19—**Ice Armor** (D) As *Lightning Armor*, except cold and ice spells are affected (e.g., ice bolts and cold balls).
- 20—**Mass Lightarmor** (D) As *Lightarmor* (lvl 8), except as many targets as the caster's level can be affected.
- 25—**Mass Heatarmor** (D) As *Heatarmor* (lvl 9), except as many targets as the caster's level can be affected.
- 30—**Mass Coldarmor** (D) As *Coldarmor* (lvl 10), except as many targets as the caster's level can be affected.
- 50—**True Armor** (D) **D:** 24 hr **R:** 10' Acts as *Lightning Armor*, *Fire Armor*, and *Ice Armor* all at the same time.

Note: *Spells on this list are not cumulative.*

DELVING WAYS

- 2—**Text Analysis I** (I) **D:** 1 min/lvl (C) **R:** S Caster can read text written in an unknown language, but only understand basic concepts of it.
- 3—**Stone Analysis** (I) **D:** — **R:** 10' Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.
- 4—**Metal Analysis** (I) As *Stone Analysis*, except metal may be examined.
- 5—**Gas Analysis** (I) As *Stone Analysis*, except gas may be examined.
- 7—**Text Analysis II** (I) As *Text Analysis I*, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), implications, or cultural references.
- 8—**Liquid Analysis** (I) As *Stone Analysis*, except liquid may be examined.
- 10—**Delving** (I) **D:** — **R:** T Gives significant details about an item's construction and purpose (not specific powers).
- 11—**Spell Analysis** (I) **D:** — **R:** 100' Provides analysis of an active spell, giving its duration and the profession of its caster and its type (not its level or exactly what spell it is).
- 14—**Death Analysis** (I) **D:** — **R:** T Gives information concerning a being's death (weapon, spell, time since, etc.); must be cast in place of death (within 24 hr) or in the presence of body (no time limit).
- 15—**Text Analysis III** (I) As *Text Analysis II*, except everything but implications is known (e.g., answers to riddles are not known automatically).
- 16—**Power Analysis** (I) **D:** — **R:** 100' One item, person, or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.
- 17—**Conveyance** (U) **D:** 10 min/lvl **R:** S Caster's awareness leaves his body (which is inactive) and may travel at 1 mile/min; however it can only travel 10'/rnd when in solid material or when observing the world. If the caster overstays the duration, he must make a RR modified by -50 or die (attack level is equal to the number of rounds overstayed).
- 18—**Death's Delving** (I) As *Death Analysis*, except gives a visual image of the killer, and a vague reason for death (e.g., revenge, robbery, accident, etc.).
- 20—**Analysis** (I) **D:** — **R:** 10' Any of the lower level spells may be used together on one item, person, or place (*Conveyance* is not included).
- 25—**Mass Analysis** (I) **D:** 1 rnd/lvl **R:** 10' As *Analysis*, except one item per round may be examined.
- 30—**Power Analysis True** (I) As *Power Analysis*, except exact origin, creator, and detailed purpose are given.
- 50—**Conveyance True** (U) As *Conveyance*, except rate is 10 mile/min (50'/rnd through solid and while observing).

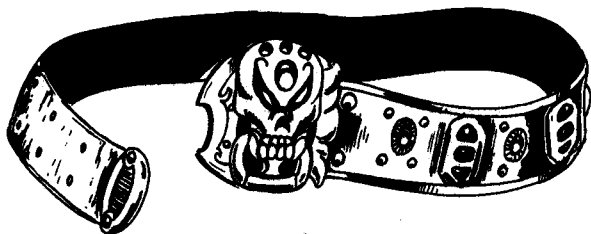
INVISIBLE WAYS

- 2—**Unseen I** (F) **D:** 24 hr or V **R:** 10' A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).
- 4—**Invisibility I** (F) As *Unseen I*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen I* termination conditions occur; see Section 11.1.
- 6—**Invisibility I** (F) As above, except the caster can vary the radius up to 1'.
- 8—**Invisibility I** (F) As above, except the constant radius is 10'.
- 10—**Unseen III** (F) As *Unseen I*, except 3 objects can be affected.
- 11—**Invisibility I** (F) As above, except caster can vary the radius up to 10'.
- 13—**Unseen V** (F) As *Unseen I*, except 5 objects can be affected.
- 15—**Invisibility II** (F) As *Invisibility I* (lvl 4) except two targets can be the center of two separate radii of invisibility.
- 17—**Unseen X** (F) As *Unseen I*, except 10 objects can be affected.
- 18—**Invisibility II** (F) As above, except the two radii can be varied by the caster up to 10'.
- 20—**Invisibility I** (F) As above, except radius can be varied by the caster up to 20'.
- 25—**Mass Unseen** (F) As *Unseen I*, except as many objects as the caster's level may be affected.
- 30—**Mass Invisibility** (F) As *Invisibility I*, except as many targets as the caster's level may be the centers of constant 1' radii of invisibility.
- 50—**True Invisibility** (F) **D:** 24 hr **R:** S As *Invisibility I*, except caster can vary it up to 1' and if he attacks he is only visible for the 10 seconds immediately following the attack. Violent blows do not affect this spell.

Note: Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *Unseen I*. See Section 11.1 for more notes on the spells on this list.

JANIK'S BELT OF THE LIVING CHANGE

- Allows any wearer to cast upon himself: *Shrink Self*, *Enlarge Self*, and/or *Change to Kind* up to 3x/day, total.
 - Wearer's clothing, along with the belt, will shrink or enlarge as required.
- Of finely-tooled leather, with steel and silver fittings.



LIVING CHANGE

- 1—**Shrink Self** (P) **D:** 1 min/lvl **R:** S Caster may shrink to 1/2 his normal mass (height in most situations); no decrease in his strength.
- 2—**Enlarge Self** (P) ~ As *Shrink Self*, except caster may increase by 1/2; no increase in his strength (except for movement purposes).
- 3—**Change Lore** (P) **D:** — **R:** 100' Allows caster to analyze the form of another being for future use with *True Change*.
- 5—**Change to Kind** (F) **D:** 10 min/lvl **R:** 10' Caster can alter target's form to the form of any desired humanoid race.
- 7—**Shrink** (F) **D:** 10 min/lvl **R:** 10' As *Shrink Self*, except decrease is 10% of caster's mass/lvl (max of 90% of the target's mass) and it can be cast on any material that is living or was once living.
- 10—**Enlarge** (F) As *Enlarge Self*, except it increases up to 10% of caster's mass/lvl.
- 11—**Change** (F) As *Change to Kind*, except alteration can be to any organic form within 1/2 to 2x target's current mass; does not obtain any special abilities.
- 13—**True Change** (F) As *Change*, except altered form can be that of a specific being analyzed by *Change Lore*.
- 15—**Changing** (F) **D:** 10 min/lvl **R:** S As *True Change*, except caster may assume a different form anytime during the spell, by concentrating for one round/change.
- 17—**Merging** (F) **D:** V **R:** 10' Target can merge into any solid inanimate material (up to 1' in depth); he is inactive but aware of surrounding activity. The caster can exit at any time up to the duration, everyone else must emerge after a set time (up to 1 hr/lvl).
- 20—**Passing** (F) **D:** 1 min/lvl **R:** 10' Target may pass through any inanimate material up to 1'/lvl.
- 25—**Mass Enlarge** (F) As *Enlarge*, except it simultaneously enlarges (by up to 50% of caster's mass) as many objects (can be beings) as the caster's level.
- 30—**Mass Change** (F) As *Change*, except affects up to the caster's level in targets (all targets must take the same type of form).
- 50—**Mass Merging** (F) As *Merging*, except affects up to the caster's level in targets; all targets exit after a set time or with caster.

13.2 CLOSED ESSENCE LISTS

INVISIBLE WAYS

- 1) Unseen I
- 2) Invisibility I (1'R)
- 3) Invisibility I (to 1'R)
- 4) Invisibility I (10'R)
- 5) Unseen III
- 6) Invisibility I (to 10'R)
- 7) Unseen V
- 8) Invisibility II (1'R)
- 9) Unseen X
- 10) Invisibility II (to 10'R)
- 11) Invisibility I (to 20'R)
- 12) Mass Unseen
- 13) Mass Invisibility
- 14) True Invisibility

LIVING CHANGE

- 1) Shrink Self
- 2) Enlarge Self
- 3) Change Lore
- 4) Change to Kind
- 5) Shrink
- 6) Enlarge
- 7) Change
- 8) True Change
- 9) Changing
- 10) Merging
- 11) Passing
- 12) Mass Enlarge
- 13) Mass Change
- 14) Mass Merging

13.2 CLOSED ESSENCE LISTS

SPIRIT MASTERY

- 1) Sleep V
- 2) Charm Kind
- 3) Sleep VII
- 4) Confusion
- 5) Suggestion
- 6) Sleep X
- 7) Hold Kind c
- 8) Master of Kind
- 9) Lord Sleep
- 10) True Charm
- 11) Quest
- 12) Word of Stunning *
- 13) Word of Pain *
- 14) Hold True c
- 15) Word of Sleep *
- 16) Word of Discord *
- 17) Word of Calling *
- 18) Waiting Word
- 19) Word of Death *
- 20) True Quest
- 25) Phrase *
- 30) Mass Word *
- 50) Spirit Mastery

SPELL REINS

- 1) Spell Store
- 2)
- 3)
- 4)
- 5) Spell Hold I *
- 6)
- 7)
- 8) Spell Bending I *
- 9)
- 10) Reverse Spells *
- 11) Spell Hold III *
- 12)
- 13)
- 14) Spell Hold V *
- 15) Spell Bending III *
- 16)
- 17) Spell Hold X *
- 18)
- 19)
- 20) Lord Spell Hold *
- 25) Spell Bending True *
- 30) Spell Hold True *
- 50) Reversal True *

SPIRIT MASTERY

- 1—**Sleep V** (M) **D:** — **R:** 100' Causes target(s) to fall into a natural sleep; the total number of levels that can be affected is 5 (e.g., 5 of level 1; 1 of level 4 and 1 of level 1; 2 of level 2 and 1 of level 1, etc). All target(s) must be in caster's field of vision. Caster should assign target priority, i.e., which is the 1st potential target, the 2nd, etc.
- 2—**Charm Kind** (M) **D:** 1 hr/lvl **R:** 100' Humanoid target believes caster is a good friend.
- 3—**Sleep VII** (M) As *Sleep V*, except a total of 7 levels can be affected.
- 4—**Confusion** (M) **D:** 1 rnd/5 failure **R:** 100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 5—**Suggestion** (M) **D:** V **R:** 10' Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- 6—**Sleep X** (M) As *Sleep V*, except a total of 10 levels may be affected.
- 7—**Hold Kind** (M) **D:** C **R:** 100' Humanoid target is held to 25% of normal action.
- 8—**Master of Kind** (M) **D:** 10 min/lvl **R:** 50' Target must obey caster as in *Suggestion*.
- 9—**Lord Sleep** (M) As *Sleep V*, except a total of 20 levels may be affected.
- 10—**True Charm** (M) As *Charm Kind*, except any sentient creature may be affected.
- 11—**Quest** (M) **D:** V **R:** 10' Target is given one task, failure results in a penalty determined by the Gamemaster (task must be within capabilities of target).
- 12—**Word of Stunning** (M*) **D:** — **R:** 50' Target is stunned for 1 round/10 failure.
- 13—**Word of Pain** (M*) As *Word of Stunning*, except target takes 50% of remaining concussion hits upon failure.
- 14—**Hold True** (M) As *Hold Kind*, except any sentient being can be affected.
- 15—**Word of Sleep** (M*) As *Word of Stunning*, except target falls into a natural sleep.
- 16—**Word of Discord** (M*) As *Word of Stunning*, except target will not cooperate or agree with anyone for 1 day/10 failure.

RING OF SOARING

- X2 Essence PP Multiplier.
 - Wearer may *Fly* (450'/rnd) at will.
- A bloodstone set in platinum.



- 17—**Word of Calling** (M*) Target is forced to come and face the caster (fighting if necessary) and remain immobile for 1 rnd/10 failure. Caster must remain immobile, or control lapses.
- 18—**Waiting Word** (M) **D:** 1 day/lvl **R:** 50' Any of the "Words" above can be set to go off at a specified time or movement.
- 19—**Word of Death** (M*) **D:** — **R:** 50' Target suffers the results of an 'E' critical strike on the table of the caster's choice.
- 20—**True Quest** (M) As *Quest*, except failure is punished by the target suffering an 'E' critical from each of the critical tables.
- 25—**Phrase** (M*) As *Word of Stunning*, except any three different "Words" may be used on the same round (a separate RR roll must be made for each one).
- 30—**Mass Word** (M*) As *Word of Stunning*, except any "Word" may be used and it will affect a number of levels equal to the level of the caster (as *Spell*).
- 50—**Spirit Mastery** (M) **D:** 1 rnd/lvl **R:** 100' Caster can use one spell/rnd on this list (10th level or lower).

SPELL REINS

- 1—**Spell Store** (S) **D:** until a spell is cast **R:** S Caster may cast this spell with any spell he wants to store; then the stored spell may be cast at any time, with no preparation. The *Storing* spell costs the same number of power points as the spell stored. No other spell may be cast while a spell is stored.
- 5—**Spell Hold I** (F*) **D:** 1 rnd **R:** 100' Delays another spell for 1 rnd; if the target of the held spell moves more than 20', that spell will affect any one being within 10' (with a modification of -20 for base attack spells and -30 for elemental attack spells). The held spell gets a RR as in *Cancel Essence* on the Closed Essence list, *Dispelling Ways*.
- 8—**Spell Bending I** (F*) **D:** — **R:** 100' Caster can deflect 1 elemental attack spell up to 10' from its target, causing the attack roll to be modified by -10/10 failure.
- 10—**Reverse Spells** (F*) **D:** — **R:** 100 Reverses any one elemental attack spell back on its caster, if the attack fails a RR modified by +20. If the attack spell is reversed, it attacks its caster with a +0 modification.
- 11—**Spell Hold III** (F*) As *Spell Hold I*, except attack spells can be held 3 rounds.
- 14—**Spell Hold V** (F*) As *Spell Hold I*, except attack spells can be held 5 rounds.
- 15—**Spell Bending III** (F*) As *Spell Bending I*, except attack roll is modified by -30/10 failure.
- 17—**Spell Hold X** (F*) As *Spell Hold I*, except attack spell is held 10 rounds.
- 20—**Lord Spell Hold** (F*) As *Spell Hold I*, except attack spell is held for 20 rounds.
- 25—**Spell Bending True** (F*) As *Spell Bending I*, except spell can be deflected up to 90° in any direction.
- 30—**Spell Hold True** (F*) As *Spell Hold I*, except attack spell is held up to 1 rnd/lvl.
- 50—**Reversal True** (F*) As *Reverse Spells*, except all spells within a 100'R of the caster are reversed.

LOFTY BRIDGE

- 1—**Leaping** (F*) **D:** 1 rnd **R:** 100' Allows the target to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2—**Landing** (F*) **D:** until lands **R:** 100' Allows the target to land safely in a fall up to 20'/lvl (of caster), and to take that distance off the severity of any longer fall.
- 3—**Leaving** (F) **D:** — **R:** 10' Caster teleports target to a point up to 100' away, but there can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 4—**Levitation** (F) **D:** 1 min/lvl **R:** 10' Allows target to move up and down vertically 10'/rnd; horizontal movement is possible only through normal means.
- 5—**Fly** (F) As *Levitation*, except target can fly at a rate of 75'/rnd (i.e., 5 mph).
- 6—**Portal** (F) **D:** 1 rnd/lvl **R:** T Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.
- 7—**Fly** (F) As above, except rate is 150'/rnd.
- 8—**Long Door** (F) As *Leaving*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the caster does not move, he is stunned 1-10 rounds, and the PPs for this spell are expended.
- 9—**Leaving** (F) As above, except target can be moved 300'.
- 10—**Teleport I** (F) As *Long Door*, except movement range is 10 miles/lvl. This is very risky. The following chances for failing exist: *Never seen place* (only described) = 50%; *Been briefly* (1 hr) = 25%; *Studied* (24 hr) = 10%; *Studied carefully* (1 week) = 1%; *Lived in* (1 yr) = .01%. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for # of feet).
- 11—**Fly** (F) As above, except rate is 300'/rnd.
- 12—**Long Door** (F) As above, except movement range is 300'.
- 13—**Teleport III** (F) As *Teleport I*, except up to 3 targets may be moved to same place.
- 14—**Portal True** (F) As *Portal*, except portal is 3'x6' and up to 5'/lvl deep.
- 15—**Long Door** (F) As above, except movement range is 500'.
- 16—**Teleport V** (F) As *Teleport III*, except 5 targets may be moved.
- 17—**Fly** (F) As above, except rate is 450'/rnd.
- 18—**Teleport X** (F) As *Teleport III*, except 10 targets may be moved.
- 19—**Mass Leaving** (F) As *Leaving*, except as many targets as the caster's level may be moved.
- 20—**Lord Teleport** (F) As *Teleport III*, except 20 targets can be moved.
- 25—**Mass Long Door** (F) As *Long Door*, except as many targets as the caster's level may be moved up to 300'.
- 30—**Mass Teleport** (F) As *Teleport III*, except as many targets as the caster's level may be moved.
- 50—**Teleport True** (F) As *Teleport I*, except with no movement range limit.

Note: See Section 11.1 for special notes concerning spells on this list.

SPELL ENHANCEMENT

- 3—**Extension II** (U) **D:** V **R:** S Causes the caster's next spell cast within 3 rounds to have 2x normal duration; not cumulative with any other extensions.
- 5—**Ranging** (U) As *Extension II*, except range is increased by 50'.
- 7—**Extension III** (U) As *Extension II*, except duration is 3x normal.
- 10—**Ranging** (U) As above, except range is increased by 100'.
- 11—**Extension IV** (U) As *Extension II*, except duration is 4x normal.
- 13—**Ranging** (U) As above, except range is increased by 150'.
- 15—**Ranging** (U) As above, except range is increased by 200'.
- 17—**Ranging** (U) As above, except range is increased by 300'.
- 20—**Ranging** (U) As above, except range is increased by 500'.
- 25—**Extension** (U) As *Extension II*, except duration is increased by 12 hrs.
- 30—**Extension** (U) As *Extension II*, except duration is increased by 24 hrs.
- 50—**Permanent** (U) **D:** P **R:** S As *Extension II*, except duration is permanent. Only one such spell can be in effect at a time for each spell caster.

Note: A Gamemaster may deem certain spells non-extendable: e.g., increasing the duration of a *Firebolt* by 12 hrs is ridiculous.



13.2 CLOSED ESSENCE LISTS

LOFTY BRIDGE

- 1) Leaping *
- 2) Landing *
- 3) Leaving (100')
- 4) Levitation
- 5) Fly (75'/rnd)
- 6) Portal
- 7) Fly (150'/rnd)
- 8) Long Door (100')
- 9) Leaving (300')
- 10) Teleport I
- 11) Fly (300'/rnd)
- 12) Long Door (300')
- 13) Teleport III
- 14) Portal True
- 15) Long Door (500')
- 16) Teleport V
- 17) Fly (450'/rnd)
- 18) Teleport X
- 19) Mass Leaving
- 20) Lord Teleport
- 25) Mass Long Door
- 30) Mass Teleport
- 50) Teleport True

SPELL ENHANCEMENT

- 1)
- 2)
- 3) Extension II (x2)
- 4)
- 5) Ranging (+50')
- 6)
- 7) Extension III (x3)
- 8)
- 9)
- 10) Ranging (+100')
- 11) Extension IV (x4)
- 12)
- 13) Ranging (+150')
- 14)
- 15) Ranging (+200')
- 16)
- 17) Ranging (+300')
- 18)
- 19)
- 20) Ranging (+500')
- 25) Extension (+12 hrs)
- 30) Extension (+24 hrs)
- 50) Permanent

13.2 CLOSED ESSENCE LISTS

GATE MASTERY

- 1) Familiar
- 2)
- 3) Summons I c
- 4)
- 5) Summons II c
- 6) Control I c *
- 7) Summons III c
- 8) Lesser Demonic Gate
- 9) Summons V c
- 10) Control II c *
- 11) Summons X c
- 12)
- 13) Control III c *
- 14)
- 15) Waiting Summons
- 16) Lord Summons c
- 17) Lesser Waiting Gate
- 18) Greater Demonic Gate
- 19) Control IV c *
- 20) Mass Summons c
- 25) Master II *
- 30) Waiting Gate
- 50) Control V c *

DISPELLING WAYS

- 1)
- 2) Cancel Essence c *
- 3) Cancel Mentalism c *
- 4) Cancel Channeling c *
- 5) Dispel Essence (10'R) c *
- 6) Dispel Mentalism (10'R) c *
- 7) Dispel Channeling (10'R) c *
- 8)
- 9)
- 10) Dispel Essence (50'R) c *
- 11) Dispel Mentalism (50'R) c *
- 12) Dispel Channeling (50'R) c *
- 13)
- 14) Dispel Essence (100'R) c *
- 15) Dispel Mentalism (100'R) c *
- 16) Dispel Channeling (100'R) c *
- 17) Unessence
- 18) Unmentalism
- 19) Unchanneling
- 20) Cancel True c *
- 25) Dispel Essence (300'R) c *
- 30) Dispel True (10'R) c *
- 50) Dispel True (50'R) c *

GATE MASTERY

- 1—**Familiar (M) D: P R: T** The caster can attune himself to a small animal (to be called his familiar). The caster must obtain the animal (can be no more than 10% of caster's own mass) and cast the spell on the animal once/day for 1 week (concentrating for 2 hrs/day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50'/lvl). If the animal is killed the caster will have a -25 modification all actions for 2 weeks.
- 3—**Summons I (FM) D: V (C) R: 100'** Caster can instantly summon a first level non-intelligent creature that he can control by concentrating on it. The creature disappears after 1 minute (6 rounds). The general type of the creature can be specified by the caster but exactly what the creature is should be determined randomly (e.g., the caster could specify four-legged, hooved and could get a zebra, horse, camel, etc.).
- 5—**Summons II (FM)** As *Summons I*, except caster can summon one 2nd level creature or two 1st level creatures or one 1st level creature for 2 minutes; i.e., if you multiply the levels, minutes, and no. of creatures, the result cannot exceed 2.
- 6—**Control I (M*)** As *Control I* on the Dark Summons list.
- 7—**Summons III (F)** As *Summons II*, except the total (levels x minutes x number of creatures) cannot exceed 3; e.g., one 3rd level for 1 minute, one 1st level for 3 minutes, three 2nd levels for 1 minute, one 2nd level and one 3rd level for 1 minute.
- 8—**Lesser Demonic Gate (E)** As *Lesser Demonic Gate* on the Dark Summons list.
- 9—**Summons V (FM)** As *Summons III*, except a total of 5 (levels x minutes x number of creatures) is allowed.
- 10—**Control II (M*)** As *Control II* on the Dark Summons list.
- 11—**Summons X (FM)** As *Summons III*, except a total of 10 (levels x minutes x number of creatures) is allowed.
- 13—**Control III (M*)** As *Control III* on the Dark Summons list.
- 15—**Waiting Summons (FM)** As *Summons X*, except it can be cast at a particular point and the arrival of the summoned creature can be delayed up to 1 day/lvl of caster or until triggered by one of the following (decided by caster): certain movements, certain sounds, touch, violent actions in the area, etc. The creature can be left a single task to perform.
- 16—**Lord Summons (FM)** As *Summons III*, except a total of 20 (levels x minutes x number of creatures) is allowed.
- 17—**Lesser Waiting Gate (E)** As *Waiting Summons*, except it functions as *Lesser Demonic Gate* on the Dark Summons list.
- 18—**Greater Demonic Gate (E)** As *Greater Demonic Gate* on the Dark Summons List.
- 19—**Control IV (M*)** As *Control IV* on the Dark Summons List.
- 20—**Mass Summons (FM)** As *Summons III*, except as many (levels x minutes x number of creatures) as the level of the caster may be summoned.

25—**Master II (M*)** As *Master II* on the Dark Summons list.

30—**Waiting Gate (E)** As *Waiting Summons*, except it functions as *Greater Demonic Gate* on the Dark Summons list.

50—**Control V (M*)** As *Control V* on the Dark Summons list.

Note: *The Dark Summons list is a Evil Magician Base list.*

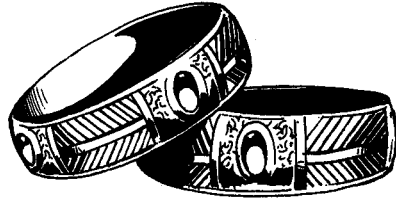
DISPELLING WAYS

- 2—**Cancel Essence (F*) D: C R: S** When a spell of the Essence realm is cast against the caster (of *Cancel Essence*), the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of the *Cancel Essence* spell, and the defender level is the level of the caster of the attack spell. If the first RR is successful, then the attack spell proceeds normally.
- 3—**Cancel Mentalism (F*)** As *Cancel Essence*, except only Mentalism spells are affected.
- 4—**Cancel Channeling (F*)** As *Cancel Essence*, except only Channeling spells are affected.
- 5—**Dispel Essence (F*)** As *Cancel Essence*, except the dispelling effect is in a 10'R about the caster (the radius moves with the caster). If the radius encounters an already existing spell, the spell must make a successful RR (+30 modification) or be canceled.
- 6—**Dispel Mentalism (F*)** As *Dispel Essence*, except only Mentalism spells are affected.
- 7—**Dispel Channeling (F*)** As *Dispel Essence*, except only Channeling spells are affected.
- 10—**Dispel Essence (F*)** As *Dispel Essence*, except radius is 50'.
- 11—**Dispel Mentalism (F*)** As above, except radius is 50'.
- 12—**Dispel Channeling (F*)** As above, except radius is 50'.
- 14—**Dispel Essence (F*)** As above, except radius is 100'.
- 15—**Dispel Mentalism (F*)** As above, except radius is 100'.
- 16—**Dispel Channeling (F*)** As above, except radius is 100'.
- 17—**Unessence (F) D: 1 day R: 100'** Target has no Essence power points and thus can throw no Essence spells for 24 hours (includes spells cast using spell bonus items). This can also be cast against items which could normally cast spells.
- 18—**Unmentalism (F)** As *Unessence*, except Mentalism is affected.
- 19—**Unchanneling (F)** As *Unessence*, except Channeling is affected.
- 20—**Cancel True (F*) D: C R: S** As *Cancel Essence* except all 3 realms are affected.
- 25—**Dispel Essence (F*)** As *Dispel Essence* (lvl 5), except radius is 300'.
- 30—**Dispel True (F)** As *Cancel Essence* (lvl 5), all 3 realms are affected.
- 50—**Dispel True (F)** As above, except radius is 50'.

ITHALKUR'S BRACELETS OF DEFENSE

- x4 PP Multiplier for Pure Essence spell users.
- Grants automatic knowledge of the *Shield Mastery* list to 10 levels above the wielder's level, while worn.
- Reduces the critical severity of any piercing attack against the wearer by 1 severity level.

Fashioned from white gold, each bracelet is set with four amber stones.



RAPID WAYS

- 1—**Run I** (F*) **D:** 10 min/lvl **R:** 10' Target may run (2x walking pace) without tiring (i.e., he expends no exhaustion points), but once he stops or performs some other action the spell is canceled.
- 2—**Speed I** (F*) **D:** 1 rnd **R:** 10' Target may act at twice his normal rate, but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity). Suggested rules for handling this are in Section 7.4.
- 4—**Speed II** (F*) As *Speed I*, except duration is 2 rounds for one target or 1 rnd for each of 2 targets.
- 5—**Sprint I** (F*) As *Run I*, except target may move at 3x walking pace.
- 6—**Haste I** (F*) As *Speed I*, except no half rate rounds are required.
- 7—**Speed III** (F*) As *Speed I*, except duration is 3 rounds for 1 target, or 2 rnds for 1 target and 1 rnd for 1 other target, or any other combination of targets and rounds that total 3 rounds of speed.
- 8—**Haste II** (F*) As *Speed II*, except no half rate rounds.
- 9—**Fast Sprint** (F*) As *Run I*, except target may move at 4x walking pace.
- 10—**Speed V** (F*) As *Speed III*, except total rounds is 5.
- 11—**Run III** (F*) As *Run I*, except 3 targets may be affected.
- 12—**Haste III** (F*) As *Speed III*, except no half rate rounds.
- 14—**Sprint III** (F*) As *Sprint I*, except 3 targets may be affected.
- 15—**Haste V** (F*) As *Haste III*, except total rounds is 5.
- 16—**Run V** (F*) As *Run I*, except 5 targets may be affected.
- 17—**Speed X** (F*) As *Speed III*, except total rounds is 10.
- 18—**Sprint V** (F*) As *Sprint I*, except 5 targets may be affected.
- 20—**Haste X** (F*) As *Haste III*, except total rounds is 10.
- 25—**Mass Run** (F*) As *Run I*, except as many targets as the caster's level may be affected.
- 30—**Mass Speed** (F*) As *Speed III*, except total rounds is the caster's level.
- 50—**Mass Haste** (F*) As *Haste III*, except total rounds is the caster's level.

SHIELD MASTERY

- 2—**Shield** (F*) **D:** 1 min/lvl **R:** S Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- 3—**Blur** (F) **D:** 1 min/lvl **R:** 10' Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 5—**Deflections I** (F*) **D:** — **R:** 100' Caster can deflect any one missile that passes within 100' of him; this causes 100 to be subtracted from the missile's attack (missile must pass through caster's field of vision).
- 7—**Bladeturn I** (F*) As *Deflections I*, except its effect is against 1 melee attack.
- 9—**Deflections II** (F*) As *Deflections I*, except 2 missiles may be affected.
- 10—**Aim Untrue I** (F*) As *Deflections I*, except missile automatically misses.
- 11—**Bladeturn II** (F*) As *Bladeturn I*, except 2 melee attacks may be affected.
- 13—**Deflections III** (F*) As *Deflections I*, except 3 missiles may be affected.
- 15—**Aim Untrue II** (F*) As *Aim Untrue I*, except 2 missiles may be affected.
- 17—**Bladeturn III** (F*) As *Bladeturn I*, except 3 melee attacks may be affected.
- 18—**Re-aiming** (F*) **D:** — **R:** 100' One missile passing within 100' of caster is reversed and make an attack on its source (the only modification is +5, i.e., no other OB or DB applies).
- 19—**Aim Untrue III** (F*) As *Aim Untrue I*, except 3 missiles may be affected.
- 20—**Mass Deflections** (F*) As *Deflections I*, except as many missiles as the caster's level may be affected.
- 25—**Mass Bladeturn** (F*) As *Bladeturn I*, except as many melee attacks as the caster's level may be affected.
- 30—**Mass Aim Untrue** (F*) As *Mass Deflections*, except missiles automatically miss.
- 50—**Re-aiming True** (F*) **D:** — **R:** 100' As *Re-aiming*, except all missiles passing within 100' of caster are reversed.

13.2 CLOSED ESSENCE LISTS

RAPID WAYS

- 1) Run I *
- 2) Speed I *
- 3)
- 4) Speed II *
- 5) Sprint I *
- 6) Haste I *
- 7) Speed III *
- 8) Haste II *
- 9) Fast Sprint *
- 10) Speed V *
- 11) Run III *
- 12) Haste III *
- 13)
- 14) Sprint III *
- 15) Haste V *
- 16) Run V *
- 17) Speed X *
- 18) Sprint V *
- 19)
- 20) Haste X *
- 25) Mass Run *
- 30) Mass Speed *
- 50) Mass Haste *

SHIELD MASTERY

- 1)
- 2) Shield *
- 3) Blur
- 4)
- 5) Deflections I *
- 6)
- 7) Bladeturn I *
- 8)
- 9) Deflections II *
- 10) Aim Untrue I *
- 11) Bladeturn II *
- 12)
- 13) Deflections III *
- 14)
- 15) Aim Untrue II *
- 16)
- 17) Bladeturn III *
- 18) Re-aiming *
- 19) Aim Untrue III *
- 20) Mass Deflections *
- 25) Mass Bladeturn *
- 30) Mass Aim Untrue *
- 50) Re-aiming True *

13.3 MAGICIAN BASE LISTS

FIRE LAW

- 1) Boil Liquid c
- 2) Warm Solid
- 3) Woodfires
- 4) Wall of Fire
- 5) Heat Solid
- 6) Fire Bolt (100')
- 7) Call Flame (10³)
- 8) Fire Ball
- 9)
- 10) Circle Aflame
- 11) Fire Bolt (300')
- 12) Call Flame (20³)
- 13) Waiting Flame
- 14) Firestorm
- 15) Metal Fires
- 16) Triad of Flame
- 17) Fire Bolt (500')
- 18) Waiting Firestorm
- 19) Call Flame (50³)
- 20) Corner Fires
- 25) Following Fires
- 30) Stone Fires
- 50) Fire Mastery

EARTH LAW

- 1) Enchanted Rope c
- 2) Loosen Earth
- 3)
- 4) Earthwall
- 5) Cracks Call
- 6)
- 7) Stonewall
- 8)
- 9) Stone/Earth
- 10) Earthwall True
- 11) Earth/Mud
- 12) Earth/Stone
- 13) Stonewall True
- 14) Mud/Earth
- 15) Unearth
- 16) Meld Wall
- 17) Stone/Mud
- 18) Curved Wall
- 19)
- 20) Unstone
- 25) Unmetal
- 30) Tremors
- 50) Earth Mastery

FIRE LAW

- 1—**Boil Liquid** (F) **D:** C **R:** 10' 1 cu' of liquid/lvl can be heated to boiling at a rate of 1 cu'/rnd.
- 2—**Warm Solid** (F) **D:** 24 hr **R:** 10' Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100°F at a rate of 1 cu'/rnd.
- 3—**Woodfires** (F) **D:** — **R:** 1' Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
- 4—**Wall of Fire** (E) **D:** 1 rnd/lvl **R:** 100' Creates an opaque wall of fire (up to 10'x10'x6'). Anyone passing through it takes an 'A' Heat critical (no RR).
- 5—**Heat Solid** (F) As *Warm Solid*, except material can be heated to 500°F at a rate of 100°F/rnd.
- 6—**Fire Bolt** (E) **D:** — **R:** 100' A bolt of fire is shot from the palm of the caster, results are determined on the Fire Bolt Table.
- 7—**Call Flame** (E) As *Wall of Fire*, except it creates a cube of flame (up to 10'x10'x10'); it takes 1 complete round for the cube to form and be effective. An 'A' Heat critical is dealt for each round passing through (or in). Range is only 10'.
- 8—**Fire Ball** (E) **D:** — **R:** 100' A 1' ball of fire is shot from the palm of the caster, it explodes to affect a 10'R area; results are determined on the Fire Ball Table.
- 10—**Circle Aflame** (E) As *Wall of Fire*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center (it is non-mobile).
- 11—**Fire Bolt** (E) As above, except range is 300'.
- 12—**Call Flame** (E) As above, except cube is up to 20'x20'x20' in size and the range is 20'.
- 13—**Waiting Flame** (E) As *Call Flame*, except size is up to a 10' cube and the effect can be delayed for up to 24 hr; it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, violent actions in the area, etc.
- 14—**Firestorm** (E) As *Call Flame*, except small balls of flame rain down in a 10' cube causing a 'B' Heat critical to all passing through (or in).
- 15—**Metal Fires** (F) **D:** 1 rnd/lvl **R:** 100' Causes a metal object to burst into flames, the object can be up to 1 lb/lvl in mass. If the object is on a being, it gets a RR and if it fails the being takes a Heat critical of a severity to be determined by its location on the being's body.
- 16—**Triad of Flame** (E) As *Triad of Water* on the Magician Base list, Water Law, except Fire Bolts are shot.
- 17—**Fire Bolt** (E) As above, except range is 500'.
- 18—**Waiting Firestorm** (E) As *Waiting Flame*, except a firestorm can be delayed.
- 19—**Call Flame** (E) As above, except size is up to a 50' cube and the range is 50'.
- 20—**Corner Fires** (E) As *Corner Lightning Bolt* on the Magician Base list, Light Law, except a Fire Bolt is shot.
- 25—**Following Fires** (E) As *Following Lightning Bolt* on the Magician Base list, Light Law, except a Fire Bolt is shot.

30—**Stone Fires** (F) As *Metal Fires*, except a 300 sq' surface is affected and a 'C' Heat critical is given each round passing through (or in) the 3' flames.

50—**Fire Mastery** (F) **D:** 1 rnd/lvl **R:** V Caster can use any one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

EARTH LAW

- 1—**Enchanted Rope** (F) **D:** C **R:** 10'/lvl If caster holds one end of a rope he can cause the rope to move up to its length in any direction and to tie itself in knots (it cannot attack or tie up a living being).
- 2—**Loosen Earth** (F) **D:** P **R:** 100' Loosens 100 cu' of earth to the consistency of plowed ground.
- 4—**Earthwall** (E) **D:** 1 min/lvl **R:** 100' Summons a wall of packed earth up to 10'x10'x(3' at base, 1' at top); it can be dug through (10 man-rounds at top).
- 5—**Cracks Call** (F) **D:** — **R:** 100' Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- 7—**Stonewall** (E) As *Earthwall*, except wall is up to 10'x10'x1' of stone; it can be chipped through in 200 man-rounds (1'R hole).
- 9—**Stone/Earth** (F) **D:** P **R:** 100' Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rnds.
- 10—**Earthwall True** (E) As *Earthwall*, except duration is permanent.
- 11—**Earth/Mud** (F) As *Stone/Earth*, except changes earth to soft mud.
- 12—**Earth/Stone** (F) As *Stone/Earth*, except changes packed earth to solid stone and loose earth to gravel.
- 13—**Stonewall True** (E) As *Stonewall*, except duration is permanent.
- 14—**Mud/Earth** (F) As *Stone/Earth*, except changes mud to packed earth.
- 15—**Unearth** (F) **D:** P **R:** 100' Disintegrates 100 cu' of earth.
- 16—**Meld Wall** (F) **D:** P **R:** T Fuses two touching walls together (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cu').
- 17—**Stone/Mud** (F) As *Stone/Earth*, except changes stone to mud.
- 18—**Curved Wall** (E) As *Stonewall True*, except wall may be curved up to a semicircle.
- 20—**Unstone** (F) As *Unearth*, except affects stone.
- 25—**Unmetal** (F) As *Unearth*, except affects 1 cu' of metal.
- 30—**Tremors** (F) **D:** 1 rnd **R:** 100'/lvl Causes a very minor earthquake which could cause shoddy construction to collapse (can be very terrifying). This is approximately 5.5 on the Richter scale.
- 50—**Earth Mastery** (F) **D:** 1 rnd/lvl **R:** V Caster can use one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

LIGHT LAW

- 1—**Projected Light** (F) **D:** 10 min/lvl **R:** 25' Beam of light (like a flashlight) springs from the caster's palm; 50' effective range.
- 2—**Shock Bolt** (E) **D:** — **R:** 100' A bolt of intense, charged light is shot from the palm of the caster, results are determined on the Shock Bolt Table.
- 3—**Light** (F) **D:** 10 min/lvl **R:** T Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- 4—**Shade** (F) **D:** 10 min/lvl **R:** 100'R All shadows in radius deepen, aiding hiding by +25.
- 5—**Sudden Light** (F) **D:** — **R:** 100' Causes a 10'R burst of intense light; all those inside are stunned 1 rnd/5 failure.
- 6—**Dark** (F) As *Light*, except the radius is as a dark night.
- 7—**Light** (F) As above, except radius can be up to 50' (can be changed by concentrating 1 round).
- 8—**Shock Bolt** (E) As above, except range is 300'.
- 9—**Dark** (F) As above, except radius is 50' (as in *Light*, lvl 7).
- 10—**Lightning Bolt** (E) As *Shock Bolt*, except a Lightning Bolt is shot and the results are determined on the Lightning Bolt Table.
- 11—**Waiting Light** (F) **D:** V **R:** 100' In conjunction with any light or dark spell (i.e., this spell is cast and then the light/dark spell is cast) it can delay the action of that spell up to 24 hrs; it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, violent actions in the area, etc.
- 12—**Shock Bolt** (E) As above, except range is 500'.
- 13—**Beacon** (F) **D:** 1 min/lvl **R:** T Ray of light of any color springs from caster's palm; can be up to 5 miles long.
- 15—**Lightning Bolt** (E) As above, except range is 300'.
- 17—**Utterlight** (F) **D:** 1 min/lvl **R:** T As *Light*, except radius is 100' and the light nullifies all magically created darkness.
- 18—**Utterdark** (F) **D:** 1 min/lvl **R:** T As *Dark*, except radius is 100' and no nonmagical light can exist inside.
- 19—**Beacon** (F) As above, except beacon can be up to 10 miles long.
- 20—**Lightning Bolt** (E) As above, except range is 500'.
- 25—**Corner Lightning Bolt** (E) As *Lightning Bolt*, except range is 300' and caster can make the bolt turn once up to 90° before striking the target (caster must know target's location and his OBs are all halved).
- 30—**Following Lightning Bolt** (E) As *Corner Lightning Bolt*, except bolt can make as many turns as necessary and go through openings (6'R or larger) to strike target if the total distance traveled is less than or equal to 300'.
- 50—**Light Mastery** (F) **D:** 1 rnd/lvl **R:** V Caster can use one lower level spell (on this list) each round.

ICE LAW

- 1—**Freeze Liquid** (F) **D:** C **R:** 10' 1 cu' of liquid/lvl is cooled to freezing at a rate of 1 cu'/rnd (temp. cannot be lower than -20°F).
 - 2—**Cool Solid** (F) **D:** 24 hr **R:** 10' Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/rnd.
 - 3—**Wall of Cold** (E) **D:** 1 rnd/lvl **R:** 100' Creates a clear wall of intense cold (up to 10'x10'x1'), anyone passing through takes an 'A' Cold critical (no RR).
 - 5—**Chill Solid** (F) As *Cool Solid*, except material can be cooled to -200°F, at a rate of (1 cu' and -100°F)/rnd.
 - 6—**Ice Bolt** (E) **D:** — **R:** 100' A bolt of ice is shot from the palm of the caster; results are determined on the Ice Bolt Table.
 - 7—**Cold Ball** (E) **D:** — **R:** 100' A 1' ball of cold is shot from the palm of the caster, it explodes to affect a 20'R area; results are determined on the Cold Ball Table.
 - 8—**Wall of Ice** (E) **D:** P **R:** 100' Summons a wall of ice up to 10'x10'x(2' at base, 1' at top); it can be melted through (100 hits) or chipped through (50 man-rounds) or toppled if not against a wall.
 - 9—**Call Cold** (E) As *Call Flame* on the Magician Base list, Fire Law, except delivers Cold criticals.
 - 10—**Circle of Cold** (E) As *Circle Aflame* on the Magician Base list, Fire Law, except delivers Cold criticals and the area is 20'R.
 - 11—**Ice Bolt** (E) As above, except range is 300'.
 - 12—**Water-Ice** (F) **D:** P **R:** 100' Changes 10 cu'/lvl of water to ice.
 - 13—**Chill Metal** (F) As *Chill Solid*, except chills metal to the point that it becomes extremely brittle (1 object only). Under normal conditions, this will reduce the breakage factor of the object to 50% of normal (see *ChL* Section 7.36); but each following minute the breakage factor will increase by 5% of its normal value until it returns to normal (i.e., it warms up).
 - 14—**Call Cold** (E) As above, except size is up to a 20' cube and the range is 20'.
 - 15—**Ice Bolt** (E) As above, except range is 500'.
 - 16—**Triad of Ice** (E) As *Triad of Water* on the Magician Base list, Water Law, except Ice Bolts are shot.
 - 18—**Call Cold** (E) As above, except size is up to a 50' cube and the range is 50'.
 - 20—**Cold Ball** (E) As above, except area of effect is 40'R and the range is 300'.
 - 25—**Rain/Snow** (F) **D:** as long as it rains **R:** 1 mile R Changes all rain within 1 mile of the caster to snow; radius decreases 500' for every 10°F above freezing.
 - 30—**Cold True** (F) **D:** 24 hr **R:** 1000'/lvl R Causes the temperature to drop 1°F/10 min up to a number of degrees as the caster's level (within a 1000'/lvl R).
 - 50—**Cold Mastery** (F) **D:** 1 rnd/lvl **R:** V Caster can use any one lower level spell (on this list) each round.
- Note:** All "wall" spells created by spells on this list must rest on a solid surface.

13.3 MAGICIAN BASE LISTS

LIGHT LAW

- 1) Projected Light
- 2) Shock Bolt (100')
- 3) Light (10'R)
- 4) Shade
- 5) Sudden Light
- 6) Dark (10'R)
- 7) Light (50'R)
- 8) Shock Bolt (300')
- 9) Dark (50'R)
- 10) Lightning Bolt (100')
- 11) Waiting Light
- 12) Shock Bolt (500')
- 13) Beacon (5 mi)
- 14)
- 15) Lightning Bolt (300')
- 16)
- 17) Utterlight
- 18) Utterdark
- 19) Beacon (10 mi)
- 20) Lightning Bolt (500')
- 25) Corner Lightning Bolt
- 30) Following Lightning Bolt
- 50) Light Mastery

ICE LAW

- 1) Freeze Liquid
- 2) Cool Solid
- 3) Wall of Cold
- 4)
- 5) Chill Solid
- 6) Ice Bolt (100')
- 7) Cold Ball (20'R)
- 8) Wall of Ice
- 9) Call Cold (10³)
- 10) Circle of Cold
- 11) Ice Bolt (300')
- 12) Water-Ice
- 13) Chill Metal
- 14) Call Cold (20³)
- 15) Ice Bolt (500')
- 16) Triad of Ice
- 17)
- 18) Call Cold (50³)
- 19)
- 20) Cold Ball (40'R)
- 25) Rain/Snow
- 30) Cold True
- 50) Cold Mastery

13.3 MAGICIAN BASE LISTS

WATER LAW

- 1) Condensation
- 2) Fog
- 3) Waterwall c
- 4) Water Bolt (100')
- 5) Unfog
- 6)
- 7)
- 8) Calm Water c
- 9)
- 10) Waterwall True
- 11) Water Bolt (300')
- 12)
- 13) Call Rain
- 14)
- 15) Water Bolt (500')
- 16) Triad of Water
- 17)
- 18) Calm Water True
- 19)
- 20) Whirlpool c
- 25) Part Water c
- 30) Sea Storm
- 50) Water Mastery

WIND LAW

- 1) Breezes c
- 2) Airwall c
- 3)
- 4) Stun Cloud (5'R)
- 5) Air Stop (10'R) c
- 6) Stun Cloud (10'R)
- 7) Vacuum (5'R)
- 8) Air Stop (20'R) c
- 9)
- 10) Stun Cloud (20'R)
- 11) Death Cloud (5'R)
- 12) Vacuum (10'R)
- 13) Air Stop (100'R) c
- 14) Whirlwind c
- 15) Death Cloud (10'R)
- 16)
- 17) Vacuum (20'R)
- 18) Great Vacuum
- 19) Stun Cloud (20'R) c
- 20) Reverse Winds c
- 25) Hard Wind c
- 30) Storm Call
- 50) Wind Mastery

RING OF THE ELEMENTS

- x3 PP Multiplier for Magicians.
- Increases the damage of caster's elemental attack spells by one extra multiple.

Three Laen jewels set in iron.



WATER LAW

- 1—**Condensation** (F) **D: P R: T** Condenses 1 cu' of water from the surrounding air.
- 2—**Fog** (F) **D: P R: 100'** Creates dense fog within up to 10'R/lvl.
- 3—**Waterwall** (E) **D: C R: 100'** Creates a 10'x10'x1' wall of water, cuts all attacks and movements through it by 80% (i.e., -80 to OBs).
- 4—**Water Bolt** (E) **D: — R: 100'** A bolt of water is shot from the caster's palm; results are determined on the Water Bolt Table.
- 5—**Unfog** (F) **D: P R: 100'** Disperses fog in a 10'R/lvl.
- 8—**Calm Water** (F) **D: C R: 100'** Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.
- 10—**Waterwall True** (E) As *Waterwall*, except the caster need not concentrate and the duration is 1 min/lvl.
- 11—**Water Bolt** (E) As above, except range is 300'.
- 13—**Call Rain** (F) **D: 10 min/lvl R: 100'R/lvl** If there are clouds in the sky, it rains outdoors for the duration of the spell.
- 15—**Water Bolt** (E) As above, except range is 500'.
- 16—**Triad of Water** (E) **D: — R: 100'** Three bolts of water are shot from the palm of the caster, they can strike up to 3 different targets within 60° of each other (must be in field of vision of caster). Caster's Directed Spell bonus can only apply to one of the attacks.
- 18—**Calm Water True** (F) **D: 10 min/lvl R: 100'R/lvl** As *Calm Water*, except waves are cut by 50' in center.
- 20—**Whirlpool** (F) **D: C R: 1000'** Creates a 50' whirlpool that will draw in any unpowered object within 500' (takes 2 minutes of concentration to start).
- 25—**Part Water** (F) **D: C R: 100'/lvl** Caster can part water up to 100' deep and 100'/lvl long and 10' wide at bottom (50' at top).
- 30—**Sea Storm** (F) **D: 1 hr ±10 minutes R: 1 mi R/lvl** Summons forces of nature in a fierce sea storm; waves of 20-50', heavy rain, winds of 25-60 mph; can be delayed up to 1 hr/lvl after cast.
- 50—**Water Mastery** (F) **D: 1 rnd/lvl R: V** Caster can use one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

WIND LAW

- 1—**Breezes** (F) **D: C R: 10'R/lvl** Causes a light breeze as long as the caster concentrates.
- 2—**Airwall** (F) **D: C R: 100'** Creates a 10'x10'x3' wall of dense churning air, cuts all movement and attacks through it by 50% (i.e., -50 to OBs).
- 4—**Stun Cloud** (E) **D: 6 rnds R: twice radius** Creates a 5'R cloud of charged gas particles; delivers a 'C' Electricity critical on 1st and 2nd rnds, a 'B' on rnds 3 and 4, and a 'A' on rnds 5 and 6. It drifts with the wind and affects all in radius. The cloud takes one round to form, so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical; however, after that anyone within the radius at anytime in the round takes the critical indicated (a maximum of one per round).
- 5—**Airstop** (F) **D: C R: 100'** Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts higher winds by 30 mph in a 10'R.
- 6—**Stun Cloud** (E) As above, except radius is 10'.
- 7—**Vacuum** (F) **D: — R: 100'** Creates a 5'R near vacuum, all in radius take a 'B' Impact critical, as air leaves and rushes back in.
- 8—**Air Stop** (F) As above, except radius is 20'.
- 10—**Stun Cloud** (E) As above, except radius is 20'.
- 11—**Death Cloud** (E) **D: 10 rounds R: twice radius** As *Stun Cloud*, except radius is 5'R; delivers an 'E' on rounds 1 and 2, a 'D' on rounds 3 and 4, a 'C' on rounds 5 and 6, a 'B' on rounds 7 and 8, and an 'A' on rounds 9 and 10.
- 12—**Vacuum** (F) As above, except radius is 10'.
- 13—**Air Stop** (F) As above, except radius is 100'.
- 14—**Whirlwind** (E) **D: C R: 100'** As *Stun Cloud*, except a 10'R whirlwind is created; delivers an 'A' Impact critical to all inside (every rnd); reduces movement within or through radius by 80%; caster can move it 1'/rnd.
- 15—**Death Cloud** (E) As above, except radius is 10'.
- 17—**Vacuum** (F) As above, except radius is 20'.
- 18—**Great Vacuum** (F) As *Vacuum*, except delivers a 'D' Impact critical in a 5'R.
- 19—**Stun Cloud** (E) As *Stun Cloud* (lvl 10), except by concentrating the caster can move it 10'/rnd up to 100' away.
- 20—**Reverse Winds** (F) **D: C R: 100'/lvl** Allows the caster to change the direction of the wind within the radius.
- 25—**Hard Wind** (E) **D: 1 rnd/lvl (C) R: 300'** Caster must outstretch arms and then a hard wind comes forth from them, fanning out till it has a 25'R at 300'; all within the cone receive a 'B' Impact critical.
- 30—**Storm Call** (F) **D: 1 hr ±10 minutes R: 1 mi R/lvl** Summons forces of nature in a fierce thunderstorm; heavy rain, 25-60 mph winds, lightning (random), and a blizzard (if correct climate). Can be delayed up to 1 hr/lvl after casting.
- 50—**Wind Mastery** (F) **D: 1 rnd/lvl R: V** Caster can use one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

GUISES

- 1—**Blur** (E) **D:** 1 min/lvl **R:** 10' Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 2—**Shadow** (E) **D:** 10 min/lvl **R:** 10' Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 3—**Facade I** (E) **D:** 1 hr/lvl **R:** 10' Target has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the target moves.
- 4—**Signs** (M) **D:** C **R:** 20' **RR Mod:** -50 Caster can communicate simple ideas to the target through sign language (yes, no, hungry, good-bye, etc.); to the target it will seem as if the caster were speaking the target's language.
- 5—**Displacement I** (E) **D:** 1 min/lvl **R:** 10' Target appears to be offset from where he actually is, all attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down 5%.
- 6—**Facade II** (E) As *Facade I*, except one of the other senses can be added.
- 7—**Impersonation Facade** (E) As *Facade I*, except that a specific person can be impersonated with regards to looks. The person must have been observed for at least 1 min of concentration.
- 8—**Impersonation Voice** (E) As *Impersonation Facade*, except that the person's voice may be impersonated. The person must have been listened to for at least 1 min of concentration.
- 9—**Facade III** (E) As *Facade I*, except two of the other senses can be added.
- 10—**Displacement II** (E) As *Displacement I*, except chance of missing is 20%.
- 11—**False Image** (E) **D:** 1 min/lvl **R:** S Creates a duplicate of the caster; which moves as he wills if he concentrates, and otherwise does exactly what he does.
- 13—**Mass Blur** (E) As *Blur*, except as many targets as the caster's level can be affected.
- 14—**Facade V** (E) As *Facade I*, except all of the other senses may be added.
- 15—**Displacement III** (E) As *Displacement I*, except chance of missing is 30%.
- 20—**Displacement IV** (E) As *Displacement III*, except chance of missing is 40%.
- 25—**Mass Facade I** (E) As *Facade I*, except as many targets as the caster's level can be affected.
- 30—**Displacement V** (E) As *Displacement I*, except chance of missing is 50%.
- 50—**Changing Facade** (E) As *Facade V*, except the caster can change the facade to a different facade each round.

MIND SENSE MOLDING

- 1—**Detect Illusion** (P) **D:** — **R:** 100' Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
- 2—**Detect Invisible** (P) **D:** 1 min/lvl(C) **R:** 100' Detects any invisible object or being; one 5'R area can be checked each round. All attacks against something so detected are modified by -25.
- 3—**Misfeel Kind** (P) **D:** 10 min/lvl **R:** 10' For the purposes of mental or magical detections, target appears to be of any race the caster chooses.
- 4—**Misfeel Power I** (P) As *Misfeel Kind*, except target's level may be misrepresented by 1 level (up or down).
- 5—**Presence Mirage** (P) As *Light Mirage* on the Illusionist Base list, Light Molding, except one "presence" of a being can be created.
- 6—**Misfeel Calling** (P) As *Misfeel Kind*, except target's profession may be misrepresented.
- 7—**Misfeel Power III** (P) As *Misfeel Power I*, except target's level may be misrepresented by up to 3 levels.
- 9—**Reduce Power Emanations** (P) As *Misfeel Power I*, except an object's power emanations may be reduced, so that a minor item's power is undetectable and major items seem like minor items (for spells such as *Detect Essence*, *Detect Power*, *Detect Channeling*, etc.).
- 10—**Misfeel Power V** (P) As *Misfeel Power I*, except target's level may be misrepresented by up to 5 levels.
- 11—**Disillusion** (U) **D:** 1 min/lvl **R:** 100' One illusion within the caster's range ceases to exist for the caster only.
- 12—**Detect Illusion True** (P) **D:** 1 min/lvl (C) **R:** 100' As *Detect Illusion*, except caster can concentrate check one object or place per rnd.
- 13—**Misfeel Power X** (P) As *Misfeel Power I*, except target's level can be misrepresented by up to 10 levels.
- 14—**Disillusion True** (P) As *Disillusion*, except all illusions within the range cease to exist for the caster.
- 15—**Misfeel** (P) **D:** 10 min/lvl **R:** 10' Applies all the lower level Misfeels to a target at once.
- 20—**Unpresence** (P) As *Misfeel Kind*, except target appears to have no presence.
- 25—**Misfeel True** (P) As *Misfeel*, except duration is 1 hr/lvl.
- 30—**Lord Unpresence** (P) As *Unpresence*, except 20 targets may be affected.
- 50—**Mass Misfeel** (P) As *Misfeel*, except as many targets as the caster's level can be affected.

13.4 ILLUSIONIST BASE LISTS

GUISES

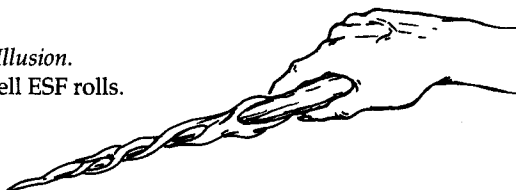
- 1) Blur
- 2) Shadow
- 3) Facade I
- 4) Signs c
- 5) Displacement I
- 6) Facade II
- 7) Impersonation Facade
- 8) Impersonation Voice
- 9) Facade III
- 10) Displacement II
- 11) False Image
- 12)
- 13) Mass Blur
- 14) Facade V
- 15) Displacement III
- 20) Displacement IV
- 25) Mass Facade I
- 30) Displacement V
- 50) Changing Facade

MIND SENSE MOLDING

- 1) Detect Illusion
- 2) Detect Invisible
- 3) Misfeel Kind
- 4) Misfeel Power I
- 5) Presence Mirage
- 6) Misfeel Calling
- 7) Misfeel Power III
- 8)
- 9) Reduce Power Emanations
- 10) Misfeel Power V
- 11) Disillusion
- 12) Detect Illusion True c
- 13) Misfeel Power X
- 14) Disillusion True
- 15) Misfeel
- 20) Unpresence
- 25) Misfeel True
- 30) Lord Unpresence
- 50) Mass Misfeel

WAND OF IMAGES

- +4 Illusionist Spell Adder.
 - Wielder may freely cast *Detect Illusion*.
 - Adds +20 to Illusionist Base Spell ESF rolls.
- Fashioned of Dir wood root.



13.4 ILLUSIONIST BASE LISTS

ILLUSION MASTERY

- 1) Illusion II
- 2) Phantasm I c
- 3) Illusion III
- 4) Waiting Illusion II
- 5) Phantasm II c
- 6) Illusion V
- 7) Waiting Phantasm I
- 8) Waiting Illusion III
- 9) Phantasm III c
- 10) Illusion VII
- 11) Waiting Phantasm III
- 12) Phantasm IV c
- 13) Waiting Illusion V
- 14) Phantasm V c
- 15) Illusion X
- 20) Phantasm X c
- 25) Waiting Illusion X
- 30) Illusion True
- 50) Phantasm True c

LIGHT MOLDING

- 1) Light Mirage
- 2) Projected Light
- 3) Light Control (10'R) c
- 4)
- 5) Sudden Light
- 6) Shock Bolt (100') c
- 7)
- 8)
- 9) Blind
- 10) Light Control (50'R) c
- 11) Utterlight
- 12)
- 13) Beacon
- 14) Utterdark
- 15) Light Control (100'R) c
- 20) Lightning Bolt (100')
- 25) Light Control (500'R) c
- 30) Lightning Bolt (300)
- 50) Light Control True c

ILLUSION MASTERY

- 1—**Illusion II** (E) **D:** 1 min/lvl **R:** 100' Creates a simple immobile image or scene up to an area of 10'R. One of the following options may also be chosen: **a)** an extra sense can be added to the illusion (the corresponding "Mirage" spell must be known) or **b)** the duration can be doubled or **c)** the range can be doubled or **d)** the radius of effect can be doubled (limited to 640'R).
- 2—**Phantasm I** (E) **D:** 1 min/lvl (C) **R:** 100' Creates the image of one object or being, that will move however the caster wants while he concentrates. When the caster stops concentrating the image remains, but stops moving (the caster can resume concentration later and resume moving the phantasm). The image can be any size that would fit into a 10'R sphere.
- 3—**Illusion III** (E) As *Illusion II*, except any two of the options may be chosen.
- 4—**Waiting Illusion II** (E) As *Illusion II*, except it can be delayed up to 24 hr: it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, smell, taste, (the triggering sense must be used in the Illusion).
- 5—**Phantasm II** (E) As *Phantasm I*, except one of the following options may also be chosen: **a)** an extra sense can be added (the corresponding "Mirage" spell must be known) or **b)** the duration can be doubled or **c)** the radius of the sphere limiting the size of the image can be doubled or **d)** the range can be doubled or **e)** another image can be created and moved (all separate phantasms that move must be within the caster's field of vision).
- 6—**Illusion V** (E) As *Illusion II*, except any four of the options may be chosen.
- 7—**Waiting Phantasm I** (E) As *Phantasm I*, except it can be delayed as in *Waiting Illusion II*. The Phantasm will move and act if given a simple command (e.g., attack, run, etc.) or it can deliver a short speech.
- 8—**Waiting Illusion III** (E) As *Waiting Illusion II*, except any two of the options may be chosen.
- 9—**Phantasm III** (E) As *Phantasm II*, except any two of the options may be chosen.
- 10—**Illusion VII** (E) As *Illusion II*, except any six of the options may be chosen.
- 11—**Waiting Phantasm III** (E) As *Waiting Phantasm I*, except any two of the options may be chosen.
- 12—**Phantasm IV** (E) As *Phantasm I*, except any three of the options may be chosen.
- 13—**Waiting Illusion V** (E) As *Waiting Illusion II*, except any four of the options may be chosen.
- 14—**Phantasm V** (E) As *Phantasm II*, except any four of the options may be chosen.
- 15—**Illusion X** (E) As *Illusion II*, except any nine of the options may be chosen.
- 20—**Phantasm X** (E) As *Phantasm II*, except any nine of the options may be chosen.

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

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

50—**Phantasm True** (E) As *Phantasm X*, except its duration is permanent (until dispelled); Phantasm can move only if caster concentrates.

Note: *If more than one of the above options may be chosen, the same option may be chosen more than once (e.g., if two options were available the range could be doubled to 200' and then doubled again to 400').*

Note: *The sense aspects of the illusion (or phantasm) are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of a sense other than the senses used by the spell. If the GM wishes he may allow Perception rolls modified by -50 to -100 to detect the presence of especially unbelievable (i.e., obnoxious) illusions.*

LIGHT MOLDING

- 1—**Light Mirage** (E) **D:** 10 min/lvl **R:** 100' Creates any simple immobile image or scene up to an area of 10'R. The visual aspects of the scene are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of a sense other than sight.
- 2—**Projected Light** (F) As *Projected Light* on the Magician Base list, Light Law.
- 3—**Light Control** (F) **D:** C **R:** 10'R Caster can control the intensity of light within the range; the intensity can vary from daylight to darkness (natural), and it can be different in different parts of the radius.
- 5—**Sudden Light** (F) As *Sudden Light* on the Magician Base list, Light Law.
- 6—**Shock Bolt** (E) As *Shock Bolt* on the Magician Base list, Light Law.
- 9—**Blind** (F) **D:** 1 md/5 failure **R:** 100' Creates an area of darkness about the target's head, that blinds him unless dispelled or cancelled by *Utterlight*.
- 10—**Light Control** (F) As above, except area affected is 50'R.
- 11—**Utterlight** (F) **D:** 1 min/lvl **R:** T Nullifies all magically created darkness in a 100'R, and lights that area as full daylight.
- 13—**Beacon** (F) As *Beacon* on the Magician Base list, Light Law, except ray is 1 mile long.
- 14—**Utterdark** (F) **D:** 1 min/lvl **R:** T Darkens a 100'R area, no non-magic light can exist and magic light (except *Utterlight*) must make an RR.
- 15—**Light Control** (F) As above, except area affected is 100'R.
- 20—**Lightning Bolt** (E) As *Lightning Bolt* on the Magician Base list, Light Law.
- 25—**Light Control** (F) As above, except area affected is 500'.
- 30—**Lightning Bolt** (E) As above, except range is 300'.
- 50—**Light Control True** (F) As *Light Control*, except area affected is 100'R/lvl.

SOUND MOLDING

- 1—**Sound Mirage** (E) As *Light Mirage* on the Illusionist Base list, *Light Molding*, except a set of immobile sounds can be created in a 10'R.
- 2—**Silence** (F) **D:** 1 min/lvl **R:** 100' Creates a 5'R area into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts.
- 3—**Sound Control** (F) **D:** C **R:** 10'R Caster can control the intensity of sounds within the range; the intensity can vary from none to a very loud shout, and it can be different in different parts of the radius.
- 4—**Sudden Sound** (F) **D:** — **R:** 100' Causes a very loud, sudden sound next to the target's ears; target is stunned 1 rnd/5 failure.
- 5—**Silence** (F) As above, except radius is 10'.
- 6—**Sound Control** (F) As above, except radius is 50'.
- 7—**Deafen** (F) **D:** 1 hr/5 failure **R:** 100' Target cannot hear sounds occurring more than 6" from his ears, and no one can hear him speak from more than 6" away.
- 8—**Silence** (F) As above, except radius is 50'.
- 9—**Minor Ultrasonics** (F) **D:** 1 rnd/lvl (C) **R:** 50'R All beings within range capable of hearing ultrasonic sounds are stunned 1 rnd/10 failure; animals capable of hearing ultrasonics will panic and flee. A RR must be made once/md, while in radius.
- 10—**Sound Control** (F) As above, except radius is 100'.
- 11—**Sudden Sound** (F) As above, except everyone in a 20'R is affected.
- 12—**Silence** (F) As above, except radius is 100'.
- 14—**Deafen** (F) As above, except everyone in a 10'R is affected.
- 15—**Sound Control** (F) As above, except radius is 10'/lvl.
- 20—**Mass Deafening** (F) As *Deafen*, except as many targets as the caster's level can be affected.
- 25—**Mass Silence** (F) As *Silence*, except as many targets as the caster's level can have a 1'R silence on them.
- 30—**Sound Control True** (F) As *Sound Control*, except radius is 20'/lvl and the caster does not have to concentrate.
- 50—**Major Ultrasonics** (F) As *Minor Ultrasonics*, except everyone in a 100'R is affected, and anyone failing to resist by (40-75) is unconscious, by (76-up) is dead.

NIKIA'S POUCH

From this pouch the possessor may withdraw a seemingly endless quantity of small coins and trinkets. They are illusory, however, and will disappear within 1 hour of being drawn forth.



FEEL-TASTE-SMELL

- 1—**Smell Mirage** (E) As *Light Mirage* on the Illusionist Base list, *Light Molding*, except a set of immobile smells can be created in a 10'R.
- 2—**Strike** (E) **D:** — **R:** 100' Target is struck with the equivalent of a bare fist. Normally, a Rank I Martial Arts Striking attack is used. Directed Spells skill may be developed for this attack.
- 3—**Taste Mirage** (E) As *Smell Mirage*, except a set of tastes can be created in a 10'R.
- 4—**Tear Cloud** (E) **D:** 1 rnd/lvl **R:** 100' Creates a 10'R cloud of noxious gas that will stun anyone failing to resist (must make a RR each round in cloud). Cloud drifts with the wind. Targets are stunned 1 rnd/10 failure.
- 5—**Feel Mirage I** (E) As *Smell Mirage*, except all the objects and surfaces in a 10'R can be made to feel differently than they really are. Striking an object or surface will cancel the spell for that object or surface only.
- 7—**Strike** (E) As above, except range is 300'.
- 9—**Tear Cloud** (E) As above, except radius is 20'.
- 10—**Feel Mirage II** (E) As *Feel Mirage I*, except objects with a feel mirage on them must be struck twice before the feeling is cancelled.
- 11—**Strike** (E) As above, except range is 500'.
- 13—**Mass Smell/Taste** (E) **D:** 1 rnd/lvl **R:** 10' As many objects as the caster's level can be given individual smells and tastes.
- 14—**Tear Cloud** (E) As above, except radius is 50'.
- 15—**Feel Mirage III** (E) As *Feel Mirage II*, except objects must be struck three times.
- 20—**Feel Mirage V** (E) As *Feel Mirage II*, except objects must be struck 5 times.
- 25—**Smell Mirage True** (E) As *Smell Mirage*, except one object can be given a smell permanently.
- 30—**Taste Mirage True** (E) As *Taste Mirage*, except one object can be given a taste permanently.
- 50—**Feel Mirage True** (E) As *Feel Mirage I*, except one object can be given a feel permanently.

Note: *If one of the senses used in an illusion (or phantasm) is feel, then the illusion feels real. Striking part of the illusion will cause the feel part of the illusion (or phantasm) to be cancelled, but the rest of the illusion will remain for its normal duration. A phantasm with Feel (as one of the senses used) can strike a blow against a target; the blow is the equivalent of a bare fist (use a Rank I Martial Arts Striking attack). Use an attack roll and whatever damage a bare fist does under the combat system used (spell expertise does apply). For every time the feel sense is chosen as an option for a Phantasm spell, the phantasm can be struck or strike once; after this point the feel is gone from the phantasm. For every time the size radius option was chosen for a Phantasm spell each bare fist strike's damage is doubled. Even though the damage caused by a phantasm's strike is like a bare fist, the phantasm can seem to be striking with any weapon or attack desired (e.g., sword, dragon claw, hoof, dagger, etc.).*

13.4 ILLUSIONIST BASE LISTS

SOUND MOLDING

- 1) Sound Mirage
- 2) Silence (5'R)
- 3) Sound Control (10'R) c
- 4) Sudden Sound
- 5) Silence (10'R)
- 6) Sound Control (50'R) c
- 7) Deafen
- 8) Silence (50'R)
- 9) Minor Ultrasonics c
- 10) Sound Control (100'R) c
- 11) Sudden Sound (20'R)
- 12) Silence (100'R)
- 13)
- 14) Deafen (10'R)
- 15) Sound Control (10'R/L) c
- 20) Mass Deafening
- 25) Mass Silence
- 30) Sound Control True
- 50) Major Ultrasonics

FEEL-TASTE-SMELL

- 1) Smell Mirage
- 2) Strike (100')
- 3) Taste Mirage
- 4) Tear Cloud (10'R)
- 5) Feel Mirage I
- 6)
- 7) Strike (300')
- 8)
- 9) Tear Cloud (20'R)
- 10) Feel Mirage II
- 11) Strike (500')
- 12)
- 13) Mass Smell/Taste
- 14) Tear Cloud (50'R)
- 15) Feel Mirage III
- 20) Feel Mirage V
- 25) Smell Mirage True
- 30) Taste Mirage True
- 50) Feel Mirage True

13.5 ALCHEMIST BASE LISTS

ENCHANTING WAYS

- 1) Research
- 2) Empathy
- 3) Low Intelligence
- 4) Weapon I
- 5) Armor I
- 6) General I
- 7) Medium Intelligence
- 8) Weapon II
- 9) Armor II
- 10) General II
- 11)
- 12) High Intelligence
- 13) Weapon III
- 14) Armor III
- 15) General III
- 20) Weapon IV
- 25) Armor IV
- 30) Very High Intelligence
- 50) General IV

ORGANIC SKILLS

- 1) Work Wood
- 2) Rune Paper I
- 3) Work Cloth
- 4) Rune Paper II
- 5) Make Wand
- 6) Work Organic
- 7) Rune Paper III
- 8)
- 9) Rune Paper V
- 10) Make Rod
- 11)
- 12) Rune Paper VII
- 13)
- 14) Rune Paper X
- 15) Make Staff
- 20) Work Organic True
- 25) Lord Rune Paper
- 30) Work Magic Wood
- 50) Rune Paper True

ENCHANTING WAYS

- 1—**Research** (I) **D:** 24 hr **R:** S Allows the caster to research enchanted abilities to be placed in items.
- 2—**Empathy** (F) **D:** 24 hr **R:** S Allows the caster to enchant an item with "empathy"; see Section 9.2.2.
- 3—**Low Intelligence** (F) As *Empathy*, except "low intelligence" can be enchanted.
- 4—**Weapon I** (F) **D:** 24 hr **R:** S Allows the caster to enchant a +5 bonus into a weapon.
- 5—**Armor I** (F) As *Weapon I*, except armor and shields can be enchanted.
- 6—**General I** (F) As *Weapon I*, except general type magic items with bonuses can be enchanted; items like spell adders and spell multipliers are described in Section 9.2.2.
- 7—**Medium Intelligence** (F) As *Empathy*, except "medium intelligence" can be enchanted.
- 8—**Weapon II** (F) As *Weapon I*, except +10 bonuses can be enchanted.
- 9—**Armor II** (F) As *Armor I*, except +10 bonuses can be enchanted.
- 10—**General II** (F) As *General I*, except +10 bonuses can be enchanted.
- 12—**High Intelligence** (F) As *Empathy*, except "high intelligence" can be enchanted.
- 13—**Weapon III** (F) As *Weapon I*, except +15 bonuses can be enchanted.
- 14—**Armor III** (F) As *Armor I*, except +15 bonuses can be enchanted.
- 15—**General III** (F) As *General I*, except +15 bonuses can be enchanted.
- 20—**Weapon IV** (F) As *Weapon I*, except +20 bonuses can be enchanted.
- 25—**Armor IV** (F) As *Armor I*, except +20 bonuses can be enchanted.
- 30—**Very High Intelligence** (F) As *Empathy*, except "very high intelligence" can be enchanted.
- 50—**General IV** (F) As *General I*, except +20 bonuses can be enchanted.

Note: Special enchanted abilities are left off, since a Gamemaster must decide which abilities he wants items to have in his world system (e.g., slaying weapons, holy weapons, weapons with bonuses vs. certain creatures, etc.).

Note: See Section 11.1.

ORGANIC SKILLS

- 1—**Work Wood** (F) **D:** 24 hr **R:** S Allows caster to work nonmagic wood.
- 2—**Rune Paper I** (F) **D:** 24 hr **R:** S Allows caster to make a sheet of paper that will hold one 1st level spell. Creation takes one week per level of spell that the rune paper can hold.
- 3—**Work Cloth** (F) As *Work Wood*, except cloth may be worked.
- 4—**Rune Paper II** (F) As *Rune Paper I*, except paper will hold a 1st-2nd lvl spell.
- 5—**Make Wand** (F) **D:** 24 hr **R:** S Allows the caster to make a "wand".
- 6—**Work Organic** (F) As *Work Wood*, except allows caster to work ordinary organic material.
- 7—**Rune Paper III** (F) As *Rune Paper I*, except paper will hold a 1st-3rd lvl spell.
- 9—**Rune Paper V** (F) As *Rune Paper I*, except paper will hold a 1st-5th lvl spell.
- 10—**Make Rod** (F) As *Make Wand*, except a "rod" can be made.
- 12—**Rune Paper VII** (F) As *Rune Paper I*, except paper will hold a 1st-7th lvl spell.
- 14—**Rune Paper X** (F) As *Rune Paper I*, except paper will hold a 1st-10th lvl spell.
- 15—**Make Staff** (F) As *Make Wand*, except a "staff" can be made.
- 20—**Work Organic True** (F) As *Work Organic*, except any organic material can be worked (e.g., this might be required to work the skins of dragons).
- 25—**Lord Rune Paper** (F) As *Rune Paper I*, except paper will hold a 1st-20th lvl spell.
- 30—**Work Magic Wood** (F) As *Work Wood*, except magic wood may be worked.
- 50—**Rune Paper True** (F) As *Rune Paper I*, except paper will hold any level spell.

Note: Rune Paper may be re-used; each sheet may hold only one spell at a time, and that spell is gone when used, but the same paper may then be re-inscribed with the same or different runes.

Note: See Section 11.1.



INORGANIC SKILLS

- 1—**Work Iron** (F) **D:** 24 hr **R:** S Allows caster to work iron.
- 2—**Work Steel I** (F) As *Work Iron*, except steel can be worked to make +5 nonmagic weapons.
- 3—**Work Normal Metals** (F) As *Work Iron*, except any single normal metal other than iron and steel can be worked if the material would make a weapon with no bonuses.
- 4—**Work Alloy** (F) As *Work Iron*, except certain alloys can be worked. Weapons made from these alloys have no bonuses.
- 5—**Make Steel** (F) **D:** 24 hr **R:** S Allows caster to make steel from iron, the amount that he can make in a day depends on his equipment.
- 6—**Work Steel II** (F) As *Work Steel I*, except steel can be worked to make +10 nonmagic weapons.
- 7—**Make Alloys** (F) As *Make Steel*, except alloys of normal metals may be made if the component metals are available.
- 8—**Work Stone** (F) As *Work Iron*, except the caster can work stone if, for some reason, he wishes to make a stone item.
- 10—**Work Alloy** (F) As above, except allows working of alloys that could create up to +15 nonmagic weapons.
- 11—**Work Jewels** (F) As *Work Iron*, except allows caster to work jewels.
- 15—**Work Mithril** (F) As *Work Iron*, except allows caster to work any inorganic mineral that would create a weapon with a +20 bonus (Mithril is an example of this).
- 20—**Work Laen** (F) As *Work Iron*, except caster can work any inorganic material that would make +25 weapons (Laen is a superhard volcanic glass that could be used in a world system to fit this description).
- 25—**Work Eog** (F) As *Work Iron*, except caster can work any inorganic material that would make +30 weapons. (Eog is an extremely dense, hard metal that is very difficult to work and find; it could be used to fit this description.)
- 30—**Make Eog** (F) **D:** 24 hr **R:** S Allows caster to make any metal or glass from the appropriate source material(s).
- 50—**Make/Work** (F) **D:** 24 hr **R:** S Allows caster to make and work any metal, alloy, or inorganic mineral (e.g., Kregora is an alloy that has intense anti-Essence, anti-Channeling and anti-Mentalism properties, it could only be worked through the use of this spell).

Note: *The spells manipulating material for non-magic weapons can also be used to make other nonmagic objects with bonuses where strength and durability are essential (usually armor and shields).*

Note: See Section 11.1.

CANDLE OF IMPURITY

The Evil Alchemist Zhorr-Dynax created this item to help him concoct toxins for assassins.

- Candle allows the user to cast *Minor Poison* at will, while lit.
- X3 PP Multiplier for Alchemists, while lit.
- Will burn for a total of fifty hours.
- If the Candle's wax is dripped into a liquid, that liquid becomes a 10th level reduction poison This function expends five hours of use per dose of poison.

The Candle is composed of shiny black tallow and glows with a blue-green flame.



LIQUID-GAS SKILLS

- 1—**Work Liquid** (F) **D:** 24 hr **R:** S Allows caster to work with non-magic liquids.
- 3—**Potion I** (F) **D:** 24 hr **R:** S Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it.
- 4—**Minor Poison** (F) **D:** 24 hr **R:** S Allows caster to safely handle, prepare, and process minor poisons.
- 5—**Work Gas** (F) As *Work Liquid*, except allows caster to work with nonmagic gas.
- 6—**Potion II** (F) As *Potion I*, except a 1st-2nd lvl spell can be imbedded.
- 9—**Potion III** (F) As *Potion I*, except a 1st-3rd lvl spell can be imbedded.
- 10—**Major Poison** (F) As *Minor Poison*, except works with all but the most deadly poisons.
- 12—**Potion IV** (F) As *Potion I*, except a 1st-4th lvl spell can be imbedded.
- 15—**Potion V** (F) As *Potion I*, except a 1st-5th lvl spell can be imbedded.
- 20—**Potion X** (F) As *Potion I*, except a 1st-10th lvl spell can be imbedded.
- 25—**Poisons True** (F) As *Major Poison*, except works with all poisons.
- 30—**Multiple Doses** (F) As *Potion I*, except allows a *Potion #* spell to be used to create multiple doses: for example, a *Potion V* could be used to create 5 doses of a 1st lvl spell, or 1 dose of a 3rd lvl spell and 1 dose of a 2nd or 2 doses of a 2nd lvl spell and 1 dose of a 1st or etc.
- 50—**Lord Potion** (F) As *Potion I*, except 1st-20th lvl spells can be imbedded.

Note: See Section 11.1.

13.5 ALCHEMIST BASE LISTS

INORGANIC SKILLS

- 1) Work Iron
- 2) Work Steel I
- 3) Work Normal Metals
- 4) Work Alloy
- 5) Make Steel
- 6) Work Steel II
- 7) Make Alloys
- 8) Work Stone
- 9)
- 10) Work Alloy
- 11) Work Jewels
- 12)
- 13)
- 14)
- 15) Work Mithril
- 20) Work Laen
- 25) Work Eog
- 30) Make Eog
- 50) Make/Work

LIQUID-GAS SKILLS

- 1) Work Liquid
- 2)
- 3) Potion I
- 4) Minor Poison
- 5) Work Gas
- 6) Potion II
- 7)
- 8)
- 9) Potion III
- 10) Major Poison
- 11)
- 12) Potion IV
- 13)
- 14)
- 15) Potion V
- 20) Potion X
- 25) Poisons True
- 30) Multiple Doses
- 50) Lord Potion

13.5 ALCHEMIST BASE LISTS

ESSENCE IMBEDDING

- 1) Research
- 2)
- 3) Imbed I
- 4) Charge Wand
- 5) Imbed II
- 6) Daily I
- 7) Imbed III
- 8) Charge Rod
- 9) Imbed IV
- 10) Daily III
- 11) Imbed V
- 12) Charge Staff
- 13) Imbed VI
- 14) Daily V
- 15) Imbed VII
- 20) Imbed X
- 25) Daily True
- 30) Constant
- 50) Imbed True



ESSENCE IMBEDDING

- 1—**Research** (I) **D:** 24 hr **R:** S Allows the caster to research special imbedding spells to be used in creating items.
- 3—**Imbed I** (F) **D:** 24 hr **R:** S Allows the caster to imbed a 1st level Essence spell in an item or potion.
- 4—**Charge Wand** (F) **D:** 24 hr **R:** S Allows the caster to charge a Essence wand.
- 5—**Imbed II** (F) As *Imbed I*, except 1st-2nd lvl spells can be imbedded.
- 6—**Daily I** (F) **D:** 24 hr **R:** S Allows the caster to imbed a 1st lvl spell (using an *Imbed* spell) that can be cast once/day.
- 7—**Imbed III** (F) As *Imbed I*, except 1st-3rd level spells can be imbedded.
- 8—**Charge Rod** (F) As *Charge Wand*, except Essence rods can be charged.
- 9—**Imbed IV** (F) As *Imbed I*, except 1st-4th level spells can be imbedded.
- 10—**Daily III** (F) As *Daily I*, except 1st-3rd level spells can be imbedded: a 1st lvl spell could be cast 3x/day; a 2nd or 3rd, 1x/day.
- 11—**Imbed V** (F) As *Imbed I*, except 1st-5th lvl spells can be imbedded.
- 12—**Charge Staff** (F) As *Charge Wand*, except Essence staves can be charged.
- 13—**Imbed VI** (F) As *Imbed I*, except 1st-6th lvl spells can be imbedded.
- 14—**Daily V** (F) As *Daily I*, except 1st-5th lvl spells can be imbedded: a 1st lvl spell could be cast 4x/day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, 1x/day.
- 15—**Imbed VII** (F) As *Imbed I*, except 1st-7th lvl spells can be imbedded.
- 20—**Imbed X** (F) As *Imbed I*, except 1st-10th lvl spells can be imbedded.
- 25—**Daily True** (F) As *Daily I*, except 1st-10th lvl spells can be imbedded: a 1st lvl spell could be cast 5x/day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, 1x/day.
- 30—**Constant** (F) As *Daily True*, except certain spells can be imbedded to operate constantly.
- 50—**Imbed True** (F) As *Imbed I*, except any lvl spell can be imbedded (will only be castable once).

MENTALISM/CHANNELING IMBEDDING

- 1—**Research** (I) **D:** 24 hr **R:** S Allows caster to research special imbedding spells to be used in creating items.
- 3—**Imbed I** (F) **D:** 24 hr **R:** S Allows the caster to imbed a 1st level Mentalism or Channeling spell in an item or potion.
- 5—**Charge Wand** (F) **D:** 24 hr **R:** S Allows the caster to charge a wand.
- 6—**Imbed II** (F) As *Imbed I*, except 1st-2nd lvl spells can be imbedded.
- 7—**Daily I** (F) **D:** 24 hr **R:** S Allows the caster to imbed a 1st lvl spell that can be cast once/day (requires an imbed spell).
- 9—**Imbed III** (F) As *Imbed I*, except 1st-3rd lvl spells can be imbedded.
- 10—**Charge Rod** (F) As *Charge Wand*, except rods can be charged.
- 11—**Daily III** (F) As *Daily I*, except 1st-3rd lvl spells can be imbedded: a 1st lvl spell could be cast 3x/day; a 2nd or 3rd, 1x/day.
- 12—**Imbed IV** (F) As *Imbed I*, except 1st-4th lvl spells can be imbedded.
- 14—**Imbed V** (F) As *Imbed I*, except 1st-4th lvl spells can be imbedded.
- 15—**Daily V** (F) As *Daily I*, except 1st-5th lvl spells can be imbedded: a 1st lvl spell could be cast 4x/day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, 1x/day.
- 20—**Charge Staff** (F) As *Charge Wand*, except staves may be charged.
- 25—**Imbed X** (F) As *Imbed I*, except 1st-10th lvl spells can be imbedded.
- 30—**Daily X** (F) As *Daily I*, except 1st-10th lvl spells can be imbedded: a 1st lvl spell could be cast 5x/day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, 1x/day.
- 50—**Constant** (F) As *Daily X*, except certain spells can be imbedded to operate constantly.

Note: See Section 11.1.

MENTALISM/CHANNELING IMBEDDING

- 1) Research
- 2)
- 3) Imbed I
- 4)
- 5) Charge Wand
- 6) Imbed II
- 7) Daily I
- 8)
- 9) Imbed III
- 10) Charge Rod
- 11) Daily III
- 12) Imbed IV
- 13)
- 14) Imbed V
- 15) Daily V
- 20) Charge Staff
- 25) Imbed X
- 30) Daily X
- 50) Constant

EVASIONS

- 1—**Swing I** (F*) **D:** 1 rnd **R:** S Allows caster to leap up to 10' vertically or laterally, grasp and swing from a fixed object, and land perfectly. The object could be a tree, branch, rafter, rope, chandelier, etc.
- 2—**Speed I** (F*) **D:** 1 rnd **R:** S Caster may act at twice his normal rate, but must spend a number of rounds equal to the rounds speeded at half rate (immediately afterwards). Suggested rules for handling this are in Section 7.4.
- 3—**Dodging I** (F*) **D:** 1 rnd **R:** S Allows caster to "dodge" one nonspell attack (missile or melee); the attack must be frontal and receives a -50 modification.
- 4—**Swing III** (F*) As *Swing I*, except 3 *Swing I*'s may be executed in rapid succession.
- 5—**Flip I** (F*) **D:** 1 rnd **R:** S Allows caster to "flip" in any direction, landing up to 10' away (facing in any direction).
- 6—**Haste I** (F*) As *Speed I*, except no half rate rounds are required.
- 7—**Speed III** (F*) As *Speed I*, except duration is 3 rounds.
- 8—**Dodging III** (F*) As *Dodging I*, except 3 frontal attacks can be dodged.
- 9—**Swing V** (F*) As *Swing I*, except 5 *Swing I*'s may be executed in rapid succession.
- 10—**Speed V** (F*) As *Speed I*, except duration is 5 rounds.
- 11—**Flip III** (F*) As *Flip I*, except 3 *Flip I*'s may be executed in rapid succession.
- 12—**Haste III** (F*) As *Haste I*, except duration is 3 rounds.
- 13—**Dodging V** (F*) As *Dodging I*, except 5 frontal attacks can be dodged.
- 15—**Speed X** (F*) As *Speed I*, except duration is 10 rounds.
- 20—**Haste V** (F*) As *Haste I*, except duration is 5 rounds.
- 25—**Dodging True** (F*) As *Dodging I*, except all frontal attacks can be dodged.
- 30—**Haste X** (F*) As *Haste I*, except duration is 10 rounds.
- 50—**Monk's Move True** (F) **D:** 1 rnd/lvl **R:** S Caster can use any one of the non-*Speed/Haste* spells (on this list) each round.

MONK'S SENSE

- 1—**Sly Ears** (U*) **D:** 10 min/lvl **R:** S Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
- 2—**Nightvision** (U*) **D:** 10 min/lvl **R:** S Caster can see 100' on a normal night as if it were daylight.
- 3—**Sidevision** (U*) **D:** 10 min/lvl **R:** S Caster has a 300° field of vision.
- 4—**Scent** (U*) **D:** 10 min/lvl **R:** S Caster gains extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).
- 5—**Watervision** (U*) As *Nightvision*, except caster sees 100' in even murky water.
- 6—**Fogvision** (U*) As *Nightvision*, except caster sees 100' in any precipitation.
- 7—**Touch** (U*) **D:** 10 min/lvl **R:** S Caster gains extreme tactile sensitivity (+25 to picking locks, disarming traps, secret doors, etc.).
- 8—**Darkvision** (U*) As *Nightvision*, except caster can see in most magically created darkness.
- 9—**Detect Invisible** (P) As *Detect Invisible* on the Open Essence list, Detecting Ways.
- 10—**Detect Illusion** (U) **D:** — **R:** S Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
- 11—**Scent True** (U) As *Scent*, except caster can detect extremely faint scents (e.g., up to 48 hr old, after rain storms, through snow, etc.).
- 12—**Disillusion** (U) **D:** — **R:** 100' One illusion within the caster's range ceases to exist for the caster only.
- 13—**Touch True** (U) As *Touch*, except bonus is +50.
- 14—**Darkvision True** (U) As *Nightvision*, except works in all magically created darkness.
- 15—**Woodsight** (U) **D:** C **R:** S Caster can see through 1"/lvl of wood.
- 20—**Monksight** (U) **D:** 10 min/lvl **R:** S As all lower level "vision" spells functioning at the same time.
- 25—**Stonesight** (U) As *Woodsight*, except stone can be seen through.
- 30—**Ironsight** (U) As *Woodsight*, except iron (or steel) can be seen through.
- 50—**Monksense** (U) **D:** 1 rnd/lvl **R:** S Caster can use any one of the lower level spells (on this list) each round.

13.6 MONK BASE LISTS

EVASIONS

- 1) Swing I *
- 2) Speed I *
- 3) Dodging I *
- 4) Swing III *
- 5) Flip I *
- 6) Haste I *
- 7) Speed III *
- 8) Dodging III*
- 9) Swing V *
- 10) Speed V *
- 11) Flip III *
- 12) Haste III *
- 13) Dodging V *
- 14)
- 15) Speed X *
- 20) Haste V *
- 25) Dodging True *
- 30) Haste X *
- 50) Monk's Move True

MONK'S SENSE

- 1) Sly Ears *
- 2) Nightvision *
- 3) Sidevision *
- 4) Scent *
- 5) Watervision *
- 6) Fogvision *
- 7) Touch *
- 8) Darkvision *
- 9) Detect Invisible c
- 10) Detect Illusion
- 11) Scent True
- 12) Disillusion
- 13) Touch True *
- 14) Darkvision True *
- 15) Woodsight c
- 20) Monksight
- 25) Stonesight c
- 30) Ironsight c
- 50) Monksense



13.6 MONK BASE LISTS

BODY REINS

- 1) Balance *
- 2) Contractions c
- 3) Concentration I *
- 4) Unpain (25%) s *
- 5) Face Shifting
- 6) Waterlungs
- 7) Concentration II *
- 8) Strength II *
- 9) Unpain (50%) s *
- 10) Body Shifting
- 11) Concentration III *
- 12) Strength III *
- 13) Awake s *
- 14)
- 15) Unpain (75%) s *
- 20) Self Keeping s *
- 25) Concentration V *
- 30) Strength IV *
- 50) Unpain True s *

BODY RENEWAL

- 1) Flow Stoppage I c *
- 2) Clotting I c s *
- 3) Stun Relief I s *
- 4) Pain Relief I c s *
- 5) Cut Repair I c
- 6) Fracture Repair c
- 7) Muscle/Tendon Repair c
- 8) Clotting III c s *
- 9) Stun Relief III s *
- 10) Resist Poison c s *
- 11) Pain Relief II c *
- 12) Vein/Artery Repair c
- 13) Cut Repair III c
- 14) Fracture Repair True c
- 15) Muscle/Tendon Rep. True c
- 20) Neutralize Poison c s *
- 25) Clotting True c s *
- 30) Neutralize Poison True c s *
- 50) Renewal True s

BODY REINS

- 1—**Balance** (U*) **D: V R: S** Adds 50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
- 2—**Contractions** (U) **D: C R: S** Allows the caster to slightly alter his muscles, limbs, and trunk; this facilitates escaping from bonds and small places. Gives a 25-50 bonus to Contortion attempts (GM discretion).
- 3—**Concentration I** (U*) **D: V R: S** Adds 10 to any one maneuver (not combat), no other action can be performed the round of this maneuver.
- 4—**Unpain** (S*) **D: 1 min/lvl R: S** Caster is able to sustain an additional 25% of his total concussion hits before passing out, hits are still taken and remain when the spell lapses.
- 5—**Face Shifting** (P) **D: 1 hr R: S** Allows caster to alter form of his face to resemble someone else.
- 6—**Waterlungs** (P) **D: 1 min/lvl R: S** Caster can breathe water but not air for the duration of this spell.
- 7—**Concentration II** (U*) As *Concentration I*, except bonus is 20.
- 8—**Strength II** (P*) **D: 1 min R: S** Doubles the caster's strength; in melee the caster does 2x normal concussion hits and increases his OB by 10.
- 9—**Unpain** (S*) As above, except 50% additional hits may be sustained.
- 10—**Body Shifting** (P) As *Face Shifting*, except the form of the body can be altered slightly to the general shape and size of the desired humanoid race (must be within 25% of the caster's normal mass).
- 11—**Concentration III** (U*) As *Concentration I*, except bonus is 30.
- 12—**Strength III** (P*) As *Strength II*, except caster delivers 3x normal damage and the OB is increase is 15.
- 13—**Awake** (S*) **D: — R: S** This spell will awaken the caster from sleep the round following casting (caster can preset conditions under which the spell will activate).
- 15—**Unpain** (S*) As above, except 75% additional hits may be sustained.
- 20—**Self Keeping** (HS*) **D: V R: S** Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.
- 25—**Concentration V** (U*) As *Concentration I*, except bonus is 50.
- 30—**Strength IV** (P*) As *Strength II*, except caster delivers 4x normal damage and the OB is increase is 20.
- 50—**Unpain True** (S*) **D: 1 min/lvl R: S** Caster ignores all pain; thus, ignores all penalties due to wounds and his hit total is his normal hits + constitution (on a 1-100 scale). When he exceeds this limit he does not pass out, he dies from system shock.

BODY RENEWAL

- 1—**Flow Stoppage I** (H*) **D: C R: S** Reduces caster's hits/rnd by 1, as long as the caster concentrates or is immobile.
 - 2—**Clotting I** (HS*) As *Flow Stoppage I*, except after 1 hour of concentration the stoppage is permanent; if caster is unconscious this spell will operate without concentration.
 - 3—**Stun Relief I** (HS*) **D: — R: S** Target is relieved of 1 round's worth of accumulated stun.
 - 4—**Pain Relief I** (HS*) **D: P (C) R: S** Heals 1 hit per minute; if caster is unconscious this spell will operate without concentration.
 - 5—**Cut Repair I** (H) As *Clotting I*, except it is permanent after 1 round.
 - 6—**Fracture Repair** (H) **D: P (C) R: S** Concentrating with this spell 2 hrs per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed).
 - 7—**Muscle/Tendon Repair** (H) As *Fracture Repair*, except cut or broken muscles or tendons may be repaired.
 - 8—**Clotting III** (HS*) As *Clotting I*, except hits/rnd can be reduced by 3.
 - 9—**Stun Relief III** (H*) As *Stun Relief I*, except 3 rounds are relieved.
 - 10—**Resist Poison** (HS*) **D: C R: S** Delays the effect of a poison as long as the caster concentrates.
 - 11—**Pain Relief II** (H*) As *Pain Relief I*, except heals 2 hits every min.
 - 12—**Vein/Artery Repair** (H) As *Fracture Repair*, except repairs a vein or artery.
 - 13—**Cut Repair III** (H) As *Cut Repair I*, except hits/rnd can be reduced by 3.
 - 14—**Fracture Repair True** (H) As *Fracture Repair*, except repair only takes 2 hrs of concentration.
 - 15—**Muscle/Tendon Repair True** (H) As *Fracture Repair True*, except cut or broken muscles can be repaired.
 - 20—**Neutralize Poison** (HS*) **D: P (C) R: S** Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster is unconscious or concentrates for 1 hr. In any case, it delays the poison for as long as the caster can concentrate.
 - 25—**Clotting True** (HS*) As *Clotting I*, except stops all hits/rnd and is permanent after 1 min of concentration per hit stopped.
 - 30—**Neutralize Poison True** (HS*) As *Neutralize Poison*, except chance of neutralization is 100% (modified).
 - 50—**Renewal True** (HS) **D: V R: S** While in a trance (from the *Self Keeping* spell on the Body Reins list), the caster can use the lower level healing spells on this list to repair himself.
- Note:** See Section 10.4 for normal healing guidelines.

MONK'S BRIDGE

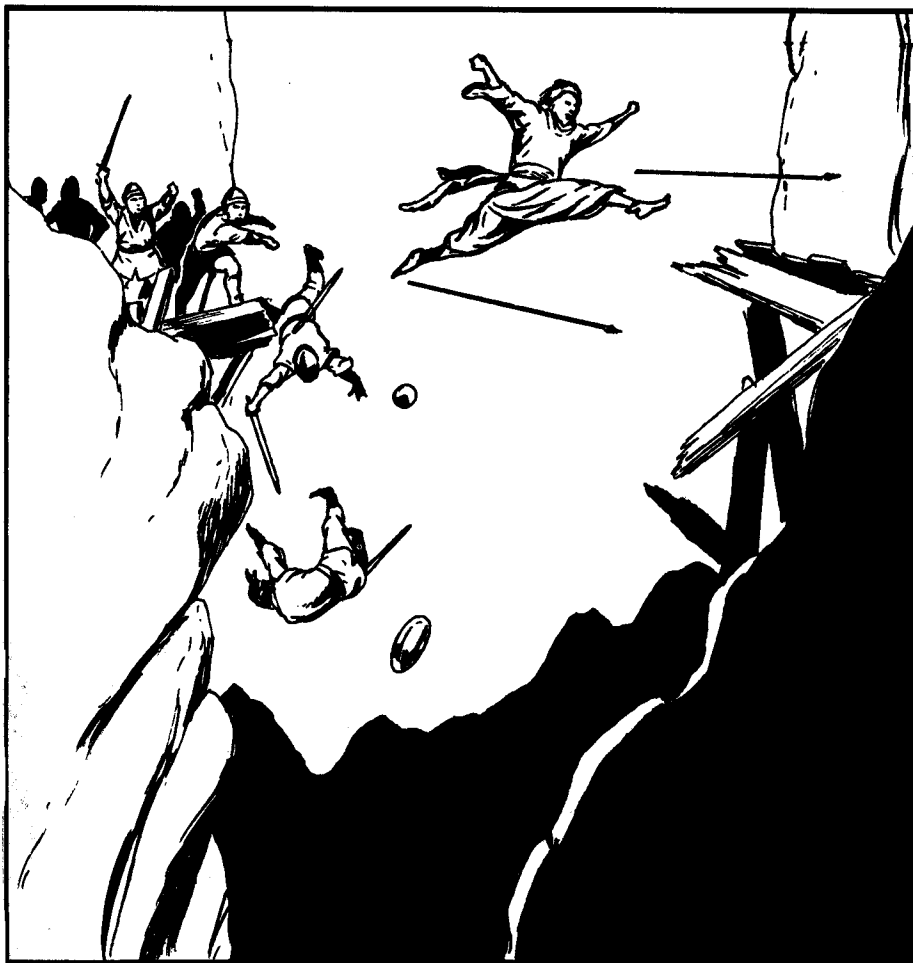
- 1—**Leaping I** (F*) **D:** 1 rnd **R:** S Allows caster to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2—**Landing** (F*) **D:** until landing **R:** S Allows the caster to land safely in a fall of up to 20'/lvl, and to take that distance off the severity of any longer fall.
- 3—**Traction** (P) **D:** 10 min/lvl **R:** S Caster can run on even, unstable surfaces (sand, ice, etc.) as he would on a hard, stable surface.
- 4—**Edgerunning** (P) **D:** 1 min/lvl **R:** S Caster can run on even, narrow (at least 2" wide) surfaces as if he were on normal ground.
- 5—**Leaping III** (F*) As Leaping I, except the caster can execute 3 "leaps" in succession. Each leap must be within 90° of the last leap's direction.
- 6—**Cornering I** (P*) **D:** — **R:** S Allows caster to execute a turn up to 180° with no deceleration or unbalance (can be used with any "running" spells).
- 7—**Levitation** (F*) **D:** 1 min/lvl **R:** S Allows caster to move up and down vertically 10'/rnd, horizontal movement is possible only through normal means.
- 8—**Landing True** (F*) As Landing, except severity of the fall is cut by 50'/lvl.
- 9—**Wallwalking** (F) **D:** 1 min/lvl (C) **R:** S Caster can walk on solid surfaces up to 90° as if he were on normal ground.

- 10—**Great Leap** (F*) As Leaping I, except limit is 10'/lvl laterally and 5'/lvl vertically.
- 11—**Cornering III** (P*) As Cornering I, except caster may execute 3 such turns in one round.
- 12—**Wall Flip** (F*) **D:** — **R:** S If the caster has a wall within 10'; he can leap up to the wall, bounce off and land up to 25' from the wall (facing any direction).
- 13—**Wallrunning** (F) As Wallwalking, except caster may run.
- 14—**Leaving** (F) **D:** — **R:** S As Leaving on the Closed Essence list, Lofty Bridge (caster can only move 100').
- 15—**Windrunning** (F) **D:** 1 min/lvl (C) **R:** S Caster can run on air if there is a wind blowing, however he can only run in the direction the wind is blowing.
- 20—**Ceiling Walking** (F) **D:** C **R:** S Caster can walk on any solid surfaces as if he were on normal ground (includes ceilings).
- 25—**Ceiling Running** (F) As Ceiling Walking, except caster may run.
- 30—**Run True** (F) **D:** 1 rnd/lvl **R:** S Caster can use any one of the lower level "running" spells (on this list) each round.
- 50—**Monk's Bridge** (F) **D:** 1 rnd/lvl **R:** S Caster can use any one of the lower level spells (on this list) each round.

13.6 MONK BASE LISTS

MONK'S BRIDGE

- 1) Leaping I *
- 2) Landing *
- 3) Traction
- 4) Edgerunning
- 5) Leaping III *
- 6) Cornering I *
- 7) Levitation *
- 8) Landing True *
- 9) Wallwalking c
- 10) Great Leap *
- 11) Cornering III *
- 12) Wall Flip *
- 13) Wallrunning c
- 14) Leaving
- 15) Windrunning
- 20) Ceiling Walking c
- 25) Ceiling Running c
- 30) Run True
- 50) Monk's Bridge



13.7 EVIL MAGICIAN BASE LISTS

MATTER DISRUPTION

- 1) Un-Ice (100 cu')
- 2) Earth to Dust (10 cu')
- 3) Cracks Call
- 4) Powder Stone (10 cu')
- 5) Un-Ice (1000 cu')
- 6) Disruption (1 cu')
- 7) Earth to Dust (100 cu')
- 8) Shatter
- 9) Powder Stone (100 cu')
- 10) Un-Ice (100 cu'/lvl)
- 11) Disruption (10 cu')
- 12) Earth to Dust (1000 cu')
- 13) Cause Cracks
- 14) Powder Stone (1000 cu')
- 15) Disintegration (1 cu')
- 20) Mass Earth to Dust
- 25) Mass Powder Stone
- 30) Mass Disruption
- 50) Disintegration (100 cu')

DARKNESS

- 1) Darkness (20'R)
- 2) Nightvision
- 3) Dark Control (20'R) c
- 4)
- 5) Darkness (100'R)
- 6) Darkvision
- 7) Dark Control (50'R) c
- 8) Shadow Forms c
- 9) Darkness (300'R)
- 10) Utterdark (20'R)
- 11) Dark Control (100'R) c
- 12) Nightvision True
- 13) Utterdark (100'R)
- 14) Darkness (500'R)
- 15) Clouds of Darkness
- 20) Darkness (1000'R)
- 25) Utterdark (300'R)
- 30) Darkness (100'R/L)
- 50) Clouds of Dark. (1 mi R/lvl)

MATTER DISRUPTION

- 1—**Un-Ice** (F) D: P R: 100' Turns 100 cu' of ice into water vapor.
- 2—**Earth to Dust** (F) D: P R: 100' Turns 10 cu' of earth into fine dust.
- 3—**Cracks Call** (F) D: P R: 100' Any previous cracks or flaws within a section of any normal material 1000 cu' (10'x10'x10') will extend to their limit.
- 4—**Powder Stone** (F) D: P R: 100' Turns 10 cu' of stone into fine powder.
- 5—**Un-Ice** (F) As above, except affects up to 1000 cu'.
- 6—**Disruption** (F) D: P R: 10' Turns 1 cu' of any inorganic material to fine powder (must be one object).
- 7—**Earth to Dust** (F) As above, except affects up to 100 cu'.
- 8—**Shatter** (F) As *Disruption*, except the object shatters into small pieces; all within 5' take an 'A' Impact critical, holder takes a 'C'.
- 9—**Powder Stone** (F) As above, except affects up to 100 cu'.
- 10—**Un-Ice** (F) As above, except affects up to 100 cu'/lvl and range is 300'.
- 11—**Disruption** (F) As above, except affects up to 10 cu'.
- 12—**Earth to Dust** (F) As above, except affects up to 1000 cu' and range is 300'.
- 13—**Cause Cracks** (F) D: P R: 100' Causes cracks to appear in up to 100 cu' of nonmetal, inorganic material.
- 14—**Powder Stone** (F) As above, except affects 1000 cu' and range is 300'.
- 15—**Disintegration** (F) D: P R: 100' Completely disintegrates 1 cu' of inorganic material.
- 20—**Mass Earth to Dust** (F) As *Earth to Dust*, except affects up to 100 cu'/lvl.
- 25—**Mass Powder Stone** (F) As *Powder Stone*, except affects up to 100 cu'/lvl.
- 30—**Mass Disruption** (F) As *Disruption*, except up to as many objects (up to 1 cu' each) as the caster's level can be affected, and range is 100'.
- 50—**Disintegration** (F) As above, except affects objects up to 100 cu' and range is 300'.

DARKNESS

- 1—**Darkness** (F) D: 10 min/lvl R: T Creates an area of up to 20'R about the point touched; darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object/being.
- 2—**Nightvision** (F) D: 10 min/lvl R: 10' Target can see 100' in normal darkness as if it were day.
- 3—**Dark Control** (F) D: C R: 20'R Caster can vary the intensity of darkness in the area, but he cannot lighten it past its natural state.
- 5—**Darkness** (F) As above, except radius is 100'.
- 6—**Darkvision** (F) As *Nightvision*, except caster can see in all darkness (even magical).
- 7—**Dark Control** (F) As above, except radius is 50'.
- 8—**Shadow Forms** (E) D: C R: 100' Caster can create either the visual illusion of shadow figures, or real shadows (as many as the caster's level).
- 9—**Darkness** (F) As above, except radius is 300'.
- 10—**Utterdark** (F) D: 1 min/lvl R: 100' Creates a 20'R area of darkness, no nonmagic light can exist and magic light (except *Utterlight*) must make a RR.
- 11—**Dark Control** (F) As above, except radius is 100'.
- 12—**Nightvision True** (F) As *Dark Vision*, except the target can see as far as he would be allowed in daylight.
- 13—**Utterdark** (F) As above, except radius is 100'.
- 14—**Darkness** (F) As above, except radius is 500'.
- 15—**Clouds of Darkness** (F) D: 1 hr/lvl R: 100' Creates a "cloud" of darkness that has a 100'R and drifts with the wind. The darkness is as in *Darkness*.
- 20—**Darkness** (F) As above, except radius is 1000'.
- 25—**Utterdark** (F) As above, except radius is 300'.
- 30—**Darkness** (F) As above, except radius is 100'/lvl.
- 50—**Clouds of Darkness** (F) As above, except radius is 1 mile/lvl.



DARK CONTACTS

2—**Force Analysis III (M*)** D: 1 item R: 10' Forces a Type I, II, or III Demon who is present (or contacted) to analyze one item, the chance of a Demon successfully analyzing each property of the item is: Type I (0%), Type II (0%), Type III (10%), Type IV (30%), Type V (60%), Type VI (90%). This spell fails if a 1-100 roll is less than or equal to the Demon's Type (i.e., against a Type III Demon this spell fails on a 01-03); see *Lesser Demonic Gate* and *Greater Demonic Gate* for the failure effects.

3—**Lesser Demonic Contact (E)** As *Lesser Demonic Gate* on the Evil Magician Base list, Dark Summons, except Demon is only contacted and does not appear. If the Demon is not "Forced" (i.e., by *Force Analysis #*, *Force Information #*, or *Force Search #*), the Demon will leave and the caster suffers one of the following effects. First make a 1-100 roll and add 10 times the Demon's Type — if (01-90) roll on Spell Failure Table (attack section); if (91-up) effect depends on the "Force" spell intended: *Force Analysis* = lose item, *Force Information* = coma (same # of weeks as Demon Type), *Force Search* = quest (GM discretion).

5—**Force Information III (M*)** As *Force Analysis III*, except the Demon can be forced to answer one yes or no question, whose answer exists in someone's unshielded mind. There is the same chance of ability to answer but the failure chance is 3 times the Demon's Type.

7—**Force Search III (M*)** As *Force Analysis III*, except the Demon can be forced to conduct a search for a specific person, place, or thing; the Demon searches but not on our plane of existence. There is the same chance of receiving a successful answer but the chance of failure is 5 times the Demon's Type.

10—**Greater Demonic Contact (E)** As *Lesser Demonic Contact*, except the chances for contacting the various types are as on the *Greater Demonic Gate* on the Evil Magician Base list, Dark Summons.

11—**Force Analysis IV (M*)** As *Force Analysis III*, except Types I-IV can be forced.

13—**Force Information IV (M*)** As *Force Information III*, except Types I-IV can be forced.

14—**Force Search IV (M*)** As *Force Search III*, except Types I-IV can be forced.

15—**Force Analysis V (M*)** As *Force Analysis III*, except Types I-V can be forced.

20—**Force Information V (M*)** As *Force Information III*, except Types I-V can be forced.

25—**Force Search V (M*)** As *Force Search III*, except Types I-V can be forced.

30—**Force Analysis VI (M*)** As *Force Analysis III*, except Types I-VI can be forced.

50—**Force Information VI (M*)** As *Force Information III*, except Types I-VI can be forced.

Note: Demons gain information by common knowledge among Demons, by contacting other Demons or by observing the human plane (mentally and physically).

DAGGER OF TORMENT

- Critical strikes cause victims to suffer the effects of a *Fire Nerves* spell.
- X2 PP Multiplier for Essence users.

Fashioned of Black Laen with a flawless ruby set in the pommel.



PHYSICAL EROSION

1—**Pain (F)** D: 1 min/lvl R: 100' Target feels pain, and he takes 20% of his remaining hits.

2—**Impair I (F)** D: 1 month/5 failure R: 100' Target has one of his physical stats (characteristics) temporarily lowered (5 in a 1-100 system, 1 in a 3-18 system). If a system of temporary/permanent stats is used only the temporary stat is lowered. Physical stats include Strength, Agility, Quickness, Constitution, Appearance, dexterity, etc.

3—**Ache (F)** As *Pain*, except the ache seems natural and reduces target's hits by 10% until cured (caster must specify nature of ache). The target is unaware that the spell has been cast on him, since it affects him gradually.

4—**Fire Nerves (F)** As *Pain*, except target takes 40% of his remaining hits.

5—**Trait Erosion I (F)** As *Impair I*, except affects permanent and temporary stats.

6—**Impair III (F)** As *Impair I*, except decrease is 15.

7—**Pang (F)** As *Ache*, except target's hits are reduced by 20%.

9—**Agony (F)** As *Pain*, except target takes 60% of his remaining hits.

10—**Trait Erosion II (F)** As *Trait Erosion I*, except decrease is 10.

11—**Impair V (F)** As *Impair I*, except decrease is 25.

12—**Spasm (F)** As *Ache*, except target's hits are reduced by 40%.

13—**Mass Pain (F)** As *Pain*, except as many targets as the caster's lvl can be affected.

14—**Torment (F)** As *Pain*, except target takes 90% of his remaining hits.

15—**Trait Erosion III (F)** As *Trait Erosion I*, except decrease is 15.

20—**Impair X (F)** As *Impair I*, except decrease is 50.

25—**Mass Fire Nerves (F)** As *Fire Nerves*, except as many targets as the caster's lvl can be affected.

30—**Trait Erosion V (F)** As *Trait Erosion I*, except decrease is 25.

50—**Trait Erosion True (F)** As *Trait Erosion I*, except one physical stat can be reduced to 1 in any system.

13.7 EVIL MAGICIAN BASE LISTS

DARK CONTACTS

- 1)
- 2) Force Analysis III *
- 3) Lesser Demonic Contact
- 4)
- 5) Force Information III *
- 6)
- 7) Force Search III *
- 8)
- 9)
- 10) Greater Demonic Contact
- 11) Force Analysis IV *
- 12)
- 13) Force Information IV *
- 14) Force Search IV *
- 15) Force Analysis V *
- 20) Force Information V *
- 25) Force Search V *
- 30) Force Analysis VI *
- 50) Force Information VI *

PHYSICAL EROSION

- 1) Pain
- 2) Impair I
- 3) Ache
- 4) Fire Nerves
- 5) Trait Erosion I
- 6) Impair III
- 7) Pang
- 8)
- 9) Agony
- 10) Trait Erosion II
- 11) Impair V
- 12) Spasm
- 13) Mass Pain
- 14) Torment
- 15) Trait Erosion III
- 20) Impair X
- 25) Mass Fire Nerves
- 30) Trait Erosion V
- 50) Trait Erosion True

13.7 EVIL MAGICIAN BASE LISTS

DARK SUMMONS

- 1) Familiar
- 2) Summons I c
- 3) Control Demon I c *
- 4) Summons III c
- 5) Lesser Demonic Gate
- 6) Demon Mastery I *
- 7) Control Demon II c *
- 8) Summons V c
- 9) Demon Mastery II *
- 10) Control Demon III c *
- 11) Summons X c
- 12) Greater Demonic Gate
- 13) Demon Mastery III *
- 14) Control Demon IV c *
- 15) Demon Mastery IV *
- 20) Control Demon V c *
- 25) Demon Mastery V *
- 30) Control Demon VI c *
- 50) Demon Mastery VI *

DARK SUMMONS

- 1—**Familiar** (M) As *Familiar* on the Closed Essence list, Gate Mastery, except the animal must be a reptile, a bat, an insect, a raven, etc.
- 2—**Summons I** (FM) As *Summons I* on the Gate Mastery list.
- 3—**Control Demon I** (M*) **D: C R: 10'/lvl** Allows the caster to totally control a Type I Demon (the chance of non-control is [the Demon's Type x 2%]); the Demon leaves when the caster stops concentrating. The Demon will not speak with the summoner.
- 4—**Summons III** (FM) As *Summons III* on the Gate Mastery list.
- 5—**Lesser Demonic Gate** (E) **D: 2 rnds R: 10'** Caster summons a Demon who gradually appears over the course of 2 rnds, roll for Type: (01-60) Type I, (61-90) Type II, (91-100) Type III. If the Demon is not "Controlled" or "Mastered" (i.e., usually by one of the spells on this list) before the Demon materializes, the caster makes a 1-100 roll, adds the Demon Type times 10, and receives one of the following effects —

(11-20)	roll on the attack column of the Spell Failure Table.
(21-40)	caster takes 'A' Impact critical.
(41-60)	caster takes 'B' Impact critical.
(61-75)	caster takes 'C' Impact critical.
(76-90)	caster takes 'D' Impact critical.
(91-100)	caster takes 'E' Impact critical.
(>100)	Demon gives caster a Quest (GM discretion).

The caster and Demon make no RRs. The roll is open-ended. The Demon always leaves if uncontrolled.

- 6—**Demon Mastery I** (M*) As *Control Demon I*, except the caster need not concentrate to control the Demon. The chance of failure is 5 times the Demon's Type. The Demon will remain and obey the caster until the caster is killed or the Demon is outside the range limit or the caster releases him. A maximum of two Demons can be mastered at one time by one being. Obtaining information may only be accomplished by using spells off the Evil Magician's Base list, Dark Contacts.

- 7—**Control Demon II** (M*) As *Control Demon I*, except Types I and II can be controlled.
- 8—**Summons V** (FM) As *Summons V* on the Gate Mastery list.
- 9—**Demon Mastery II** (M*) As *Demon Mastery I*, except Types I and II can be mastered.
- 10—**Control Demon III** (M*) As *Control Demon I*, except Types I-III can be controlled.
- 11—**Summons X** (FM) As *Summons X* on the Gate Mastery list.
- 12—**Greater Demonic Gate** (E) As *Lesser Demonic Gate*, except Types III-VI can be summoned: (01-60) Type III, (61-85) Type IV, (86-95) Type V, (96-100) Type VI.
- 13—**Demon Mastery III** (M*) As *Demon Mastery I*, except Types I-III can be mastered.
- 14—**Control Demon IV** (M*) As *Control Demon I*, except Types I-IV can be controlled.
- 15—**Demon Mastery IV** (M*) As *Demon Mastery I*, except Types I-IV can be mastered.
- 20—**Control Demon V** (M*) As *Control Demon I*, except Types I-V can be controlled.
- 25—**Demon Mastery V** (M*) As *Demon Mastery I*, except Types I-V can be mastered.
- 30—**Control Demon VI** (M*) As *Control Demon I*, except Types I-VI can be controlled.
- 50—**Demon Mastery VI** (M*) As *Demon Mastery I*, except Types I-VI can be mastered.

Note: Demons are assumed to be beings of another plane who are brought into the caster's plane through an elemental force (one not of the Demon's plane). Thus, the Demon and caster do not make RRs during the initial summons and contact. The Demon can only remain in the world (for more than 2 rounds) while "Mastered" or "Controlled". It is suggested that the 6 Types of Demons be classified as follows: Type I (lvl 1-2), Type II (lvl 3-5), Type III (lvl 6-10), Type IV (lvl 11-15), Type V (lvl 16-20), Type VI (lvl 21-40), Beyond the Pale 41-100+. However, the Game-master may wish to change the % chance of failure, penalties, and other limitations; in order to adopt the Types of Demons he uses in world systems. *Creatures & Treasures* provides several such classifications.

KINZHULL'S CUP

According to legend the Evil Mage Kinzhull received this Cup as a reward from a powerful demon.

- Once per day an Evil Magician can drink from the Cup and receive 25 PP for use with the *Dark Summons* List (up to 10th level).
- Allows any imbiber +30 to RRs against any spell attack made by a demon for 24 hours.
- While grasping the Cup's handle, the owner may cast *Lesser Demonic Contact* at will.

The Cup is composed of an ivory skull surrounding a Platinum vessel.



13.8 SORCERER BASE LISTS

SOUL DESTRUCTION

- 1—**Question (M) D: — R: 100'** Target must answer a single concept question.
- 2—**Demonic Possession I (FM) D: V R: 100'** Target is possessed by a Type I Demon (see Evil Magician list, Dark Summons); caster has no control over the target or Demon. The Demon will force the target to do random (not necessarily destructive) things; target gets an RR every other rnd to attempt to get rid of the Demon.
- 3—**Neurosis (M) D: P R: 100'** Target has an extreme dislike for any specific thing the caster chooses; target has a 50% chance of overcoming the neurosis when given a choice (e.g., neurosis concerning horses would mean that every time the target tried to get on or near a horse he would only have a 50% chance).
- 4—**Guilt (M) D: P R: 100'** Target becomes guilty over some action in his past; he will not perform such an action again.
- 5—**Paranoia (M) D: P R: 100'** Target believes everyone is out to get him; he will trust no one.
- 6—**Demonic Possession II (FM) As Demonic Possession I**, except Demon is Type II and the possessed only gets a RR once every minute.
- 7—**Panic (M) D: P R: 100'** Target will flee in panic in any personally dangerous situation, unless he successfully makes an RR.
- 8—**Transferral (M) D: V R: 100'** Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of his normal activity in the body of the target. The target in the caster's body is inactive. The caster can cancel the spell at any time (takes 1 rnd), the target can only cancel the spell if he makes a successful RR (he gets one every 10 minutes). If either body is killed, both "souls" will be destroyed (see *Absolution*).
- 10—**Demonic Possession III (FM) As Demonic Possession I**, except Demon is Type III and the possessed target only gets a RR once every 10 minutes.
- 11—**Subjugation (M) D: V R: 100'** Part of the target's "soul" is taken and placed in an organic object on the caster's person; the body of the target will act as the caster directs whenever he concentrates. The spell is canceled when: the caster cancels it or the object is destroyed or the body is more than 100' from caster or the object leaves caster's person. If the caster is not concentrating the target is free to do anything he wants, at -30 to all activities.
- 12—**Un soul Curse (M) D: V R: 100'** Part of the target's soul is transferred to a random object somewhere within 100 miles; the target is at -30 to all activities until the object is destroyed. The target will always know the direction of his "soul".
- 13—**Demonic Possession IV (FM) As Demonic Possession I**, except Demon is Type IV; the possessed target only gets a RR once every hr.
- 14—**Word of Panic (M*) D: 1 rnd/5 failure R: 100'** Target flees in total panic from caster.
- 15—**Shout of Panic (M*) As Word of Panic**, except affects all within 20' of caster.
- 20—**Banishment (M) As Subjugation**, except the "soul" is only released if the caster cancels the spell or the object is destroyed. The target is always aware of the direction of the object holding his "soul".

- 25—**Transferral True (M) As Transferral**, except the caster can operate at 90% of normal activity, and the target can only try a RR once every hour.
- 30—**Absolution (M) D: V R: 100' RR Mod: -20** Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 30 days/10 failure. The soul can be returned early only through *Lifegiving*. The target is unconscious and at -75 for subconscious activities while his soul is absent.
- 50—**Absolution Pure (M) As Absolution**, except "soul" can only be brought back through *Lifegiving*.

FLUID DESTRUCTION

- 1—**Vaporize Water (F) D: P R: 100'** Vaporizes 10 cu' of liquid/lvl.
- 2—**Freeze Water (F) D: P R: 100'** Freezes 10 cu' of liquid/lvl.
- 3—**Evaporation (F) D: P R: 100'** Causes 1000 cu' of liquid to rapidly evaporate over the course of 1 hr.
- 4—**Unwater (F) D: P R: 100'** Instantly disintegrates 100 cu' of water.
- 5—**Calm Water (F) D: C R: 100'R** Water within radius is calmed; waves are cut 20' in center and less towards the perimeter.
- 6—**Water Bolt (E) D: — R: 100'** A bolt of water is shot from the palm of the caster; results determined on the Water Bolt Table.
- 7—**Unrain (F) D: 24 hr R: 100'** No precipitation will occur in a 100'R for 1 hr/lvl.
- 8—**Dehydrate (F) D: P R: 100'** Removes all the liquid (usually water) from 1 cu' of inanimate material.
- 9—**Evaporation (F) As above**, except 10,000 cu' are affected.
- 10—**Unwater (F) As above**, except 1000 cu' are affected.
- 11—**Unrain (F) As above**, except affects a 500'/lvl radius for 1 day/lvl.
- 12—**Dehydrate (F) As above**, except affects 10 cu'.
- 13—**Evaporation (F) As above**, except affects 100,000 cu'.
- 14—**Unwater (F) As above**, except affects 10,000 cu'.
- 15—**Calm Water True (F) D: 10 min/lvl R: 100'R/lvl** As *Calm Water*, except waves are cut by 50' in center.
- 20—**Dehumidify (F) D: P R: 1 mile R** For every minute that the caster concentrates, the humidity drops 1% of the original humidity (up to 50%). The humidity will gradually increase at a rate of 5% (of original humidity) per day until the original humidity is reached.
- 25—**Evaporation (F) As above**, except 1,000,000 cu' can be affected.
- 30—**Calm Water True (F) As above**, except radius is 1000'R/lvl.
- 50—**Dehumidify True (F) D: P R: 1000'R/lvl** Every minute that the caster concentrates, the humidity drops 5% of the original humidity (up to 95%). The humidity later increases as in *Dehumidify*.

SOUL DESTRUCTION

- 1) Question
- 2) Demonic Possession I
- 3) Neurosis
- 4) Guilt
- 5) Paranoia
- 6) Demonic Possession II
- 7) Panic
- 8) Transferral
- 9)
- 10) Demonic Possession III
- 11) Subjugation
- 12) Un soul Curse
- 13) Demonic Possession IV
- 14) Word of Panic *
- 15) Shout of Panic *
- 20) Banishment
- 25) Transferral True
- 30) Absolution
- 50) Absolution Pure

FLUID DESTRUCTION

- 1) Vaporize Water
- 2) Freeze Water
- 3) Evaporation (1000 cu')
- 4) Unwater (100 cu')
- 5) Calm Water c
- 6) Water Bolt (100')
- 7) Unrain (100'R)
- 8) Dehydrate (1 cu')
- 9) Evaporation (10,000 cu')
- 10) Unwater (1000 cu')
- 11) Unrain (500'R/lvl)
- 12) Dehydrate (10 cu')
- 13) Evaporation (100,000 cu')
- 14) Unwater (10,000 cu')
- 15) Calm Water Tr. (100'R/lvl) c
- 20) Dehumidify
- 25) Evaporation (1,000,000 cu')
- 30) Calm Water Tr. (1000'R/lvl) c
- 50) Dehumidify True

13.8 SORCERER BASE LISTS

SOLID DESTRUCTION

- 1) Melt Ice
- 2) Loosen Earth
- 3) Erosions
- 4) Cracks Call
- 5) Undoor
- 6) Stone/Earth
- 7)
- 8) Earth/Mud
- 9)
- 10) Corridor
- 11) Shatter
- 12) Unearth
- 13) Unstone
- 14) Undoor True
- 15) Unmetal
- 20) Solid Destruction True
- 25) Tremors
- 30) Great Crack
- 50) Quake

MIND DESTRUCTION

- 1) Minor Pain
- 2) Jolts I
- 3) Disorientation
- 4) Unbalance
- 5) Distortions
- 6) Jolts III
- 7) Major Pain
- 8) Forget
- 9) Word Of Pain *
- 10) Mind Shock
- 11) Mind Death
- 12) Jolts V
- 13) Unminding
- 14) Mass Confusion
- 15) Mind Break
- 20) Lost Experience
- 25) Mass Pain
- 30) Mass Mind Shock
- 50) Mass Unminding

SOLID DESTRUCTION

- 1—**Melt Ice** (F) **D: P R:** 100' Melts up to 10 cu'/lvl of ice.
- 2—**Loosen Earth** (F) **D: P R:** 100' Loosens 100 cu' of earth to the consistency of plowed ground.
- 3—**Erosions** (F) **D: P R:** 10' Causes a 100 cu'/lvl section of inorganic material to erode and deteriorate at 1000 x normal rate.
- 4—**Cracks Call** (F) **D: P R:** 100' Any previous cracks or flaws in material up to 10'x10'x10' (not 1000 cu feet) section will extend to their limit.
- 5—**Undoor** (F) **D: P R:** 10' Will vaporize a nonmagic door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches).
- 6—**Stone/Earth** (F) **D: P R:** 100' Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rnds.
- 8—**Earth/Mud** (F) As *Stone/Earth*, except changes earth to soft mud.
- 10—**Corridor** (F) **D: P R:** 100' Creates a 3'x6' corridor that is 1'/lvl long; it can be cut through any non-metal, inorganic material. The corridor can be cut at a rate of 1' (length) per rnd as the caster concentrates.
- 11—**Shatter** (F) **D: P R:** 100' Can shatter an inorganic object, up to 1 cu'. All within a 5'R take an 'A' Impact critical and holder takes a 'C'.
- 12—**Unearth** (F) **D: P R:** 100' Disintegrates 100 cu' of earth.
- 13—**Unstone** (F) As *Unearth*, except affects stone.
- 14—**Undoor True** (F) As *Undoor*, except any single door is vaporized.
- 15—**Unmetal** (F) As *Unearth*, except affects 1 cu' of metal.
- 20—**Solid Destruction True** (F) As *Unearth*, except it will disintegrate 1 cu'/lvl of any inanimate solid.
- 25—**Tremors** (F) As *Tremors* on the Magician Base list, Earth Law.
- 30—**Great Crack** (F) **D: P R:** 300' Causes a large crevice to open in the ground (up to 10'/lvl deep, 1'/lvl wide and 20'/lvl long). The crevice takes 2 rounds to open. The caster can concentrate for 3 rounds to close the crevice.



- 50—**Quake** (F) **D: V R:** T Caster can cause an earthquake, with the spot he touches as the epicenter. The quake can be delayed up to 1 rnd/lvl. The severity of the quake on the Richter scale is determined by a roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0.

MIND DESTRUCTION

- 1—**Minor Pain** (M) **D:** 10 min/5 failure **R:** 100' Target takes 25% of his remaining concussion hits (i.e., those not already taken); these hits are healed when the duration is up, provided target has not died.
- 2—**Jolts I** (M) **D:** 1 rnd/10 failure **R:** 100' Target is stunned.
- 3—**Disorientation** (M) **D:** 1 day/5 failure **R:** 100' Target must subtract 25 from all orientation, perception, and initiative rolls.
- 4—**Unbalance** (M) As *Disorientation*, except 25 is subtracted from all maneuver rolls.
- 5—**Distortions** (M) As *Disorientation*, except 25 is subtracted from all combat rolls.
- 6—**Jolts III** (M) As *Jolts I*, except duration is 3 rnds/10 failure.
- 7—**Major Pain** (M) As *Minor Pain*, except 50% of remaining hits are taken.
- 8—**Forget** (M) **D: P R:** 10' Target forgets a period of (1 min/lvl) of his past, as desired by the caster.
- 9—**Word Of Pain** (M*) As *Major Pain*, except hits must be cured.
- 10—**Mind Shock** (M) As *Disorientation*, *Unbalance*, and *Distortions* (all at once).
- 11—**Mind Death** (M) **D: P R:** 50' Target mind blanks out for a period of 10 min/day at random. Target is incapable of activity or thought during this period.
- 12—**Jolts V** (M) As *Jolts I*, except duration is 5 rnds/10 failure.
- 13—**Unminding** (M) **D:** 1 rnd/5 failure **R:** 100' Target's mind is completely blank for the duration. He cannot perceive events, time, or activity, he is stunned for 1 round after his mind comes back.
- 14—**Mass Confusion** (M) **D:** 1 hr/5 failure **R:** 100' Affects as many targets as the caster's level; each target only has a 50% chance of making a decision each round (can still defend) and the range is 300'.
- 15—**Mind Break** (M) **D:** 1 day/10 failure **R:** 100' Target is a blathering idiot; he can be lead around, but he can take **no** action.
- 20—**Lost Experience** (M) **D: P R:** 100' Target loses 5% of his collected experience (usually experience points).
- 25—**Mass Pain** (M) As *Minor Pain*, except as many targets as the caster's level are affected the duration is until healed, and the range is 300'.
- 30—**Mass Mind Shock** (M) As *Mind Shock*, except as many targets as the caster's level can be affected and the range is 300'.
- 50—**Mass Unminding** (M) As *Unminding*, except as many targets as the caster's level can be affected and the range is 300'.

FLESH DESTRUCTION

- 1—**Sprain Limb** (F) **D: P R:** 100' A random part of a random limb is sprained. If it is part of a leg: movement is cut by 25%, combat is at -10; if it is part of an arm, combat is modified by -20.
- 2—**Limb Pain** (F) **D:** 1 rnd/5 failure **R:** 100' A random limb is in intense pain; for a leg, the target cannot walk; for an arm, that arm cannot be used.
- 3—**Touch of Disruption** (F) **D: P R:** T The bones and tissues of the target's body are disrupted as if the target had fallen a long distance. If the target fails his RR by (1-10), he takes an 'A' Impact critical; (11-20) = 'B'; (21-30) = 'C'; (31-40) = 'D'; (41-up) = 'E'.
- 4—**Lock Joint** (F) **D:** 1 rnd/5 failure **R:** 100' One of the target's joints locks; effect as in *Limb Pain*; exceptions if a target with leg lock is moving, he falls; if a target with arm lock is carrying anything, it is dropped.
- 5—**Break Limb** (F) **D: P R:** 100' As *Limb Pain*, except limb is broken; broken arm is useless, broken leg cuts movement by 50% and combat is modified by -75.
- 6—**Disruption** (F) As *Touch of Disruption*, except range is 20'.
- 7—**Skin Death** (F) **D: P R:** 100' Target's skin will flake and peel all over his body; there is no tactical penalty, but it lowers the Appearance of the individual by 50%. Lasts until dispelled and 1 month passes.
- 8—**Disruption** (F) As *Touch of Disruption*, except range is 50'.
- 9—**Ear Disruption** (F) **D: P R:** 100' One of the target's ears is disrupted, his hearing is at 50% of normal until cured (-25 to Perception involving hearing, -50 to Perception only involving hearing). If both ears go, he is deaf.
- 10—**Limb Death** (F) **D: P R:** 100' One of the target's limbs (random) will wither and die. Target loses 5% of the use of the limb per day; when the total reaches 100%, the limb falls off. Can be cured through circulation and nerve repair spells up to the 80% point, then it must be regenerated.
- 11—**Eye Disruption** (F) As *Ear Disruption*, except an eye is affected.
- 12—**Collapse Lung** (F) **D: P R:** 100' One of the target's lungs collapses; he is at 50% of normal for all physical activity until the lung is repaired.
- 13—**Muscle Death** (F) As *Limb Death*, except a random muscle is affected (not muscle organs, e.g., not the heart).
- 14—**Bone Death** (F) As *Limb Death*, except a random bone (not part of spine or skull) gradually disintegrates.
- 15—**Black Channel I** (F) **D: V R:** V One of the *Black Channel I* spells may be used (see Section 10.7); which ones may be used is decided by the Gamemaster on the basis of culture and world system.
- 20—**Petrifaction** (F) **D: P R:** 100' The target's bones will gradually petrify; a loss of activity (as in *Limb Death*) occurs due to loss of blood production.

25—**Black Channel II** (F) As *Black Channel I*, except one of the *Black Channel II* spells may be used.

30—**Disruption** (F) As above, except range is 100'.

50—**Disruption True** (F) As *Touch of Disruption*, except range is 300' and delivers an 'E' Impact critical if the target fails to resist.

GAS DESTRUCTION

- 1—**Unfog** (F) **D: P R:** 100' Disperses all fog in a 10'/lvl R.
- 2—**Air Stop** (F) **D: C R:** 100' Cuts all generalized air movement (e.g., wind) by 30 mph in a 10'R (will not affect breathing).
- 3—**Vacuum** (F) **D: — R:** 100' Creates a 5'R near vacuum; all within the radius take a 'B' Impact critical as the air leaves and rushes back in.
- 4—**Deoxygenation** (F) **D: C R:** 100' As *Airstop* except that caster can remove the oxygen in a 10'R at the rate of 1% of the original oxygen/rnd.
- 5—**Air Stop** (F) As above, except affects a radius of 20'.
- 6—**Vacuum** (F) As above, except affects a radius of 10'.
- 7—**Deoxygenation** (F) As above, except affects a radius of 20'.
- 8—**Gas To Air** (F) **D: P R:** 100' Changes any gas to oxygen at a rate of 1 cu'/rnd as long as the caster concentrates.
- 9—**Air Stop** (F) As above, except affects a radius of 100'.
- 10—**Vacuum** (F) As above, except affects a radius of 20'.
- 11—**Great Vacuum** (F) As *Vacuum*, except delivers a 'D' Impact critical in a 5'R.
- 12—**Deoxygenation** (F) As above, except affects a radius of 10'; removal rate is 5%/rnd.
- 13—**Deoxygenation** (F) As above, except affects a radius of 50'; removal rate is 1%/rnd.
- 14—**Great Vacuum** (F) As above, except affects a radius of 10'.
- 15—**Deoxygenation** (F) As above, except affects a radius of 20'; removal rate is 5%/rnd.
- 20—**Vacuum True** (F) As *Vacuum*, except delivers an 'E' Impact critical in a 5'R.
- 25—**Deoxygenation** (F) As above, except affects a radius of 20' and removal rate is 20%/rnd.
- 30—**Vacuum True** (F) As above, except affects a 10'R.
- 50—**Implosion** (F) **D: — R:** 300' Destroys gases in a single enclosure (e.g., usually a building) up to a size of 100'x100'x100' (or 1,000,000 cu'). The building has a chance of collapsing (dependent on construction) and everyone inside takes an 'E' Impact critical from falling debris.

13.8 SORCERER BASE LISTS

FLESH DESTRUCTION

- 1) Sprain Limb
- 2) Limb Pain
- 3) Touch of Disruption
- 4) Lock Joint
- 5) Break Limb
- 6) Disruption (20')
- 7) Skin Death
- 8) Disruption (50')
- 9) Ear Disruption
- 10) Limb Death
- 11) Eye Disruption
- 12) Collapse Lung
- 13) Muscle Death
- 14) Bone Death
- 15) Black Channel I
- 20) Petrifaction
- 25) Black Channel II
- 30) Disruption (100')
- 50) Disruption True

GAS DESTRUCTION

- 1) Unfog
- 2) Air Stop (10'R) c
- 3) Vacuum (5'R)
- 4) Deoxygenation (10'R,1%) c
- 5) Air Stop (20'R) c
- 6) Vacuum (10'R)
- 7) Deoxygenation (20'R,1%) c
- 8) Gas To Air
- 9) Air Stop (100'R) c
- 10) Vacuum (20'R) c
- 11) Great Vacuum (5'R)
- 12) Deoxygenation (10'R,5%) c
- 13) Deoxygenation (50'R,1%) c
- 14) Great Vacuum (10'R)
- 15) Deoxygenation (20'R,5%) c
- 20) Vacuum True (5'R)
- 25) Deoxygenation (20'R,20%) c
- 30) Vacuum True (10'R)
- 50) Implosion

OPEN ESSENCE LISTS

ESSENCE HAND	SPELL WALL	UNBARRING WAYS	ELEMENTAL SHIELDS
<ol style="list-style-type: none"> 1) Vibrations (1 lb) 2) Staying (1 lb) 3) Telekinesis (1 lb) c 4) Vibrations (5 lb) 5) Staying (5 lb) 6) Telekinesis (5 lb) c 7) Vibrations (25 lb) 8) Staying (25 lb) 9) Vibrations (50 lb) 10) Aiming c 11) Telekinesis (25 lb) c 12) Staying (50 lb) 13) Mass Vibrations 14) Telekinesis (50 lb) c 15) Staying (100 lb) 16) Hurling I 17) Telekinesis (100 lb) c 18) 19) Mass Vibrations (25 lb) 20) Lord Aim c 25) Staying (10 lb/lvl) 30) Telekinesis (10 lb/lvl) c 50) Aim True c 	<ol style="list-style-type: none"> 1) Protection I 2) 3) Protection I (10'R) 4) 5) Protection II 6) 7) Protection II (10'R) 8) Essence Shield c 9) 10) Mind Shield c 11) Protection III 12) Channeling Shield c 13) 14) Spell Shield II c 15) Protection IV 16) 17) 18) Spell Shield True c 19) Protection V 20) Essence Resistance c 25) Mentalism Resistance c 30) Channeling Resistance c 50) Resistance True c 	<ol style="list-style-type: none"> 1) Lock 2) Magic Lock 3) Locklore 4) Opening I 5) Traplore 6) Disarm I 7) Jamming 8) Weakening 9) 10) Opening II 11) Undoor I 12) Disarm II 13) 14) True Lock 15) Undoor II 16) 17) Undoor III 18) 19) Undoor True 20) New Gate 25) Lock Mastery 30) Trap Mastery 50) Gate Cleaver 	<ol style="list-style-type: none"> 1) Resist Light (1 target) 2) Resist Heat (1 target) 3) Resist Cold (1 target) 4) Resist Light (10'R) 5) Resist Heat (10'R) 6) Resist Cold (10'R) 7) 8) Lightarmor 9) Heatarmor 10) Coldarmor 11) Lightarmor (10'R) 12) Heatarmor (10'R) 13) Coldarmor (10'R) 14) 15) Lightning Armor 16) 17) Fire Armor 18) 19) Ice Armor 20) Mass Lightarmor 25) Mass Heatarmor 30) Mass Coldarmor 50) True Armor
ESSENCE'S PERCEPTIONS	LESSER ILLUSIONS	PHYSICAL ENHANCEMENT	DELVING WAYS
<ol style="list-style-type: none"> 1) 2) Presence * 3) Listen (10') c 4) 5) Long Ear (100') c 6) Watch (10') c 7) Long Eye (100') c 8) Listen (100') c 9) 10) Telepathy c 11) Watch (100') c 12) Long Ear (300') c 13) 14) Listen (500') c 15) Long Eye (300') c 16) 17) 18) Watch (500') c 19) 20) Listen (1 mi/lvl) c 25) Watch (1 mi/lvl) c 30) Listen True c 50) Watch True c 	<ol style="list-style-type: none"> 1) Ventriloquism c 2) Sound/Light Mirage 3) Taste/Smell Mirage 4) Illusions II 5) Phantasm I c 6) 7) Waiting Illusion I 8) Illusions III 9) Phantasm II c 10) Waiting Phantasm I 11) Waiting Illusion II 12) Phantasm III c 13) Illusions V 14) Waiting Illusion III 15) Waiting Phantasm II 16) 17) Phantasm IV c 18) 19) Illusions VII 20) Waiting Illusion V 25) Phantasm V c 30) Illusions X 50) Phantasm X c 	<ol style="list-style-type: none"> 1) Mannish Scale * 2) Sly Ears 3) Balance * 4) Nightvision 5) Sidevision 6) Sounding 7) Watervision 8) Waterlungs 9) 10) Gaslungs 11) Resist Poison s * 12) Darkvision 13) 14) 15) Changing Lungs 16) Mass Balance 17) 18) Mass Nightvision 19) Mass Watervision 20) Vision * 25) Mass Waterlungs 30) Mass Gaslungs 50) Mass Vision 	<ol style="list-style-type: none"> 1) 2) Text Analysis I c 3) Stone Analysis 4) Metal Analysis 5) Gas Analysis 6) 7) Text Analysis II c 8) Liquid Analysis 9) 10) Delving 11) Spell Analysis 12) 13) 14) Death Analysis 15) Text Analysis III c 16) Power Analysis 17) Conveyance 18) Death's Delving 19) 20) Analysis 25) Mass Analysis 30) Power Analysis True 50) Conveyance True
RUNE MASTERY	DETECTING WAYS		
<ol style="list-style-type: none"> 1) Spell Store 2) 3) Rune I 4) 5) 6) Rune II 7) 8) Rune III 9) 10) Rune V 11) Sign of Stunning 12) Rune VI 13) Sign of Fear 14) Rune VII 15) Sign of Sleep 16) Rune VIII 17) Sign of Blinding 18) Rune IX 19) Sign of Paralysis 20) Rune X 25) Lord Research 30) Lord Rune 50) Mass Sign 	<ol style="list-style-type: none"> 1) Detect Essence c 2) Detect Mentalism c 3) Detect Channeling c 4) 5) Detect Invisible c 6) Detect Traps c 7) Detect Evil c 8) Location (100') c 9) 10) Perceive Power (100') c 11) Detect Death c 12) Location (300') c 13) 14) 15) Detect Spell c 16) Location (500') c 17) 18) Perceive Power (300') c 19) 20) Location (1 mile) c 25) Detect Detections c 30) Detect True c 50) Location True c 	<ol style="list-style-type: none"> 1) 2) 3) 4) 5) 6) 7) 8) 9) 10) 11) 12) 13) 14) 15) 16) 17) 18) 19) 20) 25) 30) 50) 	<ol style="list-style-type: none"> 1) 2) 3) 4) 5) 6) 7) 8) 9) 10) 11) 12) 13) 14) 15) 16) 17) 18) 19) 20) 25) 30) 50)

CLOSED ESSENCE LISTS

INVISIBLE WAYS	SPELL REINS	GATE MASTERY	RAPID WAYS
<ol style="list-style-type: none"> 1) 2) Unseen I 3) 4) Invisibility I (1'R) 5) 6) Invisibility I (to 1'R) 7) 8) Invisibility I (10'R) 9) 10) Unseen III 11) Invisibility I (to 10'R) 12) 13) Unseen V 14) 15) Invisibility II (1'R) 16) 17) Unseen X 18) Invisibility II (to 10'R) 19) 20) Invisibility I (to 20'R) 25) Mass Unseen 30) Mass Invisibility 50) True Invisibility 	<ol style="list-style-type: none"> 1) Spell Store 2) 3) 4) 5) Spell Hold I * 6) 7) 8) Spell Bending I * 9) 10) Reverse Spells * 11) Spell Hold III * 12) 13) 14) Spell Hold V * 15) Spell Bending III * 16) 17) Spell Hold X * 18) 19) 20) Lord Spell Hold * 25) Spell Bending True * 30) Spell Hold True * 50) Reversal True * 	<ol style="list-style-type: none"> 1) Familiar 2) 3) Summons I c 4) 5) Summons II c 6) Control I c * 7) Summons III c 8) Lesser Demonic Gate 9) Summons V c 10) Control II c * 11) Summons X c 12) 13) Control III c * 14) 15) Waiting Summons 16) Lord Summons c 17) Lesser Waiting Gate 18) Greater Demonic Gate 19) Control IV c * 20) Mass Summons c 25) Master II * 30) Waiting Gate 50) Control V c * 	<ol style="list-style-type: none"> 1) Run I * 2) Speed I * 3) 4) Speed II * 5) Sprint I * 6) Haste I * 7) Speed III * 8) Haste II * 9) Fast Sprint * 10) Speed V * 11) Run III * 12) Haste III * 13) 14) Sprint III * 15) Haste V * 16) Run V * 17) Speed X * 18) Sprint V * 19) 20) Haste X * 25) Mass Run * 30) Mass Speed * 50) Mass Haste *
LIVING CHANGE	LOFTY BRIDGE	DISPELLING WAYS	SHIELD MASTERY
<ol style="list-style-type: none"> 1) Shrink Self 2) Enlarge Self 3) Change Lore 4) 5) Change to Kind 6) 7) Shrink 8) 9) 10) Enlarge 11) Change 12) 13) True Change 14) 15) Changing 16) 17) Merging 18) 19) 20) Passing 25) Mass Enlarge 30) Mass Change 50) Mass Merging 	<ol style="list-style-type: none"> 1) Leaping * 2) Landing * 3) Leaving (100') 4) Levitation 5) Fly (75'/rnd) 6) Portal 7) Fly (150'/rnd) 8) Long Door (100') 9) Leaving (300') 10) Teleport I 11) Fly (300'/rnd) 12) Long Door (300') 13) Teleport III 14) Portal True 15) Long Door (500') 16) Teleport V 17) Fly (450'/rnd) 18) Teleport X 19) Mass Leaving 20) Lord Teleport 25) Mass Long Door 30) Mass Teleport 50) Teleport True 	<ol style="list-style-type: none"> 1) 2) Cancel Essence c * 3) Cancel Mentalism c * 4) Cancel Channeling c * 5) Dispel Essence (10'R) c * 6) Dispel Mentalism (10'R) c * 7) Dispel Channeling (10'R) c * 8) 9) 10) Dispel Essence (50'R) c * 11) Dispel Mentalism (50'R) c * 12) Dispel Channeling (50'R) c * 13) 14) Dispel Essence (100'R) c * 15) Dispel Mentalism (100'R) c * 16) Dispel Channeling (100'R) c * 17) Unessence 18) Unmentalism 19) Unchanneling 20) Cancel True c * 25) Dispel Essence (300'R) c * 30) Dispel True (10'R) c * 50) Dispel True (50'R) c * 	<ol style="list-style-type: none"> 1) 2) Shield * 3) Blur 4) 5) Deflections I * 6) 7) Bladeturn I * 8) 9) Deflections II * 10) Aim Untrue I * 11) Bladeturn II * 12) 13) Deflections III * 14) 15) Aim Untrue II * 16) 17) Bladeturn III * 18) Re-aiming * 19) Aim Untrue III * 20) Mass Deflections * 25) Mass Bladeturn * 30) Mass Aim Untrue * 50) Re-aiming True *
SPIRIT MASTERY	SPELL ENHANCEMENT		
<ol style="list-style-type: none"> 1) Sleep V 2) Charm Kind 3) Sleep VII 4) Confusion 5) Suggestion 6) Sleep X 7) Hold Kind c 8) Master of Kind 9) Lord Sleep 10) True Charm 11) Quest 12) Word of Stunning * 13) Word of Pain * 14) Hold True c 15) Word of Sleep * 16) Word of Discord * 17) Word of Calling * 18) Waiting Word 19) Word of Death * 20) True Quest 25) Phrase * 30) Mass Word * 50) Spirit Mastery 	<ol style="list-style-type: none"> 1) 2) 3) Extension II (x2) 4) 5) Ranging (+50') 6) 7) Extension III (x3) 8) 9) 10) Ranging (+100') 11) Extension IV (x4) 12) 13) Ranging (+150') 14) 15) Ranging (+200') 16) 17) Ranging (+300') 18) 19) 20) Ranging (+500') 25) Extension (+12 hrs) 30) Extension (+24 hrs) 50) Permanent 		

E

MAGICIAN BASE LISTS**FIRE LAW**

- 1) Boil Liquid c
- 2) Warm Solid
- 3) Woodfires
- 4) Wall of Fire
- 5) Heat Solid
- 6) Fire Bolt (100')
- 7) Call Flame (10³)
- 8) Fire Ball
- 9)
- 10) Circle Aflame
- 11) Fire Bolt (300')
- 12) Call Flame (20³)
- 13) Waiting Flame
- 14) Firestorm
- 15) Metal Fires
- 16) Triad of Flame
- 17) Fire Bolt (500')
- 18) Waiting Firestorm
- 19) Call Flame (50³)
- 20) Corner Fires
- 25) Following Fires
- 30) Stone Fires
- 50) Fire Mastery

ICE LAW

- 1) Freeze Liquid
- 2) Cool Solid
- 3) Wall of Cold
- 4)
- 5) Chill Solid
- 6) Ice Bolt (100')
- 7) Cold Ball (20'R)
- 8) Wall of Ice
- 9) Call Cold (10³)
- 10) Circle of Cold
- 11) Ice Bolt (300')
- 12) Water-Ice
- 13) Chill Metal
- 14) Call Cold (20³)
- 15) Ice Bolt (500')
- 16) Triad of Ice
- 17)
- 18) Call Cold (50³)
- 19)
- 20) Cold Ball (40'R)
- 25) Rain/Snow
- 30) Cold True
- 50) Cold Mastery

ILLUSIONIST BASE LISTS**GUISES**

- 1) Blur
- 2) Shadow
- 3) Facade I
- 4) Signs c
- 5) Displacement I
- 6) Facade II
- 7) Impersonation Facade
- 8) Impersonation Voice
- 9) Facade III
- 10) Displacement II
- 11) False Image
- 12)
- 13) Mass Blur
- 14) Facade V
- 15) Displacement III
- 20) Displacement IV
- 25) Mass Facade I
- 30) Displacement V
- 50) Changing Facade

LIGHT MOLDING

- 1) Light Mirage
- 2) Projected Light
- 3) Light Control (10'R) c
- 4)
- 5) Sudden Light
- 6) Shock Bolt (100') c
- 7)
- 8)
- 9) Blind
- 10) Light Control (50'R) c
- 11) Utterlight
- 12)
- 13) Beacon
- 14) Utterdark
- 15) Light Control (100'R) c
- 20) Lightning Bolt (100')
- 25) Light Control (500'R) c
- 30) Lightning Bolt (300)
- 50) Light Control True c

EARTH LAW

- 1) Enchanted Rope c
- 2) Loosen Earth
- 3)
- 4) Earthwall
- 5) Cracks Call
- 6)
- 7) Stonewall
- 8)
- 9) Stone/Earth
- 10) Earthwall True
- 11) Earth/Mud
- 12) Earth/Stone
- 13) Stonewall True
- 14) Mud/Earth
- 15) Unearth
- 16) Meld Wall
- 17) Stone/Mud
- 18) Curved Wall
- 19)
- 20) Unstone
- 25) Unmetal
- 30) Tremors
- 50) Earth Mastery

WATER LAW

- 1) Condensation
- 2) Fog
- 3) Waterwall c
- 4) Water Bolt (100')
- 5) Unfog
- 6)
- 7)
- 8) Calm Water c
- 9)
- 10) Waterwall True
- 11) Water Bolt (300')
- 12)
- 13) Call Rain
- 14)
- 15) Water Bolt (500')
- 16) Triad of Water
- 17)
- 18) Calm Water True
- 19)
- 20) Whirlpool c
- 25) Part Water c
- 30) Sea Storm
- 50) Water Mastery

MIND SENSE MOLDING

- 1) Detect Illusion
- 2) Detect Invisible
- 3) Misfeel Kind
- 4) Misfeel Power I
- 5) Presence Mirage
- 6) Misfeel Calling
- 7) Misfeel Power III
- 8)
- 9) Reduce Power Emanations
- 10) Misfeel Power V
- 11) Disillusion
- 12) Detect Illusion True c
- 13) Misfeel Power X
- 14) Disillusion True
- 15) Misfeel
- 20) Unpresence
- 25) Misfeel True
- 30) Lord Unpresence
- 50) Mass Misfeel

SOUND MOLDING

- 1) Sound Mirage
- 2) Silence (5'R)
- 3) Sound Control (10'R) c
- 4) Sudden Sound
- 5) Silence (10'R)
- 6) Sound Control (50'R) c
- 7) Deafen
- 8) Silence (50'R)
- 9) Minor Ultrasonics c
- 10) Sound Control (100'R) c
- 11) Sudden Sound (20'R)
- 12) Silence (100'R)
- 13)
- 14) Deafen (10'R)
- 15) Sound Control (10'R/L) c
- 20) Mass Deafening
- 25) Mass Silence
- 30) Sound Control True
- 50) Major Ultrasonics

LIGHT LAW

- 1) Projected Light
- 2) Shock Bolt (100')
- 3) Light (10'R)
- 4) Shade
- 5) Sudden Light
- 6) Dark (10'R)
- 7) Light (50'R)
- 8) Shock Bolt (300')
- 9) Dark (50'R)
- 10) Lightning Bolt (100')
- 11) Waiting Light
- 12) Shock Bolt (500')
- 13) Beacon (5 mi)
- 14)
- 15) Lightning Bolt (300')
- 16)
- 17) Utterlight
- 18) Utterdark
- 19) Beacon (10 mi)
- 20) Lightning Bolt (500')
- 25) Corner Lightning Bolt
- 30) Following Lightning Bolt
- 50) Light Mastery

WIND LAW

- 1) Breezes c
- 2) Airwall c
- 3)
- 4) Stun Cloud (5'R)
- 5) Air Stop (10'R) c
- 6) Stun Cloud (10'R)
- 7) Vacuum (5'R)
- 8) Air Stop (20'R) c
- 9)
- 10) Stun Cloud (20'R)
- 11) Death Cloud (5'R)
- 12) Vacuum (10'R)
- 13) Air Stop (100'R) c
- 14) Whirlwind c
- 15) Death Cloud (10'R)
- 16)
- 17) Vacuum (20'R)
- 18) Great Vacuum
- 19) Stun Cloud (20'R) c
- 20) Reverse Winds c
- 25) Hard Wind c
- 30) Storm Call
- 50) Wind Mastery

ILLUSION MASTERY

- 1) Illusion II
- 2) Phantasm I c
- 3) Illusion III
- 4) Waiting Illusion II
- 5) Phantasm II c
- 6) Illusion V
- 7) Waiting Phantasm I
- 8) Waiting Illusion III
- 9) Phantasm III c
- 10) Illusion VII
- 11) Waiting Phantasm III
- 12) Phantasm IV c
- 13) Waiting Illusion V
- 14) Phantasm V c
- 15) Illusion X
- 20) Phantasm X c
- 25) Waiting Illusion X
- 30) Illusion True
- 50) Phantasm True c

FEEL-TASTE-SMELL

- 1) Smell Mirage
- 2) Strike (100')
- 3) Taste Mirage
- 4) Tear Cloud (10'R)
- 5) Feel Mirage I
- 6)
- 7) Strike (300')
- 8)
- 9) Tear Cloud (20'R)
- 10) Feel Mirage II
- 11) Strike (500')
- 12)
- 13) Mass Smell/Taste
- 14) Tear Cloud (50'R)
- 15) Feel Mirage III
- 20) Feel Mirage V
- 25) Smell Mirage True
- 30) Taste Mirage True
- 50) Feel Mirage True

ALCHEMIST BASE LISTS

ENCHANTING WAYS

- 1) Research
- 2) Empathy
- 3) Low Intelligence
- 4) Weapon I
- 5) Armor I
- 6) General I
- 7) Medium Intelligence
- 8) Weapon II
- 9) Armor II
- 10) General II
- 11)
- 12) High Intelligence
- 13) Weapon III
- 14) Armor III
- 15) General III
- 20) Weapon IV
- 25) Armor IV
- 30) Very High Intelligence
- 50) General IV

LIQUID-GAS SKILLS

- 1) Work Liquid
- 2)
- 3) Potion I
- 4) Minor Poison
- 5) Work Gas
- 6) Potion II
- 7)
- 8)
- 9) Potion III
- 10) Major Poison
- 11)
- 12) Potion IV
- 13)
- 14)
- 15) Potion V
- 20) Potion X
- 25) Poisons True
- 30) Multiple Doses
- 50) Lord Potion

MONK BASE LISTS

EVASIONS

- 1) Swing I *
- 2) Speed I *
- 3) Dodging I *
- 4) Swing III *
- 5) Flip I *
- 6) Haste I *
- 7) Speed III *
- 8) Dodging III*
- 9) Swing V *
- 10) Speed V *
- 11) Flip III *
- 12) Haste III *
- 13) Dodging V *
- 14)
- 15) Speed X *
- 20) Haste V *
- 25) Dodging True *
- 30) Haste X *
- 50) Monk's Move True

BODY RENEWAL

- 1) Flow Stoppage I c *
- 2) Clotting I c s *
- 3) Stun Relief I s *
- 4) Pain Relief I c s *
- 5) Cut Repair I c
- 6) Fracture Repair c
- 7) Muscle/Tendon Repair c
- 8) Clotting III c s *
- 9) Stun Relief III s *
- 10) Resist Poison c s *
- 11) Pain Relief II c *
- 12) Vein/Artery Repair c
- 13) Cut Repair III c
- 14) Fracture Repair True c
- 15) Muscle/Tendon Repair Tr. c
- 20) Neutralize Poison c s *
- 25) Clotting True c s *
- 30) Neutralize Poison True c s *
- 50) Renewal True s

ORGANIC SKILLS

- 1) Work Wood
- 2) Rune Paper I
- 3) Work Cloth
- 4) Rune Paper II
- 5) Make Wand
- 6) Work Organic
- 7) Rune Paper III
- 8)
- 9) Rune Paper V
- 10) Make Rod
- 11)
- 12) Rune Paper VII
- 13)
- 14) Rune Paper X
- 15) Make Staff
- 20) Work Organic True
- 25) Lord Rune Paper
- 30) Work Magic Wood
- 50) Rune Paper True

ESSENCE IMBEDDING

- 1) Research
- 2)
- 3) Imbed I
- 4) Charge Wand
- 5) Imbed II
- 6) Daily I
- 7) Imbed III
- 8) Charge Rod
- 9) Imbed IV
- 10) Daily III
- 11) Imbed V
- 12) Charge Staff
- 13) Imbed VI
- 14) Daily V
- 15) Imbed VII
- 20) Imbed X
- 25) Daily True
- 30) Constant
- 50) Imbed True

MONK'S SENSE

- 1) Sly Ears *
- 2) Nightvision *
- 3) Sidevision *
- 4) Scent *
- 5) Watervision *
- 6) Fogvision *
- 7) Touch *
- 8) Darkvision *
- 9) Detect Invisible c
- 10) Detect Illusion
- 11) Scent True
- 12) Disillusion
- 13) Touch True *
- 14) Darkvision True *
- 15) Woodsight c
- 20) Monksight
- 25) Stonesight c
- 30) Ironsight c
- 50) Monksense

MONK'S BRIDGE

- 1) Leaping I *
- 2) Landing *
- 3) Traction
- 4) Edgerunning
- 5) Leaping III *
- 6) Cornering I *
- 7) Levitation *
- 8) Landing True *
- 9) Wallwalking c
- 10) Great Leap *
- 11) Cornering III *
- 12) Wall Flip *
- 13) Wallrunning c
- 14) Leaving
- 15) Windrunning
- 20) Ceiling Walking c
- 25) Ceiling Running c
- 30) Run True
- 50) Monk's Bridge

INORGANIC SKILLS

- 1) Work Iron
- 2) Work Steel I
- 3) Work Normal Metals
- 4) Work Alloy
- 5) Make Steel
- 6) Work Steel II
- 7) Make Alloys
- 8) Work Stone
- 9)
- 10) Work Alloy
- 11) Work Jewels
- 12)
- 13)
- 14)
- 15) Work Mithril
- 20) Work Laen
- 25) Work Eog
- 30) Make Eog
- 50) Make/Work

MENTALISM/ CHANNELING IMBEDDING

- 1) Research
- 2)
- 3) Imbed I
- 4)
- 5) Charge Wand
- 6) Imbed II
- 7) Daily I
- 8)
- 9) Imbed III
- 10) Charge Rod
- 11) Daily III
- 12) Imbed IV
- 13)
- 14) Imbed V
- 15) Daily V
- 20) Charge Staff
- 25) Imbed X
- 30) Daily X
- 50) Constant

BODY REINS

- 1) Balance *
- 2) Contractions c
- 3) Concentration I *
- 4) Unpain (25%) s *
- 5) Face Shifting
- 6) Waterlungs
- 7) Concentration II *
- 8) Strength II *
- 9) Unpain (50%) s *
- 10) Body Shifting
- 11) Concentration III *
- 12) Strength III *
- 13) Awake s *
- 14)
- 15) Unpain (75%) s *
- 20) Self Keeping s *
- 25) Concentration V *
- 30) Strength IV *
- 50) Unpain True s *

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- 25)
- 30)
- 50)

EVIL MAGICIAN BASE LISTS

MATTER DISRUPTION

- 1) Un-Ice (100 cu')
- 2) Earth to Dust (10 cu')
- 3) Cracks Call
- 4) Powder Stone (10 cu')
- 5) Un-Ice (1000 cu')
- 6) Disruption (1 cu')
- 7) Earth to Dust (100 cu')
- 8) Shatter
- 9) Powder Stone (100 cu')
- 10) Un-Ice (100 cu'/lvl)
- 11) Disruption (10 cu')
- 12) Earth to Dust (1000 cu')
- 13) Cause Cracks
- 14) Powder Stone (1000 cu')
- 15) Disintegration (1 cu')
- 20) Mass Earth to Dust
- 25) Mass Powder Stone
- 30) Mass Disruption
- 50) Disintegration (100 cu')

PHYSICAL EROSION

- 1) Pain
- 2) Impair I
- 3) Ache
- 4) Fire Nerves
- 5) Trait Erosion I
- 6) Impair III
- 7) Pang
- 8)
- 9) Agony
- 10) Trait Erosion II
- 11) Impair V
- 12) Spasm
- 13) Mass Pain
- 14) Torment
- 15) Trait Erosion III
- 20) Impair X
- 25) Mass Fire Nerves
- 30) Trait Erosion V
- 50) Trait Erosion True

SORCERER BASE LISTS

SOUL DESTRUCTION

- 1) Question
- 2) Demonic Possession I
- 3) Neurosis
- 4) Guilt
- 5) Paranoia
- 6) Demonic Possession II
- 7) Panic
- 8) Transferral
- 9)
- 10) Demonic Possession III
- 11) Subjugation
- 12) Unsoul Curse
- 13) Demonic Possession IV
- 14) Word of Panic *
- 15) Shout of Panic *
- 20) Banishment
- 25) Transferral True
- 30) Absolution
- 50) Absolution Pure

MIND DESTRUCTION

- 1) Minor Pain
- 2) Jolts I
- 3) Disorientation
- 4) Unbalance
- 5) Distortions
- 6) Jolts III
- 7) Major Pain
- 8) Forget
- 9) Word of Pain *
- 10) Mind Shock
- 11) Mind Death
- 12) Jolts V
- 13) Unminding
- 14) Mass Confusion
- 15) Mind Break
- 20) Lost Experience
- 25) Mass Pain
- 30) Mass Mind Shock
- 50) Mass Unminding

DARKNESS

- 1) Darkness (20'R)
- 2) Nightvision
- 3) Dark Control (20'R) c
- 4)
- 5) Darkness (100'R)
- 6) Darkvision
- 7) Dark Control (50'R) c
- 8) Shadow Forms c
- 9) Darkness (300'R)
- 10) Utterdark (20'R)
- 11) Dark Control (100'R) c
- 12) Nightvision True
- 13) Utterdark (100'R)
- 14) Darkness (500'R)
- 15) Clouds of Darkness
- 20) Darkness (1000'R)
- 25) Utterdark (300'R)
- 30) Darkness (100'R/L)
- 50) Clouds of Dark. (1 mi R/lvl)

DARK SUMMONS

- 1) Familiar
- 2) Summons I c
- 3) Control Demon I c *
- 4) Summons III c
- 5) Lesser Demonic Gate
- 6) Demon Mastery I *
- 7) Control Demon II c *
- 8) Summons V c
- 9) Demon Mastery II *
- 10) Control Demon III c *
- 11) Summons X c
- 12) Greater Demonic Gate
- 13) Demon Mastery III *
- 14) Control Demon IV c *
- 15) Demon Mastery IV *
- 20) Control Demon V c *
- 25) Demon Mastery V *
- 30) Control Demon VI c *
- 50) Demon Mastery VI *

FLUID DESTRUCTION

- 1) Vaporize Water
- 2) Freeze Water
- 3) Evaporation (1000 cu')
- 4) Unwater (100 cu')
- 5) Calm Water c
- 6) Water Bolt (100')
- 7) Unrain (100'R)
- 8) Dehydrate (1 cu')
- 9) Evaporation (10,000 cu')
- 10) Unwater (1000 cu')
- 11) Unrain (500'R/lvl)
- 12) Dehydrate (10 cu')
- 13) Evaporation (100,000 cu')
- 14) Unwater (10,000 cu')
- 15) Calm Water Tr. (100'R/lvl) c
- 20) Dehumidify
- 25) Evaporation (1,000,000 cu')
- 30) Calm Water Tr. (1000'R/lvl) c
- 50) Dehumidify True

FLESH DESTRUCTION

- 1) Sprain Limb
- 2) Limb Pain
- 3) Touch of Disruption
- 4) Lock Joint
- 5) Break Limb
- 6) Disruption (20')
- 7) Skin Death
- 8) Disruption (50')
- 9) Ear Disruption
- 10) Limb Death
- 11) Eye Disruption
- 12) Collapse Lung
- 13) Muscle Death
- 14) Bone Death
- 15) Black Channel I
- 20) Petrification
- 25) Black Channel II
- 30) Disruption (100')
- 50) Disruption True

DARK CONTACTS

- 1)
- 2) Force Analysis III *
- 3) Lesser Demonic Contact
- 4)
- 5) Force Information III *
- 6)
- 7) Force Search III *
- 8)
- 9)
- 10) Greater Demonic Contact
- 11) Force Analysis IV *
- 12)
- 13) Force Information IV *
- 14) Force Search IV *
- 15) Force Analysis V *
- 20) Force Information V *
- 25) Force Search V *
- 30) Force Analysis VI *
- 50) Force Information VI *

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- 25)
- 30)
- 50)

SOLID DESTRUCTION

- 1) Melt Ice
- 2) Loosen Earth
- 3) Erosions
- 4) Cracks Call
- 5) Undoor
- 6) Stone/Earth
- 7)
- 8) Earth/Mud
- 9)
- 10) Corridor
- 11) Shatter
- 12) Unearth
- 13) Unstone
- 14) Undoor True
- 15) Unmetal
- 20) Solid Destruction True
- 25) Tremors
- 30) Great Crack
- 50) Quake

GAS DESTRUCTION

- 1) Unfog
- 2) Air Stop (10'R) c
- 3) Vacuum (5'R)
- 4) Deoxygenation (10'R,1%) c
- 5) Air Stop (20'R) c
- 6) Vacuum (10'R)
- 7) Deoxygenation (20'R,1%) c
- 8) Gas to Air
- 9) Air Stop (100'R) c
- 10) Vacuum (20'R) c
- 11) Great Vacuum (5'R)
- 12) Deoxygenation (10'R,5%) c
- 13) Deoxygenation (50'R,1%) c
- 14) Great Vacuum (10'R)
- 15) Deoxygenation (20'R,5%) c
- 20) Vacuum True (5'R)
- 25) Deoxygenation (20'R,20%) c
- 30) Vacuum True (10'R)
- 50) Implosion

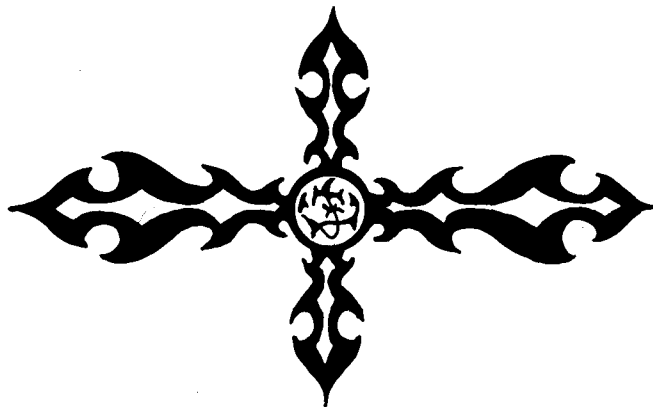
OF MENTALISM

The mind is an amazing tool, especially for those who use it. Yet, no one uses it to its full capacity. Mentalism is that realm of power in which the masters of spells strive to use their minds in ways few even contemplate. By using the very personal power locked within themselves, mentalists are able to channel the power of the essence through their own mental corridors, thus manipulating and bending the reality that surrounds them. In a sense, they act as very minute imitations of the deities above, giving power not to clerics, but retaining it and directing its manipulation. Mentalists are masters of the essence within their own minds.

Because mentalists are not deities, however, they work within the limitations of their wordly bodies, their own senses and

perceptions. Rarely are they able to direct their spells beyond themselves or one target. Manipulation of one's own essence does not yield the wide-reaching power of the other realms. Additionally, the physical freedom of the mentalist's head is prerequisite to the use of this inner strength; no head covering, especially helms, may be worn while casting or using a mentalism spell.

Nonetheless, the power of the mentalist can reach great heights. They are the masters of thought, gatherers of presence and inner strength. Even though their focus is generally limited to singular targets, their abilities regarding personal confrontations are considerable indeed ... for, it is the mentalist who seeks to fulfill the destiny of his own mind.



BOOK III

14.1 OPEN MENTALISM LISTS

DELVING

- 1) Item Feel
- 2) Detect Power c
- 3) Origins
- 4)
- 5) Detect Curse
- 6) Power Lore
- 7) Stone Lore
- 8) Item Vision
- 9)
- 10) Delving
- 11) Past Vision (1 hr/lvl) c
- 12)
- 13) Item Lore
- 14)
- 15) Death's Memory
- 16)
- 17) Past Hold
- 18)
- 19) Item Analysis
- 20) Past Vision (1 day/lvl)
- 25) Past Vision (1 mo/lvl)
- 30) Past Vision (1 yr/lvl)
- 50) Past Vision (10 yr/lvl)

DAMAGE RESISTANCE

- 1) Heat Resistance c *
- 2) Cold Resistance c *
- 3)
- 4)
- 5) Unpain (25%) s *
- 6) Stun Relief I s *
- 7) Resist Poison c s *
- 8)
- 9)
- 10) Unpain (50%) s *
- 11) Stun Relief III s *
- 12) Neutralize Poison c s *
- 13)
- 14) Awake s *
- 15) Unpain (75%) s *
- 16)
- 17) Heat Resistance True c *
- 18) Cold Resistance True c *
- 19)
- 20) Unpain (100%) s *
- 25) Neutralize Poison True c s *
- 30) Awake True s *
- 50) Unpain True s *

DELVING

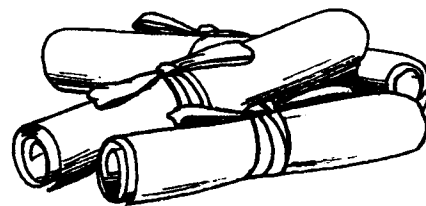
- 1—**Item Feel (I) D: — R: T** Caster receives basic idea of item's purpose, if any.
- 2—**Detect Power (I) D: 1 min/lvl (C) R: T** Detects power in an object, but not what realm or how much; caster may concentrate on a different object each round.
- 3—**Origins (I) D: — R: T** Gives a general idea of the place of origin of an item.
- 5—**Detect Curse (I) D: — R: T** Detects if a curse is on an item.
- 6—**Power Lore (I) D: — R: T** Gives the origins of an item's power.
- 7—**Stone Lore (I) D: — R: T** Gives details of where, when, and how the examined stone was worked.
- 8—**Item Vision (I) D: V R: T** Gives a vision of a significant event in the item's past.
- 10—**Delving (I) D: — R: T** Gives significant details about an item's construction and purpose (not specific powers).
- 11—**Past Vision (I) D: V R: T** Caster gets a vision up to 1 hr/lvl into the past; desired time can be set within ±30 min. Vision must be associated with an item or place. Vision can last up to 1 min/lvl, if the caster concentrates and remains inactive.
- 13—**Item Lore (I) D: — R: T** Gives major abilities and powers of an item.
- 15—**Death's Memory (I) D: V R: T** Gives a vision of how someone died and an image of their killer; must be cast within 24 hr of the death; must be cast at the place of death or in the presence of the body.
- 17—**Past Hold (I) D: V R: T** When cast just before a *Vision Behind* spell, it allows caster to lock onto a specific event in an item's past, and then examine that event with a *Past Vision*.
- 19—**Item Analysis (I) D: — R: 6"** Gives a complete rundown on an item's construction, powers, and purpose (may be modified if an item is extremely powerful).
- 20—**Past Vision (I)** As above, except time range is 1 day/lvl (error: ±1 hr) and vision can last up to 10 min/lvl.
- 25—**Past Vision (I)** As above, except time range is 1 month/lvl (error: ±1 day) and vision can last up to 1 hr/lvl.
- 30—**Past Vision (I)** As above, except time range is 1 yr/lvl (error: ±1 week) and vision can last up to 5 hr/lvl.
- 50—**Past Vision (I)** As above, except time range is 10 yr/lvl (error: ±1 month) and vision can last up to 10 hr/lvl (each hr only takes 10 min real time).

DAMAGE RESISTANCE

- 1—**Heat Resistance (D*) D: 1 min/lvl (C) R: S** Caster is protected from natural heat up to 200°F; +20 to all RRs vs. heat; -20 to elemental fire/heat attacks. If caster doesn't concentrate the effects are halved.
- 2—**Cold Resistance (D*)** As *Heat Resistance*, except protects to -20°F and the bonuses apply to cold.
- 5—**Unpain (S*) D: 1 min/lvl R: S** Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out; hits are still taken and remain when the spell lapses.
- 6—**Stun Relief I (HS*) D: — R: S** Relieves 1 rnd's worth of accumulated stun.
- 7—**Resist Poison (HS*) D: C R: S** Delays the effect of a poison as long as the caster concentrates.
- 10—**Unpain (S*)** As above, except 50% additional hits may be sustained.
- 11—**Stun Relief III (HS*)** As *Stun Relief I*, except 3 rounds are relieved.
- 12—**Neutralize Poison (HS*) D: C R: S** Has a 50% chance of neutralizing a poison (modified by the potency) if caster concentrates for 1 hr. In any case, it delays the poison for as long as caster can concentrate.
- 14—**Awake (S*) D: — R: S** Will awaken the caster from sleep the rnd after casting.
- 15—**Unpain (S*)** As above, except 75% additional hits may be sustained.
- 17—**Heat Resistance True (D*)** As *Heat Resistance*, except caster is immune to natural heat and takes 1/2 normal damage from heat spells.
- 18—**Cold Resistance True (D*)** As *Cold Resistance*, except caster is immune to natural cold and takes 1/2 normal damage from cold spells.
- 20—**Unpain (S*)** As above, except 100% additional hits may be sustained.
- 25—**Neutralize Poison True (S*)** As *Neutralize Poison*, except chance of neutralization is 100% (modified).
- 30—**Awake True (S*)** As *Awake*, except there is no delay and it can be set to be triggered by any activity (e.g., attack, danger, etc.).
- 50—**Unpain True (S*) D: 1 min/lvl R: S** Caster ignores all pain; he will be active until he takes more than: his normal hits + his Constitution (on a 1-100 scale); he ignores all penalties due to wounds. When he exceeds this limit, he does not pass out, he dies from system shock.

THE SCROLLS OF ALHAMBRA

- Each of the three scrolls allows the reader to cast *Delving I* and *Item Lore I* once per day.
- The Scrolls are fashioned of finest vellum and written in deep violet ink.



CLOAKING

2—**Blur** (F) **D:** 1 min/lvl **R:** S Causes caster to appear blurred to attackers, subtracting 10 from all attacks.

3—**Unseen** (F) **D:** 24 hr or V **R:** T A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).

4—**Shadow** (F) **D:** 10 min/lvl **R:** S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).

5—**Facades I** (E) **D:** 1 hr/lvl **R:** S A limited illusion that allows the caster to look like any humanoid figure within 20% of his own size.

6—**Invisibility** (F) As *Unseen*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen* termination conditions occur.

9—**Invisibility** (F) As above, except the caster can vary the radius up to 1'.

10—**Shadow Mentalist I** (F) **D:** 1 min/lvl (C) **R:** 100' Creates a duplicate of the caster; if he concentrates, it will move as he wills; otherwise, it does exactly as he does.

11—**Facades II** (F) As *Facades I*, except illusion may include sounds and voices.

13—**Displacement I** (F) **D:** 1 min/lvl **R:** S Caster appears to be offset from where he really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.

15—**Camouflage** (F) **D:** 10 min/lvl (C) **R:** S Caster and objects on his person take on the visual texture, color, and form of surrounding area; acts as near invisibility when motionless and gives a 50 bonus to Stalking attempts if he concentrates.

18—**Displacement II** (F) As *Displacement I*, except "no effect" chance is 20%.

20—**Shadow Mentalist II** (F) As *Shadow Mentalist I*, except there are two duplicates.

25—**Displacement III** (F) As *Displacement I*, except "no effect" chance is 30%.

30—**Camouflage True** (F) As *Camouflage*, except doesn't require concentration while moving and the Stalking bonus is 75.

50—**True Invisibility** (F) As *Invisibility*, except caster can vary it up to 1' and if he attacks he is only visible for the 10 seconds immediately following the attack. Violent blows do not affect this spell.

Note: Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *Unseen*. See Section 11.1 for more notes on the spells on this list.

BRILLIANCE

1—**Projected Light** (F) **D:** 10 min/lvl **R:** S Beam of light (like a flashlight) springs from the caster's palm; 20' effective range.

2—**Blur** (F) **D:** 1 min/lvl **R:** S Causes caster to appear blurred to attackers, subtracting 10 from all attacks.

3—**Light** (F) **D:** 10 min/lvl **R:** T Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.

4—**Self Aura** (F) **D:** 10 min/lvl **R:** S Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.

5—**Light Eruption** (F) **D:** — **R:** 100' **RR Mod:** -10 Causes a 10'R sphere of intense light, all within are stunned for 1 rnd/10 failure.

6—**Shock Bolt** (E) **D:** — **R:** 100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.

7—**Darkness** (F) As *Light*, except a 10'R of normal darkness is created.

8—**True Aura** (F) As *Self Aura*, except it makes him appear extremely powerful and subtracts 15 from all attacks.

10—**Light** (F) As above, except radius is 50'.

11—**Darkness** (F) As above, except radius is 50'.

13—**Hues** (F) **D:** 10 min/lvl **R:** T Causes any object up to 1000 cu' to glow with any desired color.

15—**Beacon** (F) **D:** C **R:** T Ray of light of any color springs from caster's hand, can be up to 5 miles long.

16—**Mass Darkness** (F) As *Darkness*, except radius is 100'R/lvl.

18—**Utterlight** (F) **D:** 1 min/lvl **R:** T As *Light*, except radius is 100' and it is equivalent to full daylight (will cancel *Utterdark*).

19—**Utterdark** (F) As *Utterlight*, except it is darkness that can only be penetrated by magical light (visibility is 2').

20—**Sunfires** (E) **D:** C **R:** 500' Focuses sunlight as a lens, must be focused initially on a fixed point. After 1 rnd it can be moved at a rate of 1'/rnd. It will burn through a 1' diameter at a rate of: 1' wood/rnd, 4" stone/rnd, or 1" metal/rnd.

25—**Sunfire True** (E) As *Sunfires*, except doesn't need sunlight.

30—**Hand of Fire** (E) As *Sunfires*, except the range and focus is 6" from open palm of caster (caster's arm is immune) and it can be moved 10'/rnd. It can be used in a combat, it strikes on the Fire Bolt table (x2 hits) with an OB equal to (30 + caster's directed spell bonus with *Hand of Fire*); concentration is not required if being used in melee.

50—**Hand of Fire True** (E) As *Hand of Fire*, except doesn't need sunlight.

Note: None of the "Aura" spells are cumulative with each other or *Blur*.

14.1 OPEN MENTALISM LISTS

CLOAKING

- 1)
- 2) Blur
- 3) Unseen
- 4) Shadow
- 5) Facades I
- 6) Invisibility (1'R)
- 7)
- 8)
- 9) Invisibility (to 1'R)
- 10) Shadow Mentalist I c
- 11) Facades II
- 12)
- 13) Displacement I
- 14)
- 15) Camouflage c
- 16)
- 17)
- 18) Displacement II
- 19)
- 20) Shadow Mentalist II c
- 25) Displacement III
- 30) Camouflage True
- 50) True Invisibility

BRILLIANCE

- 1) Projected Light
- 2) Blur
- 3) Light (10'R)
- 4) Self Aura
- 5) Light Eruption
- 6) Shock Bolt
- 7) Darkness (10'R)
- 8) True Aura
- 9)
- 10) Light (50'R)
- 11) Darkness (50'R)
- 12)
- 13) Hues
- 14)
- 15) Beacon c
- 16) Mass Darkness
- 17)
- 18) Utterlight
- 19) Utterdark
- 20) Sunfires c
- 25) Sunfire True c
- 30) Hand of Fire c
- 50) Hand of Fire True c

14.1 OPEN MENTALISM LISTS

ANTICIPATIONS

- 1)
- 2)
- 3) Guess *
- 4)
- 5) Intuitions I
- 6)
- 7)
- 8) Dream I
- 9) Room Feel (1 min/lvl)
- 10) Anticipations *
- 11) Intuitions II
- 12) Room Feel (1 hr/lvl)
- 13)
- 14) Dreams II
- 15) Spell Anticipation *
- 16) Room Feel (1 day/lvl)
- 17) Dreams III
- 18)
- 19) Room Feel (1 wk/lvl)
- 20) Intuitions True
- 25) Anticipations True *
- 30) Dreams V
- 50) Spell Anticipation True *

ATTACK AVOIDANCE

- 1)
- 2)
- 3) Shield *
- 4)
- 5) Deflect I *
- 6) Bladeturn I *
- 7)
- 8) Aim Untrue I *
- 9)
- 10) Still Air *
- 11) Deflect II *
- 12)
- 13) Spell Deflect I *
- 14)
- 15) Bladeturn II *
- 16)
- 17)
- 18) Deflect III *
- 19)
- 20) Spell Deflect II *
- 25) Bladeturn III *
- 30) Spell Deflect III *
- 50) Deflect True *



ANTICIPATIONS

- 3—**Guess (I*)** **D:** — **R:** S When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
- 5—**Intuitions I (I)** **D:** — **R:** S Caster gains a vision of what will happen in the next minute if he takes a specified action.
- 8—**Dream I (I)** **D:** sleep **R:** S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 9—**Room Feel (I)** **D:** V **R:** 100' Caster has a vision of what has occurred in a room or place; limited to up to 1 min/lvl into the past.
- 10—**Anticipations (I*)** **D:** — **R:** 100' Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell).
- 11—**Intuitions II (I)** As *Intuitions I*, except caster gets to gaze 2 minutes into the future.
- 12—**Room Feel (I)** As above, except limit is 1 hr/lvl.
- 14—**Dreams II (I)** As *Dream I*, except limit is 2 dreams/night on different topics.
- 15—**Spell Anticipation (I*)** As *Anticipation*, except if action is to cast a spell, the spell to be cast and target are learned.
- 16—**Room Feel (I)** As above, except limit is 1 day/lvl.
- 17—**Dreams III (I)** As *Dream I*, except limit is 3 dreams/night on different topics.
- 19—**Room Feel (I)** As above, except limit is 1 week/lvl.
- 20—**Intuitions True (I)** As *Intuitions I*, except time limit extends 1 min/lvl into the future.
- 25—**Anticipations True (I*)** As *Anticipation*, except caster can predict actions of all beings within 100' of him.

30—**Dream V (I)** As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.

50—**Spell Anticipation True (I*)** As *Anticipations True*, except spell types and targets are learned.

ATTACK AVOIDANCE

- 3—**Shield (F*)** **D:** 1 min/lvl **R:** S Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- 5—**Deflect I (F*)** **D:** — **R:** S Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (missile must be in caster's field of vision).
- 6—**Bladeturn I (F*)** As *Deflect I*, except its effect is against one melee attack.
- 8—**Aim Untrue I (F*)** As *Deflect I*, except missile automatically misses.
- 10—**Still Air (F*)** **D:** 1 min/lvl **R:** S Creates a pocket of still air 1"/lvl on all sides of the caster, that no outside gas can come into (duration is the time for the oxygen to be exhausted by one person).
- 11—**Deflect II (F*)** As *Deflect I*, except affects 2 missiles.
- 13—**Spell Deflect I (F*)** **D:** — **R:** S Deflects one elemental spell against caster; attack roll has -50 added to it (must be in field of vision).
- 15—**Bladeturn II (F*)** As *Bladeturn I*, except affects 2 melee attacks.
- 18—**Deflect III (F*)** As *Deflect I*, except affects 3 missiles.
- 20—**Spell Deflect II (F*)** As *Spell Deflect I*, except affects 2 elemental attack spells.
- 25—**Bladeturn III (F*)** As *Bladeturn I*, except affects 3 melee attacks.
- 30—**Spell Deflect III (F*)** As *Spell Deflect I*, except affects 3 elemental attack spells.
- 50—**Deflect True (F*)** As *Deflect I*, *Bladeturn I*, and *Spell Deflect I*; except any 3 attacks can be deflected.

DETECTIONS

- 1—**Detect Mentalism** (P) **D:** 1 min/lvl **C:** R: 50'
Detects any active spell or item from the Mentalism realm; caster can concentrate on a 5'R area each round.
- 2—**Detect Essence** (P) As *Detect Mentalism*, except realm is Essence.
- 3—**Detect Channeling** (P) As *Detect Mentalism*, except realm is Channeling.
- 4—**Detect Hate** (P) As *Detect Mentalism*, except any being in the presence of something they hate is detected or any item created in an air of hate.
- 5—**Detect Invisible** (P) As *Detect Mentalism*, except detects all invisible things; all attacks against something so detected are at -50.
- 6—**Detect Evil** (P) As *Detect Mentalism*, except detects if a being is evil or an item created by evil or long used by a very evil person.
- 7—**Detect Traps** (P) As *Detect Mentalism*, except that it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 8—**Perceive Power** (P) As *Detect Mentalism*, except it will give an estimate of the power of the person or item or spell examined.
- 10—**Power Typing** (P) As *Detect Mentalism*, except it analyzes general spell type (in item or cast) and what profession cast or created it; or in the case of a person it gives the person's profession.
- 11—**Perceive Power** (P) As above, except range is 100' and area is 10'R.
- 13—**See Invisible** (P) As *Detect Invisible*, except caster can see invisible things anywhere he can normally see; his attacks get no subtraction.
- 15—**Detect Spell** (P) As *Detect Mentalism*, except detects any spell that has ever been cast in the area examined.
- 16—**Perceive Power** (P) As above, except range is 500' and area is 50'R.
- 18—**Spell Typing** (P) As *Power Typing*, except exact spell type is known for every spell thrown in the area.
- 20—**Perceive Power** (P) As above, except range is 1 mile and area is 300'R.
- 25—**Location** (P) **D:** 1 min/lvl **C:** R: 500'
Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- 30—**Detect True** (P) As *Detect Mentalism*, except any of the lower level detect spells can be used, one per rnd.
- 50—**Awareness** (P) **D:** 1 min/lvl **R:** 10'/lvl
Any or all of the lower level spells on this list may be used simultaneously.

ILLUSIONS

- 1—**Bending** (F) **D:** 10 min/lvl **R:** 100'
Makes an inanimate object (up to 1000 cu') appear to be 10' to one side of its actual location.
- 3—**Light/Sound Mirage** (F) **D:** 1 min/lvl **R:** 50'
Creates any simple immobile image or scene up to 10'R or any constant sounds coming from a 10'R.
- 5—**Illusion II** (F) **D:** 1 min/lvl **R:** 50'
Creates a simple immobile image or scene up to an area of 10'R. One of the following options may also be chosen: **a)** an extra sense can be added to the illusion (the corresponding "Mirage" spell must be known) or **b)** the duration can be doubled or **c)** the range can be doubled or **d)** the radius of effect can be doubled (limited to 640'R). See the Illusionist Base list, Illusion Mastery, for complete guidelines for Illusions.
- 6—**Phantasm I** (F) **D:** 1 min/lvl **C:** R: 100'
Creates the image of one object or being, that will move however the caster wants while he concentrates. When the caster stops concentrating the image remains, but stops moving (the caster can resume concentration later and resume moving the phantasm). The image can be any size that would fit into a 10'R sphere. See the Illusionist Base list, Illusion Mastery, for complete guidelines for Phantasms.
- 8—**Illusion III** (F) As *Illusion II*, except two of the options can be chosen.
- 10—**Waiting Illusion I** (F) As *Light/Sound Mirage*, except the spell can be delayed up to 24 hr or until triggered by a specified sight or sound.
- 11—**Illusion IV** (F) As *Illusion II*, except three of the options can be chosen.
- 12—**Phantasm II** (F) As *Phantasm I*, except one of the following options may also be chosen: **a)** an extra sense can be added (the corresponding "Mirage" spell must be known) or **b)** the duration can be doubled or **c)** the radius of the sphere limiting the size of the image can be doubled or **d)** the range can be doubled or **e)** another image can be created and moved (all separate phantasms that move must be within the caster's field of vision).
- 14—**Waiting Illusion II** (F) An *Illusion II*, which can be delayed as in *Waiting Illusion I*.
- 15—**Illusion V** (F) As *Illusion II*, except four of the options can be chosen.
- 17—**Phantasm III** (F) As *Phantasm II*, except two of the options can be chosen.
- 19—**Waiting Illusion III** (F) As *Illusion III*, except can be delayed as in *Waiting Illusion I*.
- 20—**Illusion VII** (F) As *Illusion II*, except six of the options can be chosen.
- 25—**Waiting Illusion V** (F) As *Illusion V*, except can be delayed as in *Waiting Illusion I*.
- 30—**Illusion X** (F) As *Illusion II*, except nine of the options can be chosen.
- 50—**Phantasm V** (F) As *Phantasm II*, except four of the options can be chosen.

14.1 OPEN MENTALISM LISTS

DETECTIONS

- 1) Detect Mentalism c
- 2) Detect Essence c
- 3) Detect Channeling c
- 4) Detect Hate c
- 5) Detect Invisible c
- 6) Detect Evil c
- 7) Detect Traps c
- 8) Perceive Power (50', 5'R) c
- 9)
- 10) Power Typing c
- 11) Perceive Power (100', 10'R) c
- 12)
- 13) See Invisible c
- 14)
- 15) Detect Spell c
- 16) Perceive Power (500', 50'R) c
- 17)
- 18) Spell Typing c
- 19)
- 20) Perceive Power (1 mi, 300'R) c
- 25) Location c
- 30) Detect True c
- 50) Awareness c

ILLUSIONS

- 1) Bending
- 2)
- 3) Light/Sound Mirage
- 4)
- 5) Illusion II
- 6) Phantasm I c
- 7)
- 8) Illusion III
- 9)
- 10) Waiting Illusion I
- 11) Illusion IV
- 12) Phantasm II c
- 13)
- 14) Waiting Illusion II
- 15) Illusion V
- 16)
- 17) Phantasm III c
- 18)
- 19) Waiting Illusion II
- 20) Illusion VII
- 25) Waiting Illusion V
- 30) Illusion X
- 50) Phantasm V c

14.1 OPEN MENTALISM LISTS

SELF HEALING

- 1)
- 2) Clot I c s *
- 3)
- 4) Clot III c s *
- 5) Pain Relief I c s *
- 6) Fracture Repair c
- 7) Cut Repair I c *
- 8) Muscle/Tendon Repair c *
- 9)
- 10) Nerve Repair c
- 11) Eye/Ear Repair c
- 12) Vein/Artery Repair c *
- 13) Pain Relief II c *
- 14)
- 15) Self Keeping s *
- 16)
- 17) Joining c s *
- 18)
- 19)
- 20) Pain Relief True s *
- 25) Limb Regeneration c
- 30) Organ Regeneration c s
- 50) Regeneration True c s

SPELL RESISTANCE

- 1) Protection I
- 2)
- 3)
- 4)
- 5) Protection II
- 6)
- 7)
- 8) Mind Shield c
- 9)
- 10) Essence Shield c
- 11) Protection III
- 12)
- 13) Channeling Shield c
- 14)
- 15) Spell Shield II c
- 16)
- 17) Protection V
- 18)
- 19) Spell Shield True c
- 20) Mind Resistance c
- 25) Essence Resistance c
- 30) Channeling Resistance c
- 50) Resistance True c

SELF HEALING

- 2—**Clot I (HS*)** D: P (C) R: S Clots wound to reduce hits/rnd by 1, permanent after 1 hour; if caster is unconscious this spell will operate without concentration.
- 4—**Clot III (HS*)** As *Clot I*, except hits/rnd reduction is 3; if caster is unconscious this spell will operate without concentration.
- 5—**Pain Relief I (HS*)** D: P (C) R: S Heals 1 hit/min; if caster is unconscious this spell will operate without concentration.
- 6—**Fracture Repair (H)** D: P (C) R: S Concentrating with this spell 2 hrs per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed).
- 7—**Cut Repair I (H*)** As *Clot I*, except it is permanent after 1 minute.
- 8—**Muscle/Tendon Repair (H)** As *Fracture Repair I*, except cut or broken muscles or tendons may be repaired.
- 10—**Nerve Repair (H)** As *Fracture Repair*, except repairs a set of nerves.
- 11—**Eye/Ear Repair (H)** As *Fracture Repair*, except repairs eye or ear damage.
- 12—**Vein/Artery Repair (H*)** As *Fracture Repair*, except repairs a vein or an artery.
- 13—**Pain Relief II (HS*)** As *Pain Relief I*, except 2 hits/min are healed.
- 15—**Self Keeping (HS*)** D: V R: S Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.
- 17—**Joining (HS*)** D: P (C) R: S Caster can reattach a severed limb by concentrating 8 hr/day for 5 days; must start first 8 hours within 2 hr of the limb being severed. Limb regains full use after using *Nerve Repair*.
- 20—**Pain Relief True (HS*)** D: 1 min/lvl R: S Heals 1 hit/rnd.
- 25—**Limb Regeneration (H)** D: P (C) R: S Concentrating with this spell 2 hr/dy for 10-100 days will regenerate a limb (based on severity).
- 30—**Organ Regeneration (HS)** D: P R: S After any organ (except brain) is destroyed, the caster may use *Self Keeping* and this spell. The organ is regenerated in 10-100 days of complete inactivity (based on the severity).
- 50—**Regeneration True (HS)** As *Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

SPELL RESISTANCE

- 1—**Protection I (D)** D: 1 min/lvl R: S Subtracts 5 from elemental attack rolls against the caster and adds 5 to all of the being's RRs vs. spells.
- 5—**Protection II (D)** As *Protection I*, except bonuses are 10.
- 8—**Mind Shield (D)** D: C R: S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Mentalism attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for his base attack roll from the attack roll made against him.
- 10—**Essence Shield (D)** As *Mind Shield*, except is effective only against Essence spells.
- 11—**Protection III (D)** As *Protection I*, except bonuses are 15.
- 13—**Channeling Shield (D)** As *Mind Shield*, except is effective only against Channeling spells.
- 15—**Spell Shield II (D)** As *Mind Shield*, except it is effective against any two of the three realms.
- 17—**Protection V (D)** As *Protection I*, except bonuses are 25.
- 19—**Spell Shield True (D)** As *Mind Shield*, except is effective against all spells.
- 20—**Mind Resistance (D)** D: C R: S Gives a +50 to all RRs against Mentalism spells.
- 25—**Essence Resistance (D)** As *Mind Resistance*, except is only effective against Essence spells.
- 30—**Channeling Resistance (D)** As *Mind Resistance*, except is only effective against Channeling spells.
- 50—**Resistance True (D)** As *Mind Resistance*, except is effective against two of the three realms.



MIND MASTERY

- 1—**Storing** (S) **D:** until a spell is cast **R:** S Caster may cast this spell with any spell he wants to store; then the stored spell may be cast later with no preparation. The *Storing* spell costs the same # of PPs as the spell stored. No other spell may be cast while a spell is stored.
- 2—**Presence** (P*) **D:** C **R:** 20' Caster is aware of the presence of all sentient/thinking beings within 20'.
- 3—**Inner Wall I** (P) **D:** 1 min/lvl **R:** S Caster gets 5 bonus to his RRs versus mind attacks.
- 5—**Recall** (P) **D:** 1 topic (C) **R:** S Caster gets a 25% chance of recalling some key fact or occurrence from his subconscious; this information should relate to the current situation (could be from his background or something he has forgotten); increases the caster's Memory stat bonus by 50 for the duration of one maneuver involving Memory (e.g., the use of a "lore" skill, one hand of a card game, one "star-gazing" attempt, etc.).
- 6—**Misfeel Kind** (P*) **D:** C **R:** S For the purposes of mental or magical detections, caster appears to be of any race he chooses.
- 7—**Observation** (P) **D:** 1 observation (C) **R:** 100' Caster gains insight or facts by observing a person or thing with intense concentration (e.g., room, item, etc.); increases caster's Perception skill bonus by 50 for one "observation".
- 8—**Inner Wall II** (P) As *Inner Wall I*, except bonus is 10.
- 9—**Misfeel Calling** (P*) As *Misfeel Kind*, except caster's profession may be misrepresented.
- 10—**Correlation** (P) **D:** 1 topic (C) **R:** S Caster is able to correlate known facts to obtain conclusions; increases the caster's Reasoning stat bonus by 50 for the duration of one maneuver involving Reasoning (e.g., the use of a "lore" skill, picking a lock, one "navigation" attempt, etc.).
- 11—**Misfeel Power** (P*) As *Misfeel Kind*, except caster's level may be misrepresented.
- 12—**Resolve** (P) **D:** 1 situation (C) **R:** S Caster is able to intensely focus and control himself for one situation or maneuver; increases the caster's Self Discipline stat bonus by 50 for the duration of one maneuver involving Self Discipline (e.g., stalking a foe, an Adrenal Move, one "contortions" attempt, etc.).
- 13—**Inner Wall III** (P) As *Inner Wall I*, except bonus is 15.
- 15—**Unpresence** (P) As *Misfeel Kind*, except caster appears to have no presence (i.e., he cannot be detected by *Presence* type spells).
- 16—**Inner Wall V** (P) As *Inner Wall I*, except bonus is 25.
- 17—**Total Recall** (P) As *Recall*, except recall is nearly automatic and in effect gives the caster a photographic memory; Memory bonus is 100.
- 18—**Misfeel** (P*) **D:** C **R:** S Allows caster to use all of the "Misfeel" spells at once.
- 19—**Inner Wall True** (P) As *Inner Wall I*, except bonus is 50.
- 20—**Observation True** (P) As *Observation*, except virtually every detail in even a large situation are noticed; Perception bonus is 100.
- 25—**Correlation True** (P) As *Correlation*, except obtaining conclusions is nearly automatic; the Reasoning bonus is 100.

30—**Resolve True** (P) As *Resolve*, except focus/control is nearly total; the Self Discipline bonus is 100.

50—**Mirrormind** (D) **D:** C **R:** S Caster reflects all mind attacks back on the attacker who must then make a RR against his own spell.

SENSE MASTERY

- 1—**Sly Ears** (U) **D:** 10 min/lvl **R:** S Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
- 2—**Nightvision** (U) **D:** 10 min/lvl **R:** S Caster can see 100' on a clear night as if it were day.
- 3—**Sidevision** (U) **D:** 10 min/lvl **R:** S Caster has a 300° field of vision.
- 4—**Detect Illusion** (U) **D:** — **R:** 100' Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
- 5—**Watervision** (U) As *Nightvision*, except caster can see 100' in even murky water.
- 6—**Scent** (U) **D:** 10 min/lvl **R:** S Caster gains extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).
- 7—**Fogvision** (U) As *Nightvision*, except works in any precipitation.
- 8—**Touch** (U) **D:** 10 min/lvl **R:** S Caster gains extreme tactile sensitivity. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. and +50 to Perception involving only touch, +25 to Perception involving touch and other senses).
- 9—**Darkvision** (U) As *Nightvision*, except caster can see even in magically created darkness.
- 10—**Mentalist Ear** (U) **D:** 1 min/lvl (C) **R:** 100'/lvl Caster can pick a point up to 100'/lvl away and he will hear as if he were at that point (there can be intervening objects such as walls); he must have visited the point.
- 11—**Mentalist Eye** (U) As *Mentalist Ear*, except caster can see instead of listening.
- 12—**Disillusion** (U) **D:** 1 min/lvl **R:** 100' One illusion within the caster's range ceases to exist for the caster only.
- 13—**Detect Illusion True** (U) **D:** 1 min/lvl (C) **R:** 100' As *Detect Illusion*, except caster can check one object or place per rnd.
- 14—**Vision** (U) As all lower level *Vision* spells functioning at the same time.
- 15—**Nightvision True** (U) As *Nightvision*, except range is the normal daylight vision range.
- 17—**Disillusion True** (U) As *Disillusion*, except all illusions within range cease to exist for the caster.
- 18—**Watervision True** (U) As *Watervision*, except range is the normal daylight vision range.
- 19—**Fogvision True** (U) As *Fogvision*, except range is the normal daylight vision range.
- 20—**Vision True** (U) As all lower level *Vision* spells functioning at the same time.
- 25—**Mentalist Ear** (U) As above, except range is 1 mile/lvl.
- 30—**Mentalist Eye** (U) As above, except range is 1 mile/lvl.
- 50—**Sensory Merge** (U) **D:** C **R:** unlimited Caster can "merge" his senses with those of a subject whose location is known by spells or by prior arrangement.

14.2 CLOSED MENTALISM LISTS

MIND MASTERY

- 1) Storing
- 2) Presence c • *
- 3) Inner Wall I
- 4)
- 5) Recall c
- 6) Misfeel Kind c •
- 7) Observation c
- 8) Inner Wall II
- 9) Misfeel Calling c •
- 10) Correlation c
- 11) Misfeel Power c •
- 12) Resolve c
- 13) Inner Wall III
- 14)
- 15) Unpresence c
- 16) Inner Wall V
- 17) Total Recall c
- 18) Misfeel c •
- 19) Inner Wall True
- 20) Observation True c
- 25) Correlation True c
- 30) Resolve True c
- 50) Mirrormind c

SENSE MASTERY

- 1) Sly Ears
- 2) Nightvision
- 3) Sidevision
- 4) Detect Illusion
- 5) Watervision
- 6) Scent
- 7) Fogvision
- 8) Touch
- 9) Darkvision
- 10) Mentalist Ear (100'/lvl) c
- 11) Mentalist Eye (100'/lvl) c
- 12) Disillusion
- 13) Detect Illusion True c
- 14) Vision
- 15) Nightvision True
- 16)
- 17) Disillusion True
- 18) Watervision True
- 19) Fogvision True
- 20) Vision True
- 25) Mentalist Ear (1 mi/lvl) c
- 30) Mentalist Eye (1 mi/lvl) c
- 50) Sensory Merge c

14.2 CLOSED MENTALISM LISTS

SOLID MANIPULATION

- 1) Warm Stone
- 2) Warm Metal
- 3) Warm Solid
- 4) Heat Stone
- 5) Heat Metal
- 6) Heat Solid (to 500°F)
- 7) Cool Solid
- 8)
- 9)
- 10) Cracks Call
- 11) Heat Solid (to melting)
- 12) Chill Solid
- 13) Crumble
- 14) Bowbreak
- 15) Stone Door
- 16) Metal Door
- 17) Bladebreak
- 18) Lockbreak
- 19) Solid Door
- 20) Mold Stone
- 25) Mold Metal
- 30) Mold Solid
- 50) Transmutation

LIQUID MANIPULATION

- 1) Boil Water c
- 2) Freeze Water c
- 3) Clear Water
- 4)
- 5) Desalination
- 6) Waterwall c
- 7) Evaporation
- 8) Water Corridor (100'x3'x10') c
- 9) Water Bolt
- 10) Curved Waterwall c
- 11) Calm Water (100'R) c
- 12)
- 13) Waterwall True
- 14)
- 15) Water Corridor (300'x4'x50') c
- 16)
- 17) Whirlpool c
- 18) Wave
- 19) Water Bubble c
- 20) Calm Water (100'R/lvl) c
- 25) Water Corridor True c
- 30) Water Bubble True c
- 50) Water Mastery c

SOLID MANIPULATION

- 1—**Warm Stone** (F) D: 24 hr R: T Warms 1 cu' of stone/lvl up to 100°F.
- 2—**Warm Metal** (F) As *Warm Stone*, except 6 cu" of metal/lvl can be warmed.
- 3—**Warm Solid** (F) As *Warm Stone*, except can affect any solid, inanimate, non-metal material.
- 4—**Heat Stone** (F) D: 1 min/lvl R: T As *Warm Stone* except temperature limit is 500°F and it takes 1 rnd for each 100°F; caster need only touch the target when the spell is cast; caster is immune to this heat.
- 5—**Heat Metal** (F) As *Heat Stone*, except 6 cu" of metal/lvl can be heated.
- 6—**Heat Solid** (F) As *Heat Stone*, except affects any solid, inanimate, non-metal material.
- 7—**Cool Solid** (F) As *Warm Stone*, except chills any solid, inanimate material down to 0°F.
- 10—**Cracks Call** (F) D: — R: 100' Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- 11—**Heat Solid** (F) As above, except the only limit to the temperature is the melting point of the solid (i.e., until the solid melts).
- 12—**Chill Solid** (F) As *Heat Stone*, except temperature can be lower to -200°F at a rate of 100°F/rnd; caster is immune to this cold.
- 13—**Crumble** (F) As *Cracks Call*, except material with cracks will crumble to dust.
- 14—**Bowbreak** (F) D: — R: 100' Will break a piece of wood up to 1' in diameter.
- 15—**Stone Door** (F) D: P R: T Creates 3'x6'x1' doorway through stone.
- 16—**Metal Door** (F) As *Stone Door*, except doorway can be through metal.
- 17—**Bladebreak** (F) As *Bowbreak*, except a piece of metal can be broken, up to 3" in diameter.
- 18—**Lockbreak** (F) D: P R: T Causes a lock to break; it can be broken in a locked or unlocked state.
- 19—**Solid Door** (F) As *Stone Door*, except doorway can be in any inanimate, solid material and it can be 3'x6' with a depth of 1'/lvl for stone and 3"/lvl for all other materials.
- 20—**Mold Stone** (F) D: P R: T By molding with his hands, caster may shape 1 cu' of stone as if putty; then it harden to normal consistency.
- 25—**Mold Metal** (F) As *Mold Stone*, except caster may mold metal.
- 30—**Mold Solid** (F) As *Mold Stone*, except caster may mold any inanimate, solid material.
- 50—**Transmutation** (F) D: P R: T May transmute 1 oz. of material into another non-magical material that the caster has a sample of (usable once/day).

LIQUID MANIPULATION

- 1—**Boil Water** (F) D: C R: T Heats 1 cu' of liquid/lvl to boiling, at a rate of 1 cu'/rnd; any inanimate liquid not just water.
- 2—**Freeze Water** (F) As *Boil Water*, except the liquid can be cooled until frozen.
- 3—**Clear Water** (F) As *Boil Water*, except that it clears liquid of all sediment.
- 5—**Desalination** (F) As *Boil Water*, except that it removes all dissolved substances from the liquid.
- 6—**Waterwall** (E) D: C R: 10' Creates a 10'x10'x1' wall of churning water (a water source must be within 10'), cuts all attacks and movement through it by 80%.
- 7—**Evaporation** (F) As *Boil Water*, except all the liquid is evaporated (i.e., boiled away and turned into heated gas).
- 8—**Water Corridor** (F) D: C R: 10' Creates a corridor through liquid up to 100' long, 3' wide, and 10' deep (must be open at the top).
- 9—**Water Bolt** (E) D: — R: 100' A bolt of water is shot from the palm of the caster (a water source must be within 10'); results are determined on the Water Bolt Table.
- 10—**Curved Waterwall** (E) As *Waterwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.
- 11—**Calm Water** (F) D: C R: 10' All water within a 100'R is calmed; waves are cut by 20' in the center and less towards the perimeter.
- 13—**Waterwall True** (E) As *Waterwall*, but has a set duration of 1 min/lvl and doesn't require concentration.
- 15—**Water Corridor** (F) As above, except limit is 300'x4'x50' deep.
- 17—**Whirlpool** (F) D: C R: 300' Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away.
- 18—**Wave** (F) D: — R: 100' Creates a wave moving away from the caster; wave is 1' high/lvl in the center and 10'/lvl wide.
- 19—**Water Bubble** (F) D: C R: S Creates a bubble of air (10'R) around the caster and others, which will carry them in up to 100' of water (air is resuscitated).
- 20—**Calm Water** (F) As above, except radius is 100'/lvl and waves are cut by 50'.
- 25—**Water Corridor True** (F) As *Water Corridor*, except limit is 100'/lvl x 6' x 100' deep.
- 30—**Water Bubble True** (F) As *Water Bubble*, except radius is 20' and there is no depth limit.
- 50—**Water Mastery** (F) D: C R: 10'/lvl Total control of water within range; this means that the caster can use one of the lower spells on this list each round.

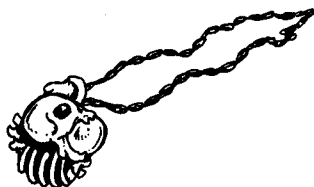
GAS MANIPULATION

- 1—**Condensation** (F) **D:** P **R:** T Condenses 1 cu' of water from the surrounding air.
- 2—**Warm Air** (F) **D:** 24 hr **R:** T Warms 1 cu'/lvl of air (any inanimate gas) up to 100°F above normal.
- 3—**Fog** (F) **D:** 1 min/lvl **R:** 100' Creates dense fog in a 10'R; normal visibility is 1'.
- 4—**Airwall** (E) **D:** C **R:** 10' Creates a 10'x10'x1' wall of dense churning air; cuts all movement and attacks through it by 50% (i.e., -50 to attacks).
- 5—**Air Stop** (F) **D:** C **R:** T Stops all generalized air movement (e.g., wind) up to winds of 30 mph and cuts higher winds by 30 mph in a 10'R.
- 6—**Vacuum** (F) **D:** — **R:** 100' Creates a 5'R near vacuum, all in radius take a 'A' Impact critical, as air leaves and rushes back in.
- 7—**Fog** (F) As above, except radius is 50'.
- 8—**Unfog** (F) **D:** 1 min/lvl **R:** 100' All fog is dissipated in a 50'R.
- 9—**Curved Airwall** (E) As *Airwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.
- 10—**Airwall True** (E) As *Airwall*, but has a set duration of 1 min/lvl and doesn't require concentration.
- 11—**Fog** (F) As above, except radius is 100'.
- 12—**Air Stop** (F) As above, except radius is 50'.
- 13—**Unfog** (F) As above, except radius is 100'.
- 14—**Vacuum** (F) As above, except radius is 10'.
- 15—**Gas-Air** (F) **D:** C **R:** T All gas within 10'R of caster is converted to breathable air.
- 17—**Whirlwind** (E) **D:** C **R:** T Creates a whirlwind about caster; it moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.
- 18—**Vacuum** (F) As above, except radius is 20'.
- 20—**Oxygenation** (F) **D:** C **R:** 100' Creates a 50'R of high oxygen content air; all within receive a 20 bonus to their OBs and fire attacks deliver double damage.
- 25—**Fog True** (F) As *Fog*, except duration is 1 hr/lvl and radius is 100'/lvl.
- 30—**Unfog True** (F) As *Unfog*, except radius is 100'/lvl.
- 50—**Cloud Mastery** (F) **D:** C **R:** 1000'/lvl Caster has complete control of clouds within range (includes fog); he can control storm clouds and cause them to rain, but he can't create them.

SHROUDING TALISMAN

- Wearer receives 20 PPs for use on the *Shifting* spell list to a level equal to caster's level plus 5.
- Adds +25 to RRs against spells which attempt to reveal wearer's true form and/or powers.
- Adds +10 to all luck-based rolls.

The Talisman is a bronzen, shrunken monkey skeleton suspended from a steel-link chain. Clutched in the animal's maw is a flawless pearl.



SHIFTING

- 1—**Balance** (P*) **D:** V **R:** S Adds 50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
- 2—**Contraction** (P) **D:** 10 min **R:** S Allows caster to disjoint limbs, contract muscles, etc.; in order to escape manacles and ropes and slip through small places (+50 to +100 to Contortion maneuvers).
- 3—**Face Shifting** (P) **D:** 1 hr **R:** S Allows caster to alter form of his face to resemble someone else.
- 5—**Waterlungs** (P) **D:** 1 min/lvl **R:** S Caster can breathe water but not air.
- 7—**Change To Kind** (P) **D:** 10 min/lvl **R:** S Caster can alter his entire body to the form of another humanoid race.
- 8—**Gaslungs** (P) As *Waterlungs*, except caster can breathe any gas as normal air.
- 10—**Face Shifting True** (P) As *Face Shifting*, except lasts 1 hr/lvl.
- 11—**Changing Lungs** (P) As *Waterlungs*, except caster can breathe any air, water, and gas, at will.
- 13—**Change** (P) As *Change to Kind*, except alteration can be to any organic form within 1/2 to 2x target's current mass; does not obtain any special abilities.
- 15—**Solid Form** (P) **D:** 1 min/lvl **R:** S Caster becomes as if made of very dense stone (cannot move or cast spells).
- 18—**Changing** (P) As *True Change*, except caster may assume a different form anytime during the spell; concentration for 1 rnd/change.
- 20—**Waterform** (P) **D:** 1 min/lvl **R:** S Caster takes the form of a liquid mass, able to seep through cracks as well as water; can move through water at 10 mph; may not cast spells while in this form.
- 25—**Mistform** (P) **D:** 1 min/lvl **R:** S Caster takes the form of a mist, able to fly 20 mph; seep through cracks; extend self to become virtually invisible; etc. (may not cast spells in this form).
- 30—**Form Master** (P) As *Waterform* and *Mistform*, except the two forms are interchangeable at will (concentrate for 1 rnd to change); duration is 10 min/lvl.
- 50—**Change Master** (P) As *Changing* and *Form Master*, except all forms are interchangeable at will (concentrate for 1 rnd to change); caster may vary his mass between 1/10x and 10x his own mass.

14.2 CLOSED MENTALISM LISTS

GAS MANIPULATION

- 1) Condensation
- 2) Warm Air
- 3) Fog (10'R)
- 4) Airwall c
- 5) Air Stop (10'R) c
- 6) Vacuum (5'R)
- 7) Fog (50'R)
- 8) Unfog (50'R)
- 9) Curved Airwall c
- 10) Airwall True c
- 11) Fog (100'R)
- 12) Air Stop (50'R)
- 13) Unfog (100'R)
- 14) Vacuum (10'R)
- 15) Gas-Air c
- 16)
- 17) Whirlwind c
- 18) Vacuum (20'R)
- 19)
- 20) Oxygenation c
- 25) Fog True
- 30) Unfog True
- 50) Cloud Mastery c

SHIFTING

- 1) Balance *
- 2) Contraction
- 3) Face Shifting
- 4)
- 5) Waterlungs
- 6)
- 7) Change To Kind
- 8) Gaslungs
- 9)
- 10) Face Shifting True
- 11) Changing Lungs
- 12)
- 13) Change
- 14)
- 15) Solid Form
- 16)
- 17)
- 18) Changing
- 19)
- 20) Waterform
- 25) Mistform
- 30) Form Master
- 50) Change Master

14.2 CLOSED MENTALISM LISTS

TELEKINESIS

- 1) Telekinesis I c
- 2) Staying 5 c
- 3) Telekinesis 5 c
- 4) Staying 25 c
- 5) Telekinesis II c
- 6) Staying II c
- 7) Telekinesis 25 c
- 8) Staying 50 c
- 9) Telekinesis 50 c
- 10) Hurling I
- 11) Staying 100 c
- 12) Telekinesis 100 c
- 13) Hurling 5
- 14) Staying 200 c
- 15) Telekinesis III c
- 16) Staying III c
- 17) Telekinesis 200 c
- 18) Hurling 25
- 19) Staying 500 c
- 20) Telekinesis 500 c
- 25) Hurling III
- 30) Hurling 50
- 50) Telekinesis True c

MOVEMENT

- 1) Leaping *
- 2) Landing *
- 3) Levitation (10'/rnd)
- 4) Wind Drift
- 5) Underwater Movement
- 6) Fly (15'/rnd)
- 7) Levitation (50'/rnd)
- 8) Long Dive *
- 9)
- 10) Merging
- 11) Fly (75'/rnd)
- 12) Landing True *
- 13) Levitation (200'/rnd)
- 14) Passing
- 15) Fly (150'/rnd)
- 16)
- 17) Great Merge
- 18)
- 19)
- 20) Merge True
- 25) Fly (300'/rnd)
- 30) Passing True
- 50) Master of Movement

TELEKINESIS

- 1—**Telekinesis I** (F) **D:** C **R:** 100' Can move one object, up to 1 lb in mass, up to 1'/second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had *Staying I* (with a 1 lb limit) thrown on it.
- 2—**Staying 5** (F) **D:** C **R:** 100' Exerts 5 lbs of pressure on a person or object. Object cannot be moved by *Staying* alone, and pressure can only be in one direction.
- 3—**Telekinesis 5** (F) As *Telekinesis I*, except mass limit is 5 lbs.
- 4—**Staying 25** (F) As *Staying 5*, except pressure limit is 25 lbs.
- 5—**Telekinesis II** (F) As *Telekinesis I*, except 2 objects of 5 lbs total mass may be moved or *Telekinesis I* can be used at 200'.
- 6—**Staying II** (F) As *Staying 5*, except 2 objects may be affected with 5 lbs total pressure or *Staying 5* can be used to 200'.
- 7—**Telekinesis 25** (F) As *Telekinesis I*, except mass limit is 25 lbs.
- 8—**Staying 50** (F) As *Staying 5*, except pressure limit is 50 lbs.
- 9—**Telekinesis 50** (F) As *Telekinesis I*, except mass limit is 50 lbs.
- 10—**Hurling I** (F) **D:** 1 rnd **R:** 10' Caster may "hurl" one object (that starts within 10' of him) of 1 lb or less with sufficient force to deliver an attack on the Shock Bolt Attack Table; use the elemental attack rules, Impact criticals, and the range effects on the Shock Bolt Table with a max attack range of 300'; use the Sling Attack Table if *AL* is available. Base the caster's OB on his directed spell skill with this spell.
- 11—**Staying 100** (F) As *Staying 5*, except pressure limit is 100 lbs.
- 12—**Telekinesis 100** (F) As *Telekinesis I*, except mass limit is 100 lbs.
- 13—**Hurling 5** (F) As *Hurling I*, except mass limit is 5 lbs and it delivers 3x normal hits.
- 14—**Staying 200** (F) As *Staying 5*, except pressure limit is 200 lbs.
- 15—**Telekinesis III** (F) As *Telekinesis I*, except 3 objects of 25 lbs total mass may be moved or *Telekinesis I* can be used to 300'.
- 16—**Staying III** (F) As *Staying II*, except 3 objects may be affected with 25 lbs total pressure or *Staying 5* can be used to 300'.
- 17—**Telekinesis 200** (F) As *Telekinesis I*, except mass limit is 200 lbs.
- 18—**Hurling 25** (F) As *Hurling 5*, except limit is 25 lbs and hits are 5x normal.
- 19—**Staying 500** (F) As *Staying 5*, except pressure limit is 500 lbs.
- 20—**Telekinesis 500** (F) As *Telekinesis I*, except mass limit is 500 lbs.
- 25—**Hurling III** (F) As *Hurling I*, except the object to hurl may start up to 300' away or the caster may hurl 3 objects that start up to 100' away (at the same target).
- 30—**Hurling 50** (F) As *Hurling 5*, except limit is 50 lbs and hits are x5 normal and the OB has an additional 50 bonus.
- 50—**Telekinesis True** (F) **D:** 1 rnd/lvl **R:** 300' Each round, the caster may use any lower level spell on this list.

MOVEMENT

- 1—**Leaping** (F*) **D:**— **R:** S Allows caster to leap 50' laterally or 20' vertically.
- 2—**Landing** (F*) **D:**— **R:** s Allows caster to land safely in a fall up to 20'/lvl, and to take that distance off the severity of any longer fall.
- 3—**Levitation** (F) **D:** 1 min/lvl **R:** S Allows caster to move up and down vertically 10'/rnd; horizontal movement is possible only through normal means.
- 4—**Wind Drift** (F) **D:** 1 min/lvl **R:** S Caster becomes weightless, but has no magical movement control; weight gradually returns at the end of the duration.
- 5—**Underwater Movement** (F) **D:** 10 min/lvl **R:** S Caster can take action underwater as if on land.
- 6—**Fly** (F) As *Levitation*, except caster can fly at a rate of 15'/rnd (i.e., 1 mph).
- 7—**Levitation** (F) As above, except rate is 50'/rnd.
- 8—**Long Dive** (F*) **D:**— **R:** S Caster can safely dive up to 50'/lvl if water deep enough is present.
- 10—**Merging** (F) **D:** 1 min/lvl **R:** S Caster can merge into any solid, inanimate material (up to body + 1' in depth); caster is inactive and unaware of surrounding activity; caster can not cast spells.
- 11—**Fly** (F) As above, except rate is 75'/rnd.
- 12—**Landing True** (F*) As *Landing*, except caster can land safely from any fall 99% of the time.
- 13—**Levitation** (F) As above, except rate is 200'/rnd.
- 14—**Passing** (F) **D:** 1 min/lvl **R:** S Caster can pass through any inanimate material up to 1'/lvl.
- 15—**Fly** (F) As above, except rate is 150'/rnd.
- 17—**Great Merge** (F) As *Merging*, except caster can turn within the material and can see outside if within 6" of the surface.
- 20—**Merge True** (F) As *Great Merge*, except caster can cast spells on himself while merged.
- 25—**Fly** (F) As above, except rate is 300'/rnd.
- 30—**Passing True** (F) As *Passing*, except caster can pass through as much material as the duration allows at a rate of 10'/rnd.
- 50—**Master of Movement** (F) **D:** 1 min/lvl **R:** S Caster may use the abilities of any one of the spells on this list each rnd.



MIND'S DOOR



MIND'S DOOR

- 5—**Leaving** (F) **D:** — **R:** S Caster "teleports" to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 8—**Leaving** (F) As above, except caster can move 300'.
- 10—**Long Door** (F) As *Leaving*, except caster can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the caster does not move, he is stunned 1-10 rounds, and the PPs for this spell are expended. The caster can only move 50'.
- 11—**Leaving** (F) As above, except caster can move 500'.
- 12—**Long Door** (F) As above, except caster can move 100'.
- 15—**Lord Leaving** (F) As *Leaving*, except caster can move 100'/lvl up to 2000'.
- 16—**Long Door** (F) As above, except caster can move 300'.
- 18—**Long Door** (F) As above, except caster can move 500'.
- 20—**Mind's Door** (F) **D:** — **R:** 1 mile If caster has established mental contact with a target (an intelligent being) that will cooperate, the caster can teleport to the target's location or the target can teleport to the caster's location. There is no chance of failure and the movement limit is 1 mile.
- 25—**Leaving True** (F) As *Leaving*, except movement is limited only by the barrier restriction (on a flat plain this would be the horizon).
- 30—**Mind's Door** (F) As above, except limit is 10 mi/lvl.
- 50—**Mind's Door True** (F) As *Mind's Door*, except that there is no movement limit.

SPEED

- 1—**Run** (U*) **D:** 10 min/lvl **R:** S Caster may run (2x walking pace) without tiring (i.e., requires no exhaustion pts), but once he stops or performs another action the spell is canceled.
- 3—**Speed I** (U*) **D:** 1 rnd **R:** S Caster may act at twice his normal rate, but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity). Suggested rules for handling this can be found in Section 7.4.
- 5—**Speed II** (U*) As *Speed I*, except duration is 2 rounds.
- 6—**Haste I** (U*) As *Speed I*, except no half rate rounds are required.
- 7—**Speed III** (U*) As *Speed I*, except duration is three rounds.
- 8—**Sprint** (U*) As *Run*, except caster may move at 3x walking pace.
- 9—**Haste II** (U*) As *Haste I*, except duration is 2 rounds.
- 10—**Fast Swim** (U*) As *Run*, except caster swims double normal pace.
- 11—**Speed V** (U*) As *Speed I*, except duration is 5 rounds.
- 12—**Haste III** (U*) As *Haste I*, except duration is 3 rounds.
- 15—**Haste V** (U*) As *Haste I*, except duration is 5 rounds.
- 17—**Fast Sprint** (U*) As *Run*, except caster may move at 4x walking pace.
- 20—**Speed X** (U*) As *Speed I*, except duration is 10 rounds.
- 25—**Haste X** (U*) As *Haste I*, except duration is 10 rounds.
- 30—**Speed True** (U*) As *Speed I*, except duration is until caster sleeps, rests, or cancels the spell (maximum of 24 hr).
- 50—**Haste True** (U*) As *Haste I*, except duration is until caster sleeps, rests, or cancels the spell (maximum of 24 hr).

- 1)
- 2)
- 3)
- 4)
- 5) Leaving (100')
- 6)
- 7)
- 8) Leaving (300')
- 9)
- 10) Long Door (50')
- 11) Leaving (500')
- 12) Long Door (100')
- 13)
- 14)
- 15) Lord Leaving (100')
- 16) Long Door (300')
- 17)
- 18) Long Door (500')
- 19)
- 20) Mind's Door (1 mi)
- 25) Leaving True
- 30) Mind's Door (10 mi/lvl)
- 50) Mind's Door True

SPEED

- 1) Run *
- 2)
- 3) Speed I *
- 4)
- 5) Speed II *
- 6) Haste I *
- 7) Speed III *
- 8) Sprint *
- 9) Haste II *
- 10) Fast Swim *
- 11) Speed V *
- 12) Haste III *
- 13)
- 14)
- 15) Haste V *
- 16)
- 17) Fast Sprint *
- 18)
- 19)
- 20) Speed X *
- 25) Haste X *
- 30) Speed True *
- 50) Haste True *

M

14.3 MENTALIST BASE LISTS

MIND CONTROL

- 1) Question
- 2) Sleep
- 3) Charm Kind
- 4) Calm
- 5) Confusion
- 6) Fear
- 7) Suggestion
- 8) Hold Kind c
- 9) Emotions
- 10) Master of Kind
- 11) Coma
- 12) True Charm
- 13)
- 14)
- 15) Geas
- 16) True Hold c
- 17)
- 18) Mind Break
- 19)
- 20) True Sleep
- 25) True Geas
- 30) Mind Control True c
- 50) Mind Master c

SENSE CONTROL

- 1) Distraction c
- 2) Numbing c
- 3) Blur Vision c
- 4) Minor Sense Control c
- 5) Audio Attack
- 6) Audio Control c
- 7) Fumble
- 8) Vision Control c
- 9) Vision Attack
- 10) Nerve Stun
- 11) Hallucination c
- 12)
- 13) Sense Control II c
- 14)
- 15) Sensory Overload
- 16) Sense Control III c
- 17)
- 18) Sense Control IV c
- 19) Sensory Deprivation
- 20) Sense Control V c
- 25) Long Control c
- 30) Sense Control True
- 50) Private World

MIND CONTROL

- 1—**Question (M) D:** — **R:** 10' Target must answer a single-concept question truthfully.
- 2—**Sleep (M) D:** — **R:** 50' Target falls into natural sleep.
- 3—**Charm Kind (M) D:** 10 min/lvl **R:** 50' Humanoid target believes caster is a good friend.
- 4—**Calm (M) D:** 1 min/lvl **R:** 100' Target will take no offensive action, will fight only in self-defense.
- 5—**Confusion (M) D:** 1 rnd/5 failure **R:** 100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 6—**Fear (M) D:** 1 min/10 failure. **R:** 100' Target fears caster and attempts to flee.
- 7—**Suggestion (M) D:** V **R:** 10' Target will follow a single suggested act that was not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- 8—**Hold Kind (M) D:** C **R:** 50' Target is held to 25% of normal action.
- 9—**Emotions (M) D:** 1 min/lvl **R:** 100' Causes any desired emotion.
- 10—**Master of Kind (M) D:** 10 min/lvl **R:** 10' Target must obey the caster as specified in *Suggestion*.
- 11—**Coma (M) D:** 1 day/10 failure **R:** 100' **RR Mod:** +20 Causes coma.
- 12—**True Charm (M)** As *Charm Kind*, except works on any sentient creature.
- 15—**Geas (M) D:** V **R:** 10' Target is given 1 task, failure results in a penalty determined by GM (task must be within target's capabilities).
- 16—**True Hold (M) D:** C **R:** 50' **RR Mod:** -20 Target is paralyzed and can do nothing.
- 18—**Mind Break (M) D:** P **R:** 50' Target is a vegetable.
- 20—**True Sleep (M) D:** 1 min/10 failure **R:** 100' **RR Mod:** -20 Target is unconscious and unwakeable.

AHRR-SHAD'S HEADBAND

Ahrr-Shad was notorious for his collection of relics which enhanced his mental abilities.

- x6 Mentalist PP Multiplier.
- Allows wearer to cast *Mind Break* 3x/day.
- Doubles the range of all Mentalist Base Spells.

The large Clear Laen gem set in the front of this Eog headband is flanked by two smaller fire opals.



- 25—**True Geas (M) D:** V **R:** 10' As *Geas*, except failure is punished by the target suffering an 'E' critical from each of the critical tables.
- 30—**Mind Control True (M) D:** 1 min/lvl (C) **R:** 300' Caster has total control of target's mind. After the initial casting, the range for control is 1 mile/lvl.
- 50—**Mind Master (M)** As *Mind Control True*, except duration is permanent (until dispelled); caster need only concentrate to give commands; only one target can be so controlled at a time.

SENSE CONTROL

- 1—**Distraction (M) D:** C **R:** 100' Target is at -30 for all actions.
- 2—**Numbing (M) D:** C **R:** 100' Random limb of target's is numb and useless.
- 3—**Blur Vision (M) D:** C **R:** 100' Target has a -100 OB mod for missile attacks; -50 for all other actions.
- 4—**Minor Sense Control (M) D:** C **R:** 100' Causes false sensations in any one of: smell, taste, or touch.
- 5—**Audio Attack (M) D:** 1 rnd/10 failure **R:** 100' Loud sound stuns target.
- 6—**Audio Control (M) D:** C **R:** 100' Causes target to hear any sound(s) desired.
- 7—**Fumble (M) D:** — **R:** 100' Target fumbles weapon or item in hands; roll on the appropriate Fumble Table.
- 8—**Vision Control (M) D:** C **R:** 100' Causes target to see whatever the caster desires.
- 9—**Vision Attack (M) D:** 1 rnd/10 failure **R:** 100' Bright light blinds target.
- 10—**Nerve Stun (M) D:** 1 rnd/10 failure **R:** 100' Target is totally numbed; is at -75 for all actions and is stunned.
- 11—**Hallucination (M) D:** C **R:** 100' Target sees a nonexistent foe; must fight him until the foe is "defeated" (i.e., takes damage that would drop the target); foe has same capabilities as target but does no damage (i.e., always misses).
- 13—**Sense Control II (M) D:** C **R:** 100' Causes false sensations in the target's sight and hearing.
- 15—**Sensory Overload (M) D:** 1 rnd/5 failure **R:** 100' Overloads senses: 01-50 failure = stun, more than 51 = unconsciousness.
- 16—**Sense Control III (M)** Same as *Sense Control II*, except affects any three senses.
- 18—**Sense Control IV (M)** Same as *Sense Control II*, except affects any four senses.
- 19—**Sensory Deprivation (M) D:** 1 day/10 failure **R:** 100' Total sensory deprivation, i.e., no sensory input.
- 20—**Sense Control V (M)** Same as *Sense Control II*, except affects all senses.
- 25—**Long Control (M)** As *Sense Control V*, except initial range is 300' and then the range for control is 1 mile/lvl.
- 30—**Sense Control True (M)** As *Long Control*, except caster can "program" memory input and concentration is only required to "program" memory input and the duration is 10 min/lvl and all senses are controlled.
- 50—**Private World (M) D:** P **R:** 100' Target lives in own fantasy world, totally controlled by caster when he concentrates; no activity or sensory input.

14.3 MENTALIST BASE LISTS

MIND ATTACK

- 1) Jolts I
- 2) Hesitation
- 3) Minor Pain
- 4) Shock A
- 5) Jolts III
- 6)
- 7) Paralyze I
- 8) Shock B
- 9) Major Pain
- 10) Mind Shout (10'R) *
- 11) Jolts V
- 12) Paralyze III
- 13) Shock C
- 14)
- 15) Mind Shout (50'R) *
- 16) Shock D
- 17) Paralyze V
- 18) Jolts X
- 19) Mind Shout (100'R) *
- 20) Shock E
- 25) Great Shout *
- 30) Mind Shout (300'R) *
- 50) Shout True *

PRESENCE

- 1) Presence c * *
- 2) Feel c *
- 3)
- 4)
- 5) Mind Store *
- 6) Mind Typing *
- 7) Finding (100'/lvl) c
- 8) Direction (1000'/lvl)
- 9) Presence True c *
- 10) Awareness c *
- 11) Direction (1 mile/lvl)
- 12) Feel True c *
- 13)
- 14) Mass Feel c *
- 15) Mind Typing True c *
- 16)
- 17)
- 18) Finding (1 mile/lvl)
- 19)
- 20) Awareness True c *
- 25) Finding (5 mile/lvl) c
- 30) Direction True
- 50) Finding True c



MIND ATTACK

- 1—**Jolts I** (M) **D:** 1 rnd **R:** 100' Target is stunned.
- 2—**Hesitation** (M) **D:** 1 rnd/10 failure **R:** 100' Target hesitates in any nondefensive action; -50 to initiative; must parry with at least half OB.
- 3—**Minor Pain** (M) **D:** — **R:** 100' Target takes 25% of his remaining concussion hits (i.e., those not already taken).
- 4—**Shock A** (M) **D:** V **R:** 100' Target takes an "A" Electricity critical strike.
- 5—**Jolts III** (M) As *Jolts I*, except lasts is 3 rnd.
- 7—**Paralyze I** (M) **D:** 1 rnd/10 failure **R:** 100' Target is paralyzed.
- 8—**Shock B** (M) As *Shock A*, except Electricity critical is a "B".
- 9—**Major Pain** (M) As *Minor Pain*, except 50% of remaining concussion hits are taken.
- 10—**Mind Shout** (M*) **D:** 1 rnd/10 failure **R:** 10'R Everyone within the radius is a target, all failing to resist are stunned.
- 11—**Jolts V** (M) As *Jolts I*, except duration is 5 rnd.
- 12—**Paralyze III** (M) As *Paralyze I*, except duration is 3 rnd/10 failure.
- 13—**Shock C** (M) As *Shock A*, except Electricity critical is a "C".
- 15—**Mind Shout** (M*) As above, except range is 50'R.
- 16—**Shock D** (M) As *Shock A*, except Electricity critical is a "D".
- 17—**Paralyze V** (M) As *Paralyze I*, except duration is 5 rnd/10 failure.
- 18—**Jolts X** (M) As *Jolts I*, except duration is 10 rnd.
- 19—**Mind Shout** (M*) As above, except range is 100'R.
- 20—**Shock E** (M) As *Shock A*, except Electricity critical is an "E".
- 25—**Great Shout** (M*) As *Mind Shout*, except range is 50'R and any target failing by more than 50 is unconscious for eight hours.
- 30—**Mind Shout** (M*) As above, except range is 300'R.
- 50—**Shout True** (M*) As *Mind Shout (50'R)*, except targets failing by 1-50 are unconscious, and targets failing by more than 50 are dead; RR's for spell casters of Mentalism are modified by -20.

PRESENCE

- 1—**Presence** (P*) **D:** C **R:** 10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.
- 2—**Feel** (P*) **D:** — **R:** 10'/lvl Caster gets general idea of the race and level of one being; being must first be located by *Presence* or *Presence True*.
- 5—**Mind Store** (I*) As *Feel*, except caster stores mental pattern of target; can be later used to locate specific person through *Feel* or *Finding*.
- 6—**Mind Typing** (I*) As *Feel*, except caster learns race, profession, and level of target.
- 7—**Finding** (I) **D:** C **R:** 100'/lvl Caster gets direction and distance to any unshielded mind which he has a mental pattern of from *Mind Store*.
- 8—**Direction** (I) **D:** — **R:** 1000'/lvl Caster gets direction to any unshielded mind which he has a mental pattern of from *Mind Store*.
- 9—**Presence True** (P*) **D:** C **R:** 100'/lvl Can get presences in one 50'R; caster can concentrate on one 50'R area each round.
- 10—**Awareness** (I*) **D:** C **R:** 10'/lvl As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).
- 11—**Direction** (I) As above, except range is 1 mile/lvl.
- 12—**Feel True** (I) As *Feel*, except that range is 100'/lvl.
- 14—**Mass Feel** (I) As *Feel*, except caster may "feel" one being per round.
- 15—**Mind Typing True** (I) As *Mind Typing*, except range is 100'/lvl.
- 18—**Finding** (I) As above, except range is 1 mile/level.
- 20—**Awareness True** (I*) As *Awareness*, except that very detailed knowledge of actions is given.
- 25—**Finding** (I) As above, except range is 5 miles/lvl.
- 30—**Direction True** (I) As *Direction*, except no range limitations.
- 50—**Finding True** (I) As *Finding*, except no range limitations.

14.3 MENTALIST BASE LISTS

MIND SPEECH

- 1) Mentalist Tongue (100') c *
- 2)
- 3) Mind Tongue (100') c *
- 4)
- 5)
- 6) Mind Tongue (500') c *
- 7)
- 8)
- 9) Mind Speech (10'R) c *
- 10) Mind Tongue (1000') c *
- 11)
- 12) Mind Speech (100'R) c *
- 13)
- 14) Friend Speech (10'R) c *
- 15) Mind Speech (300'R) c *
- 16) Waiting Tongue
- 17)
- 18) Mind Tongue (1 mi) c *
- 19) Friend Speech (100'R) c *
- 20) Mind Speech (2000'R) c *
- 25) Mind Tongue (1 mi/lvl) c *
- 30) Waiting Speech
- 50) Far Mind Speech (1mi/lvl) c *

MIND MERGE

- 1) Empathy c
- 2)
- 3) Emotions c
- 4) Merge With Mentalist c
- 5) Thoughts c
- 6) Mind Merge (T) c
- 7)
- 8) Mind Merge (100') c
- 9)
- 10) Inner Thoughts c
- 11) Ready Merge c *
- 12)
- 13) Mind Switch
- 14)
- 15) Mind Scan c
- 16)
- 17)
- 18) Mind Merge (50'/lvl) c
- 19)
- 20) Mind Probe c
- 25) Mind Switch True
- 30) Thought Steal c
- 50) Ready Merge True c *

MIND SPEECH

- 1—**Mentalist Tongue (I*)** D: C R: 100' Caster may mentally speak with another spell caster of the Mentalism realm.
- 3—**Mind Tongue (I*)** D: C R: 100' Caster may mentally speak with any one thinking being.
- 6—**Mind Tongue (I*)** As above, except range is 500'.
- 9—**Mind Speech (I*)** D: C R: 10'R Caster can broadcast thoughts to minds of all within range.
- 10—**Mind Tongue (I*)** As above, except range is 1000'.
- 12—**Mind Speech (I*)** As above, except range is 100'R.
- 14—**Friend Speech (I*)** D: C R: 10'R As *Mind Speech*, except caster can limit broadcast to desired beings.
- 15—**Mind Speech (I*)** As above, except range is 300'R.
- 16—**Waiting Tongue (I)** D: V R: 100' A 25 word mental message can be delayed and then later triggered by: after a fixed time period up to 24 hours or by certain movements, certain sounds, touch, reading, etc. or by a specific *Mind Stored* person entering the area.
- 18—**Mind Tongue (I*)** As above, except range is 1 mile.
- 19—**Friend Speech (I*)** As above, except range is 100'R.
- 20—**Mind Speech (I*)** As above, except range is 2000'R.
- 25—**Mind Tongue (I*)** As above, except range is 1 mile/lvl.
- 30—**Waiting Speech (I)** As *Waiting Tongue*, except it is broadcast to all within a 300'R.
- 50—**Far Mind Speech (I*)** As *Mind Speech (100'R)*, except radius can be up to 1 mile/lvl from caster.

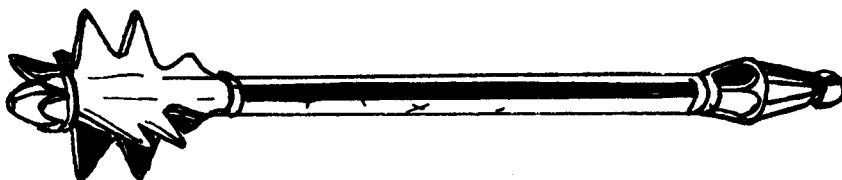
MIND MERGE

- 1—**Empathy (I)** D: 1 rnd/lvl(C) R: 10' Caster learns target's basic feelings; can concentrate on a one target each rnd.
- 3—**Emotions (I)** D: 1 rnd/lvl(C) R: 50' Caster learns target's emotions in detail; can concentrate on one target each rnd.
- 4—**Merge With Mentalist (P)** D: C R: T Allows two Mentalism spell users to interchange thoughts and power points.
- 5—**Thoughts (IM)** D: 1 rnd/lvl (C) R: 100' Caster receives surface thoughts from target; if target makes his RR by more than 25 he realizes what is happening; can concentrate on one target each rnd.
- 6—**Mind Merge (P)** D: C R: T Allows caster and target to interchange thoughts; if both are *Mentalism* spell users they can interchange power points.
- 8—**Mind Merge (P)** As above, except range is 100'.
- 10—**Inner Thoughts (IM)** As in *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.
- 11—**Ready Merge (P*)** D: C R: 100'/lvl As in *Mind Merge*, except caster and target must have *Merged* before.
- 13—**Mind Switch (M)** D: 1 day R: T Target and caster switch minds and spell casting abilities; target is in a coma if he is not also a *Mentalist*.
- 15—**Mind Scan (IM)** As in *Inner Thoughts*, except caster can also scan target's conscious memories; at a rate of 1 scene/rnd.
- 18—**Mind Merge (P)** As above, except range is 50'/lvl and caster must know the exact location of the target mentally or through some other means.
- 20—**Mind Probe (IM)** As in *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).
- 25—**Mind Switch True (M)** As in *Mind Switch*, except lasts until the caster decides to return to his own body.
- 30—**Thought Steal (M)** D: 1 rnd/lvl (C) R: 100' Caster can remove one thought or memory from the target's mind each round.
- 50—**Ready Merge True (P*)** As in *Ready Merge*, except range is unlimited.

THE PULVERIZING FIST OF MARR

- +30 enchanted metal weapon.
- Doubles concussion hits delivered when it strikes a foe.
- Delivers an additional Unbalancing critical of equal severity to the original.
- Of Slaying Demons Beyond the Pale.

Of Eog.



TRUE SIGHT

- 1—**Watersight** (U) **D: C R: S** Caster can see through 10'/lvl of water (even murky water) as if it were day.
- 2—**Nightsight** (U) As *Watersight*, except caster can see in normal darkness.
- 3—**Woodsight** (U) As *Watersight*, except caster can see through 1'/lvl of wood.
- 4—**Watch** (U) **D: C R: S** Caster can pick a point up to 10' away and he will have a field of vision from that point; he can rotate but not move (there can be intervening objects such as walls).
- 5—**Long Eye** (U) **D: C R: 10'/lvl** Caster's point of sight may be moved independently up to 10'/lvl away (moves at 10'/rnd); he must be physically able to go there (e.g., he could not send his point of sight through walls or closed doors).
- 6—**See Invisible** (U) As *Watersight*, except caster can see invisible objects.
- 7—**Stonesight** (U) As *Woodsight*, except caster can see through 6'/lvl of stone.
- 8—**Ironsight** (U) As *Woodsight*, except caster can see through 1"/lvl of iron or steel.
- 9—**Illusionsight** (U) As *Watersight*, except caster can see through all illusions.
- 10—**Watch** (U) As above, except point of vision can be up to 10'/lvl away.
- 11—**Metalsight** (U) As *Ironsight*, except any "non-enchanted" metal can be seen through.
- 12—**Utterdarksight** (U) As *Nightsight*, except caster may also see through magically created darkness.
- 13—**Watch II** (U) As *Watch*, except 2 points up to 100' away may be observed simultaneously.
- 14—**Watch** (U) As above, except range is 100'/lvl.
- 15—**Waiting Watch** (U) **D: 1 day/lvl (C) R: S** As *Watch* (100'/lvl), except caster doesn't have to concentrate until the spell is triggered by some movement that could be seen from the *Watch* point; caster must be within 100'/lvl when triggered.
- 20—**Wallsight** (U) As *Woodsight*, except caster can see through any "non-enchanted" wall.
- 25—**Long Eye** (U) As above, except range is 100'/lvl.
- 30—**Watch True** (U) As *Watch* (100'/lvl), except caster need not concentrate (i.e., he just glances once every couple of rounds), and the duration is 1 min/lvl.
- 50—**Sight True** (U) **D: 1 min/lvl R: S** Caster can see through any and all inanimate material within 10'/lvl.

CHARM OF SCRYING

- +3 Seer Spell Adder.
 - +50 to ESF rolls for overcast attempts on the *True Perception* list.
- Of Mithril set with a turquoise stone.



TRUE PERCEPTION

- 1—**Presence (P*)** **D: C R: 10'/lvl** Caster is aware of the presence of all thinking/sentient beings within his range.
- 2—**Detect Illusion** (U) **D: — R: S** Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
- 3—**Mind Store (I*)** **D: — R: 10'/lvl** Caster stores the mental pattern of target; can be used later to locate specific person through *Finding*.
- 4—**Analysis (I*)** **D: — R: 10'/lvl** Caster can determine one of the following concerning a target: profession, race, or level.
- 5—**Finding (I)** **D: C R: 100'/lvl** Caster gets direction & distance to a unshielded mind which he has a mental pattern of from *Mind Store*.
- 6—**Mind Typing (I*)** As *Analysis*, except caster learns race, profession, and level.
- 7—**Awareness (I*)** **D: C R: 30'R** As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).
- 8—**Long Ear** (U) **D: C R: 10'/lvl** Caster's point of hearing may be moved up to 10'/lvl away (moves at 10'/rnd); he must be physically able to go there (e.g., he could not send his point of hearing through walls or closed doors).
- 10—**Awareness (I*)** As above, except radius is 10'/lvl.
- 11—**Long Mind Store (I*)** As *Mind Store*, except range is 100'/lvl if the target is sensed (mentally or by sight).
- 13—**Long Mind Typing (I*)** As *Mind Typing*, except range is 100'/lvl if target is sensed (mentally or by sight).
- 14—**Finding (I)** As above, except range is 1 mi/lvl.
- 15—**Long Sense (U)** As *Long Ear*, except all senses are involved.
- 20—**Finding (I)** As above, except range is 5 miles/lvl.
- 25—**Long Sense (U)** As above, except range is 1 mile/lvl.
- 30—**Long Sense True (U)** As *Long Sense*, except range is unlimited.
- 50—**Finding True (U)** As *Finding*, except no range limit.

14.4 SEER BASE LISTS

TRUE SIGHT

- 1) Watersight c
- 2) Nightsight c
- 3) Woodsight c
- 4) Watch (10') c
- 5) Long Eye (10'/lvl) c
- 6) See Invisible c
- 7) Stonesight c
- 8) Ironsight c
- 9) Illusionsight c
- 10) Watch (10'/lvl) c
- 11) Metalsight c
- 12) Utterdarksight c
- 13) Watch II c
- 14) Watch (100'/lvl) c
- 15) Waiting Watch c
- 20) Wallsight c
- 25) Long Eye (100'/lvl) c
- 30) Watch True c
- 50) Sight True c

TRUE PERCEPTION

- 1) Presence c • *
- 2) Detect Illusion
- 3) Mind Store *
- 4) Analysis *
- 5) Finding (100'/lvl) c
- 6) Mind Typing *
- 7) Awareness (30'R) c
- 8) Long Ear c
- 9)
- 10) Awareness (10'R/lvl) c
- 11) Long Mind Store *
- 12)
- 13) Long Mind Typing *
- 14) Finding (1 mi/lvl) c
- 15) Long Sense (10'/lvl) c
- 20) Finding (5 mi/lvl) c
- 25) Long Sense (1 mi/lvl) c
- 30) Long Sense True c
- 50) Finding True c

14.4 SEER BASE LISTS

MIND VISIONS

- 1) Question I
- 2)
- 3) Question III
- 4)
- 5) Thoughts c
- 6) Mind Typing *
- 7) Truth I
- 8) Truth c
- 9)
- 10) Inner Thoughts c
- 11) Truth III
- 12)
- 13) Truth V
- 14) Long Truth c
- 15) Mind Scan c
- 20) Past Truth
- 25) Mind Probe c
- 30) Thought Steal c
- 50) Truth True c



MIND VISIONS

- 1—**Question I (M)** D: — R: 10' Target must answer one single-concept question. Question is asked and answered mentally.
- 3—**Question III (M)** As *Question I*, except target must answer 3 questions (1/rnd).
- 5—**Thoughts (M)** D: 1 rnd/lvl (C) R: 100' Caster receives surface thoughts from target; if target makes his RR by more than 50 he realizes what is happening. Caster can concentrate on one target each rnd.
- 6—**Mind Typing (I*)** D: — R: 10'/lvl Caster learns race, profession, and level of the target.
- 7—**Truth I (I)** D: 1 min R: 10'R Caster knows when anyone within the radius is lying.
- 8—**Truth (I)** D: C R: 100' Caster knows if the target is lying.
- 10—**Inner Thoughts (M)** As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.
- 11—**Truth III (I)** As *Truth I*, except duration is 3 minutes.
- 13—**Truth V (I)** As *Truth I*, except duration is 5 minutes.
- 14—**Long Truth (I)** As *Truth*, except range is 10'/lvl.
- 15—**Mind Scan (M)** As in *Inner Thoughts*, except caster also gets target's conscious memories; at a rate of 1 scene/rnd.
- 20—**Past Truth (I)** As *Truth I*, except that it can be cast during a *Vision Behind* spell on the Seer Base list, Past Visions; detects lying from anyone speaking in the vision.
- 25—**Mind Probe (M)** As *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).

- 30—**Thought Steal (M)** D: 1 rnd/lvl (C) R: 100' Caster can remove one thought or memory from the target's mind each round.
- 50—**Truth True (I)** As *Truth I* with a duration of 1 min/lvl or as *Truth* with a range of 100'/lvl.

SENSE THROUGH OTHERS

- 1) Animal Sight (100') c
- 2)
- 3) Animal Sense (100') c
- 4)
- 5) Sight Merge (100') c
- 6) Animal Sight (300') c
- 7)
- 8) Animal Sense (300') c
- 9)
- 10) Sight Merge (300') c
- 11) Animal Sight (500') c
- 12) Sensory Merge (100') c
- 13) Animal Sense (500') c
- 14)
- 15) Sight Merge (500') c
- 20) Animal Sense (1 mi/lvl) c
- 25) Sight Merge (1 mi/lvl) c
- 30) Sensory Merge (1 mi/lvl) c
- 50) Sensory Merge True c

SENSE THROUGH OTHERS

- 1—**Animal Sight (P)** D: C R: 100' Caster can see through the eyes of any non-intelligent animal in range. The animal must be seen or located via *Presence* or located via *Mind Store & Finding* (for the initial contact only).
- 3—**Animal Sense (P)** As *Animal Sight*, except all of the animal's senses can be used.
- 5—**Sight Merge (P)** As *Animal Sight*, except any being may be used.
- 6—**Animal Sight (P)** As above, except the range is 300'.
- 8—**Animal Sense (P)** As above, except the range is 300'.
- 10—**Sight Merge (P)** As above, except the range is 300'.
- 11—**Animal Sight (P)** As above, except the range is 500'.
- 12—**Sensory Merge (P)** As *Sight Merge (100')*, except all of the being's senses can be used.
- 13—**Animal Sense (P)** As above, except the range is 500'.
- 15—**Sight Merge (P)** As above, except the range is 500'.
- 20—**Animal Sense (P)** As above, except the range is 1 mile/lvl.
- 25—**Sight Merge (P)** As above, except the range is 1 mile/lvl.
- 30—**Sensory Merge (P)** As above, except the range is 1 mile/lvl.
- 50—**Sensory Merge True (P)** As above, except the range is unlimited.

PAST VISIONS

- 1—**Origins (I) D:** — **R: T** Gives a general idea of the place of origin of an item.
- 2—**Detect Curse (I) D:** — **R: T** Determines if there is a curse is on an item.
- 3—**Vision Behind (I) D: C R: T** Caster gets a vision up to 1 min/lvl into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as he concentrates.
- 4—**Power Lore (I) D:** — **R: T** Gives the origin of an item's power.
- 5—**Vision Guide (I) D: V R: T** When cast just before a *Vision Behind* spell, it gives the caster the ability to scan the past by "feeling the temporal location of significant events."
- 6—**Item Vision (I) D:** — **R: T** Gives a vision of a significant event in an item's past.
- 7—**Vision Behind (I) As above,** except time limit is 10 min/lvl.
- 9—**Vision Behind (I) As above,** except time limit is 1 hr/lvl.
- 10—**Delving (I) D:** — **R: T** Gives significant details concerning an item's construction and purpose (not specific powers).
- 11—**Vision Behind (I) As above,** except time limit is 1 day/lvl.
- 13—**Past Store (I*) D:** — **R: S** Caster may cast this spell while in a *Vision Behind*; it saves an image of a person or place that can later be used by another *Vision Behind* to key in on the saved image in another place or time.
- 14—**Curse Analysis (I) D:** — **R: T** Gives an analysis of the origin of a curse, the source of its power, and an idea of its effectiveness (i.e., level).
- 15—**Vision Behind (I) As above,** except time range is 1 year/lvl.
- 20—**Vision Location (I) D:** — **R: S** If caster has general information concerning an event or place, casting this spell before a *Vision Behind* will cause the *Vision Behind* to key in on the event most closely matching the description.
- 25—**Vision Behind (I) As above,** except time limit is 10 yr/lvl.
- 30—**Vision Behind (I) As above,** except time limit is 100 yr/lvl.
- 50—**Vision Behind (I) As above,** except there is no time limit.

PERWIRL'S HAT

- When first placed on the owner's head, the Hat summons a large owl as the wearer's *Familiar*.
- 2x/day the wearer can cast *Animal Sense* (300').
- Wearer may communicate with owls. The hat is made of dark brown felt and features a wide, black leather strap with an owl feather.



FUTURE VISIONS

- 1—**Intuitions I (I) D:** — **R: S** Caster gets a vision of what will happen in the next minute if he takes a specified action.
- 3—**Intuitions III (I) As Intuitions I,** except caster gets to gaze 3 minutes into the future.
- 4—**Dream I (P) D: sleep R: S** Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 5—**Intuitions V (P) As Intuitions I,** except caster gets to gaze 5 minutes into the future.
- 6—**Anticipations I (P*) D:** — **R: 100'** Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell).
- 8—**Dream II (P) As Dreams I,** except limit is 2 dreams/night on different topics.
- 9—**Spell Anticipations (P*) As Anticipation,** except if action is to cast a spell, the spell to be cast and target are learned.
- 10—**Intuitions X (P) As Intuitions I,** except caster gets to gaze 10 minutes into the future.
- 11—**Dreams III (P) As Dreams I,** except limit is 3 dreams/night on different topics.
- 13—**Anticipations III (P*) As Anticipations I,** except caster can either predict the actions of three beings for the next round or the actions of one being for the next three rounds.
- 15—**Intuitions True (P) As Intuitions,** except caster gets to gaze 1 min/lvl into the future.
- 20—**Anticipations V (P*) As Anticipations I,** except actions of 5 beings may be predicted or the actions of one being for the next five rounds.
- 25—**Lord Dream (P) As Dream I,** except limit is 5 dreams/night on any combination of topics the caster chooses.
- 30—**Anticipations True (P*) As Anticipation I,** except caster can predict actions of all beings within 100' of him.
- 50—**Spell Anticipation True (P*) As Anticipations True,** except spell type and target are known as well as the actions.

14.4 SEER BASE LISTS

PAST VISIONS

- 1) Origins
- 2) Detect Curse
- 3) Vision Behind (1 min/lvl) c
- 4) Power Lore
- 5) Vision Guide
- 6) Item Vision
- 7) Vision Behind (10 min/lvl) c
- 8)
- 9) Vision Behind (1 hr/lvl) c
- 10) Delving
- 11) Vision Behind (1 day/lvl) c
- 12)
- 13) Past Store
- 14) Curse Analysis
- 15) Vision Behind (1 yr/lvl) c
- 20) Vision Location
- 25) Vision Behind (10 yr/lvl) c
- 30) Vision Behind (100 yr/lvl) c
- 50) Vision Behind True c

FUTURE VISIONS

- 1) Intuitions I
- 2)
- 3) Intuitions III
- 4) Dream I
- 5) Intuitions V
- 6) Anticipations I *
- 7)
- 8) Dream II
- 9) Spell Anticipations *
- 10) Intuitions X
- 11) Dreams III
- 12)
- 13) Anticipations III *
- 14)
- 15) Intuitions True
- 20) Anticipations V *
- 25) Lord Dream
- 30) Anticipations True *
- 50) Spell Anticipation True *

14.5 LAY HEALER BASE LISTS

BLOOD MASTERY

- 1) Flow Stoppage III
- 2) Clotting I
- 3) Cut Repair I
- 4) Clotting III
- 5) Minor Vessel Repair
- 6) Cut Repair III
- 7) Vein Repair
- 8) Arterial Repair
- 9) Joining ‡ *
- 10) Flow Stoppage True
- 11) Lifekeeping
- 12) Clotting True
- 13) Unclothing
- 14)
- 15) Cut Repair True
- 20) Joining True ‡ *
- 25) Regulations
- 30) New Blood
- 50) Blood Repair True

MUSCLE MASTERY

- 1) Sprain Repair
- 2) Muscle/Tendon Lore
- 3) Muscle Repair I
- 4) Tendon Repair I
- 5) Limb Preservation ‡ *
- 6) Muscle Repair III
- 7) Tendon Repair III
- 8) Muscle Repair True
- 9) Joining ‡ *
- 10) Tendon Repair True
- 11) Soft Structure Repair
- 12) Muscle Transplant
- 13)
- 14) Muscle Regeneration
- 15) Tendon Regeneration
- 20) Joining True ‡ *
- 25) Muscle Regeneration True
- 30) Tendon Regeneration True
- 50) Soft Structure Repair True

BLOOD MASTERY

- 1—**Flow Stoppage III (H) D:** — **R: T** Allows caster to reduce a target's blood loss by 3 hits/rnd; target cannot be moved, or bleeding will resume at prior rate.
- 2—**Clotting I (H) D:** — **R: T** Allows caster to stop bleeding of 1 hit/rnd on 1 target; for 1 hr target can move at no more than a walking pace, or bleeding will resume at prior rate.
- 3—**Cut Repair I (H) D: P R: T** Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/rnd.
- 4—**Clotting III (H)** As *Clotting I*, except that caster can stop bleeding of 3 hits/rnd.
- 5—**Minor Vessel Repair (H) D: P R: T** Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rnd, not major arteries or veins).
- 6—**Cut Repair III (H)** As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/rnd (total); three 1 hit/rnd wounds or one 3 hit/rnd wound or one 2 hit/rnd and one 1 hit/rnd wound can be healed; may be spread over 1-3 targets.
- 7—**Vein Repair (H) D: P R: T** Caster can repair any one damaged vein; target can't move (under own power) without reopening wound.
- 8—**Arterial Repair (H) D: P R: T** Allows caster to repair any one damaged artery; target cannot move (under own power) without reopening wound.
- 9—**Joining (H‡*) D: P R: T** Allows caster to reattach 1 severed limb; requires use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.
- 10—**Flow Stoppage True (H)** As *Flow Stoppage III*, except that the caster can reduce blood loss by a number of hits/rnd equal to his lvl (e.g., if caster is 10th lvl, reduction is 10 hits/rnd).
- 11—**Lifekeeping (H) D:** 1 hr/lvl **R: T** Target is kept in a state of suspended animation and prevented from dying for 1 hr/lvl of caster (i.e., the body is "preserved" and the "soul" will not leave the body, see Section 11.1).
- 12—**Clotting True (H)** As *Clotting I*, except that it will stop extreme bleeding from any one wound.
- 13—**Unclothing (H) D: P R: T** Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Evil Cleric list, Curses).
- 15—**Cut Repair True (H)** As *Cut Repair I*, except that it will stop bleeding and close any one wound.
- 20—**Joining True (H‡*)** As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.
- 25—**Regulations (H) D:** 1 min/lvl **R: T** Allows caster to control all internal and external blood flow; cannot be used in harmful manner (i.e., it is a life preserving spell, not a killing spell).
- 30—**New Blood (H) D: P R: T** Allows caster to restore all the blood in any 1 target's body; recovery time 1-10 days.
- 50—**Blood Repair True (H) D:** 1 rnd/lvl **R: S** Allows caster to cast one of the lower level spells on this list each round.

MUSCLE MASTERY

- 1—**Sprain Repair (H) D: P R: T** Allows caster to repair 1 sprain; 1 hr operation.
- 2—**Muscle/Tendon Lore (H) D:** — **R: T** Caster acquires complete understanding of any muscle and/or tendon damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.
- 3—**Muscle Repair I (H) D: P R: T** Allows caster to repair 1 damaged muscle; 1 minute operation; recovery time: 1 day/muscle repaired.
- 4—**Tendon Repair I (H) D: P R: T** Allows caster to repair 1 tendon; 1 min operation; recovery time: 1 day/tendon repaired.
- 5—**Limb Preservation (H‡*) D:** 1 day/lvl **R: T** Allows caster to prevent the deterioration of 1 limb (even while severed); requires the use of Bone Mastery *Limb Preservation* spell as well.
- 6—**Muscle Repair III (H)** As *Muscle Repair I*, except that caster can repair 3 damaged muscles.
- 7—**Tendon Repair III (H)** As *Tendon Repair I*, except that caster can repair 3 damaged tendons.
- 8—**Muscle Repair True (H)** As *Muscle Repair*, except that caster can repair (not replace) 1 muscle in target's body; 1 min operation.
- 9—**Joining (H‡*) D: P R: T** Allows caster to reattach 1 severed limb; requires use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.
- 10—**Tendon Repair True (H)** As *Tendon Repair*, except that caster can repair (not replace) 1 tendon in target's body; 1 min operation.
- 11—**Soft Structure Repair (H) D: P R: T** Allows caster to repair all tendon and muscle damage in target's body; 1 hr operation; recovery time: 1-10 days.
- 12—**Muscle Transplant (H) D: P R: T** Allows caster to transplant a healthy muscle; 1 hr operation; recovery time: 1-10 days; chance of rejection is 10% if same race; 50% if other humanoid.
- 14—**Muscle Regeneration (H) D: P R: T** Allows caster to regenerate 1 muscle; regrowth takes 1-10 days, depending on extent of loss.
- 15—**Tendon Regeneration (H) D: P R: T** Allows caster to regenerate 1 tendon; regrowth takes 1-10 days, depending on extent of loss.
- 20—**Joining True (H‡*)** As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.
- 25—**Muscle Regeneration True (H)** As *Muscle Regeneration*, except that regrowth takes 10 min
- 30—**Tendon Regeneration True (H)** As *Tendon Regeneration*, except that regrowth takes 10 min
- 50—**Soft Structure Repair True (H)** As *Soft Structure Repair*, except that all tendons and muscles in target's body are repaired (not replaced); 10 min operation.

BONE MASTERY

- 1—**Bone Lore** (H) D: — R: T Caster acquires complete understanding of any bone damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.
- 2—**Minor Fracture Repair** (H) D: P R: T Allows caster to mend one simple fracture (not compound fracture, shatters, joint damage, etc.); recovery time: 1 day; does not work on skull fractures.
- 3—**Cartilage Repair** (H) D: P R: T Allows caster to repair all the cartilage centered around 1 joint; recovery time: 1 day.
- 4—**Major Fracture Repair** (H) As *Minor Fracture Repair*, except caster can also repair compound fractures.
- 5—**Limb Preservation** (H†*) D: 1 day/lvl R: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Mastery *Limb Preservation* spell as well.
- 6—**Skull Repair** (H) D: P R: T Allows caster to mend one skull fracture (but not shattered skull areas); recovery time: 1-10 days.
- 7—**Joint Repair** (H) D: P R: T Allows caster to repair one broken (but not shattered) joint; recovery time: 1-10 days.
- 8—**Minor Fracture Repair True** (H) As *Minor Fracture Repair*, except recovery is instantaneous.
- 9—**Joining** (H†*) D: P R: T Allows caster to reattach 1 severed limb; requires use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.
- 10—**Cartilage Repair True** (H) As *Cartilage Repair*, except recovery is instantaneous.
- 11—**Major Fracture Repair True** (H) As *Major Fracture Repair*, except recovery is instantaneous.
- 12—**Skull Repair True** (H) As *Skull Repair*, except recovery is instantaneous.
- 13—**Bone Transplant** (H) D: P R: T Allows caster to transplant a healthy bone; 1 hr operation; recovery time: 1-10 days; chance of rejection is 10% if same race, 50% if other humanoid.
- 14—**Shatter Repair** (H) D: P R: T Allows caster to repair any 1 broken or shattered bone (even in skull); 1 hr operation; recovery time: 1-10 days.
- 15—**Joint Repair True** (H) As *Joint Repair*; except that recovery is instantaneous.
- 20—**Joining True** (H†*) As *Joining*, except caster must throw the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.
- 25—**Cartilage Regeneration** (H) D: P R: T Allows caster to regenerate 1 section of cartilage in target's body; recovery time: 1-10 days.
- 30—**Bone Regeneration** (H) D: P R: T Allows caster to regenerate 1 lost bone; recovery time: 1-10 days.
- 50—**Skeletal Regeneration** (H) D: P R: T Allows caster to regenerate any part (or all) of a skeleton (including cartilage) in 1-10 days, depending on damage.

CONCUSSION MASTERY

- 1—**Heal** (H) D: P R: T Target is healed of 1-10 concussion hits.
- 2—**Stun Relief I** (H*) D: — R: T Target is relieved of 1 round's worth of accumulated stun.
- 3—**Frost/Burn Relief I** (H) D: — R: T Will heal one area of mild frostbite or 1st degree burn.
- 4—**Regeneration I** (H*) D: C R: T Reduces target's concussion hit damage by 1 hit every rnd as long as caster concentrates.
- 5—**Awakening** (H) D: — R: T Target is instantly awake.
- 6—**Frost/Burn Relief II** (H) As *Frost/Burn Relief I*, except heals 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).
- 7—**Heal** (H) As above, except heals 5-50 hits.
- 8—**Stun Relief III** (H*) As *Stun Relief I*, except 3 rounds of stun effects are relieved.
- 9—**Frost/Burn Relief III** (H) As *Frost/Burn Relief I*, except heals 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or combination of 1 mild and 1 moderate area.
- 10—**Regeneration II** (H*) As *Regeneration I*, except damage reduction is 2 hits/rnd.
- 11—**Heal** (H) As above, except heals 10-100 hits.
- 12—**Frost/Burn Relief IV** (H) As *Frost/Burn Relief I*, except heals 4 mild, 2 moderate, 1 mild and 1 severe or 2 mild and 1 moderate area(s) of damage.
- 13—**Stun Relief V** (H*) As *Stun Relief I*, except target is relieved of 5 rounds of accumulated stun effects.
- 14—**Stun Relief I** (H*) As above, except any 1 target within 100' of caster is relieved of 1 round accumulated stun effects.
- 15—**Regeneration III** (H*) As *Regeneration I*, except damage reduction is 3 hits/rnd.
- 20—**Heal** (H) As above, except heals 20-200 hits.
- 25—**Heal True** (H) As above, except target healed of all concussion hits.
- 30—**Frost/Burn Relief True** (H) As *Frost/Burn Relief I*, except target relieved of all burns or frostbite.
- 50—**Stun Relief True** (H) As above, except target healed of all stun effects.

THE CADUCEUS OF ULTHURAN

This staff was constructed by Turic Volm for the Lay Healer Ulthuran, his most trusted henchman.

- X2 PP Multiplier for Lay Healers
- Allows wielder to cast 15 PP worth of spells from the *Concussion Mastery* list (up to 10th level).

Fashioned of enchanted mahogany, the Caduceus is encircled by a cobra of jade.



14.5 LAY HEALER BASE LISTS

BONE MASTERY

- 1) Bone Lore
- 2) Minor Fracture Repair
- 3) Cartilage Repair
- 4) Major Fracture Repair
- 5) Limb Preservation † *
- 6) Skull Repair
- 7) Joint Repair
- 8) Minor Fracture Repair True
- 9) Joining † *
- 10) Cartilage Repair True
- 11) Major Fracture Repair True
- 12) Skull Repair True
- 13) Bone Transplant
- 14) Shatter Repair
- 15) Joint Repair True
- 20) Joining True † *
- 25) Cartilage Regeneration
- 30) Bone Regeneration
- 50) Skeletal Regeneration

CONCUSSION MASTERY

- 1) Heal (1-10)
- 2) Stun Relief I (T) *
- 3) Frost/Burn Relief I
- 4) Regeneration I c *
- 5) Awakening
- 6) Frost/Burn Relief II
- 7) Heal (5-50)
- 8) Stun Relief III *
- 9) Frost/Burn Relief III
- 10) Regeneration II c *
- 11) Heal (10-100)
- 12) Frost/Burn Relief IV
- 13) Stun Relief V *
- 14) Stun Relief I (100') *
- 15) Regeneration III c *
- 20) Heal (20-200)
- 25) Heal True
- 30) Frost/Burn Relief True
- 50) Stun Relief True

14.5 LAY HEALER BASE LISTS

NERVE AND ORGAN MASTERY

- 1) Nerve/Organ Lore
- 2) Numbing
- 3) Minor Nerve Repair
- 4) Minor Ear/Nose Repair
- 5) Organ Preservation
- 6) Minor Eye Repair
- 7) Major Nerve Repair
- 8) Major Ear Repair
- 9) Joining †*
- 10) Major Eye Repair
- 11) Lifekeeping
- 12) Nerve Repair True
- 13) Organ Transplant
- 14) Organ Repair
- 15) Minor Brain Repair
- 20) Joining True †*
- 25) Nerve Regeneration
- 30) Organ Regeneration
- 50) Brain Regeneration

PROSTHETICS

- 1) Measure
- 2) Mold Wood
- 3) Fit Wood
- 4) Animation (8 hrs)
- 5) Mold Glass
- 6) Fit Glass
- 7) Animation (24 hrs)
- 8) Mold Normal Metal
- 9) Fit Normal Metal
- 10) Artificial Flesh
- 11) Animation (1 wk)
- 12)
- 13) Fit Enchanted Materials
- 14)
- 15) Animation (1 mo)
- 20) Artificial Flesh True
- 25) Animation (1 yr)
- 30) Animation (1 yr/lvl)
- 50) Animation True

NERVE AND ORGAN MASTERY

- 1—**Nerve/Organ Lore** (H) D:— R:T Caster acquires complete understanding of any nerve and/or organ damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.
- 2—**Numbing** (H) D: 1 min/lvl R: T Allows caster to stop or reduce feeling in a specific area of the body (6" cu); works to reduce pain with minor side effects (e.g., -10 to given ability).
- 3—**Minor Nerve Repair** (H) D: P R: T Allows caster to repair minor nerve damage; target regains feeling in 1-10 days.
- 4—**Minor Ear/Nose Repair** (H) D: P R: T Allows caster to repair any exterior ear damage short of complete ear loss or any nose damage short of complete nose loss; requires 1-60 min, depending on damage
- 5—**Organ Preservation** (H) D: 1 day/lvl R: T Allows caster to prevent the deterioration of any specific organ (e.g., eye, ear, liver), even if it is "outside" of its body).
- 6—**Minor Eye Repair** (H) D: P R: T Allows caster to repair any minor eye damage (e.g., corneal scratch or removal of foreign object).
- 7—**Major Nerve Repair** (H) As *Minor Nerve Repair*, except that caster can repair major nerve damage; recovery time: 1-10 days.
- 8—**Major Ear Repair** (H) As *Minor Ear Repair*, except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days; note that complete replacement of the ear is an exception.
- 9—**Joining** (H†*) D: P R: T Allows caster to reattach 1 severed limb; requires use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.
- 10—**Major Eye Repair** (H) As *Minor Eye Repair*, except caster can repair any eye damage short of total eye loss (e.g., eye's destruction precludes repair); recovery time: 1-10 days.
- 11—**Lifekeeping** (H) D: 1 hr/lvl R: T Target is kept in a state of suspended animation and prevented from dying for 1 hr/lvl of caster (i.e., the body is "preserved" and the "soul" will not leave the body, see Section 11.1).
- 12—**Nerve Repair True** (H) As *Major Nerve Repair*, except that recovery is instantaneous.
- 13—**Organ Transplant** (H) D: P R: T Allows caster to transplant a healthy organ; 1 hr operation; recovery time: 1-10 days; chance of rejection is 10% if same race, 50% of other humanoid.
- 14—**Organ Repair** (H) D: P R: T Allows caster to repair any organ that has not been completely destroyed; recovery time: 1-10 days.
- 15—**Minor Brain Repair** (H) D: P R: T Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not restored (% lost permanently dependent on severity of damage); 1 hr operation; recovery time: 1-10 days.
- 20—**Joining True** (H†*) As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.

- 25—**Nerve Regeneration** (H) D: P R: T Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.
- 30—**Organ Regeneration** (H) D: P R: T Allows caster to completely regenerate lost organ; process takes 1-10 hours; recovery time: 1-10 days; target remains in coma during recovery; brain regeneration is not permitted.
- 50—**Brain Regeneration** (H) D: P R: T Allows caster to regenerate brain tissue in 1-10 hours; recovery time: 1-10 days (target is in coma during recovery); note that lost experience is not restored (the % lost permanently depends on severity of damage).

PROSTHETICS

- 1—**Measure** (H) D:— R: T Allows Lay Healer to measure and memorize dimensions necessary to make false limb.
- 2—**Mold Wood** (H) D: P R: S Confers woodworking skills for making of artificial limb; skills last 1 day, i.e., the time necessary to mold a limb.
- 3—**Fit Wood** (H) D: 1 hr R: S Allows caster to fit a wooden limb to a body.
- 4—**Animation** (H) D: 8 hrs R: T Allows wearer to operate an artificial limb at will for 8 hrs.
- 5—**Mold Glass** (H) D: P R: S Confers glassworking skills for 1 day; glassworking takes twice as long as equivalent woodworking.
- 6—**Fit Glass** (H) As *Fit Wood*; except allows caster to fit a glass limb.
- 7—**Animation** (H) As above, except duration is 24 hrs.
- 8—**Mold Normal Metal** (H) As *Mold Wood*, except involves basic metal and molding time is 4 days.
- 9—**Fit Normal Metal** (H) As *Fit Wood*; allows caster to fit a normal metal limb.
- 10—**Artificial Flesh** (H) D: P R: T Gives the caster the skills to make and work semi-realistic synthetic skin to cover an artificial limb; skills last 1 day; takes 1-10 days, depending on amount required.
- 11—**Animation** (H) As above, except duration is 1 week.
- 13—**Fit Enchanted Materials** (H) As *Fit Wood*; allows caster to fit limbs of enchanted materials.
- 15—**Animation** (H) As above, except duration is 1 month.
- 20—**Artificial Flesh True** (H) As *Artificial Flesh*, except perfectly realistic synthetic flesh can be made and worked; takes 10-100 days, depending on amount.
- 25—**Animation** (H) As above, except duration is 1 year.
- 30—**Animation** (H) As above, except duration is 1 year per caster's level.
- 50—**Animation True** (H) As *Animation*, except animation is permanent.

CONTROLLING SONGS

- 1—**Calm Song (M)** D: C R: 50' Target is calmed and can't take aggressive (offensive) action, while caster plays/sings (concentrates).
- 2—**Holding Song (M)** As *Calm Song*, except target can only take 25% of normal action.
- 3—**Stun Song (M)** As *Calm Song*, except target is stunned.
- 5—**Sleep Song (M)** As *Calm Song*, except target falls into a light sleep.
- 6—**Charm Song (M)** As *Calm Song*, except target believes caster is a good friend.
- 7—**Fear's Song (M)** As *Calm Song*, except target fears caster and tries to flee from him.
- 8—**Calm Song True (M)** As *Calm Song*, except after the caster stops playing/singing the effect will continue for the number of rounds the caster has already played/sung (e.g., if the caster sings for 3 rnds, then after he stops the target will remain calm for 3 more rounds).
- 9—**Stun Song True (M)** As *Calm Song True*, except target is stunned.
- 10—**Forgetting Song (M)** D: P R: 50' Target will forget what transpired in a certain period of time specified by the caster (within 1 day/lvl). The length of the "forgetting" time period is equal to the amount of time the caster plays/sings (concentrates).

- 11—**Charm Song True (M)** As *Calm Song True*, except target believes caster is his good friend.
- 12—**Panic's Song (M)** As *Calm Song*, except target panics (routs) and flees, dropping or throwing away most of his equipment to speed his departure.
- 13—**Song of Mastery (M)** As *Calm Song*, except target must obey the caster.
- 15—**Sleep Song True (M)** As *Calm Song True*, except target falls asleep.
- 20—**Controlling Song True (M)** As any of the *Song True* spells above (caster's choice), except when the caster stops playing/singing the duration of the spell is 2x the time the caster has already played/sung (concentrated).
- 25—**Song of Mastery True (M)** As *Calm Song True*, except target must obey caster.
- 30—**Song of Coma (M)** D: V R: 50' Target falls into a deep coma, from which he will awaken only if the caster cancels it or it is dispelled.
- 50—**Slaying Song (M)** As *Song of Coma*, except target dies instantly if his RR failure is more than 50; RR failure of 01-50 results in a coma.

14.6 BARD BASE LISTS

CONTROLLING SONGS

- 1) Calm Song c
- 2) Holding Song c
- 3) Stun Song c
- 4)
- 5) Sleep Song c
- 6) Charm Song c
- 7) Fear's Song c
- 8) Calm Song True c
- 9) Stun Song True c
- 10) Forgetting Song c
- 11) Charm Song True c
- 12) Panic's Song c
- 13) Song of Mastery c
- 14)
- 15) Sleep Song True c
- 20) Controlling Song True c
- 25) Song of Mastery True c
- 30) Song of Coma
- 50) Slaying Song



14.6 BARD BASE LISTS

SOUND CONTROL

- 1) Silence (1'R)
- 2) Sonic Law (1'R) c
- 3)
- 4) Silence (10'R)
- 5) Sonic Law (10'R) c
- 6)
- 7) Silence (to 10'R)
- 8) Cracks Call
- 9)
- 10) Silence (50'R)
- 11) Sonic Law (100'R)
- 12)
- 13) Shatter
- 14) Waiting Sound
- 15) Sonic Law (10'R/lvl)
- 20) Crumble
- 25) Silence (100'R)
- 30) Mind's Song
- 50) Sonic Law True

SOUND PROJECTION

- 1) Long Whisper (100') c
- 2) Sounding (2x) c
- 3) Song Sounding (2x)
- 4) Song II *
- 5) Long Whisper (300') c
- 6) Sounding (5x) c
- 7) Great Song (10'R)
- 8) Song Sounding (3x)
- 9) Long Whisper (500') c
- 10) Song III *
- 11) Silent Song
- 12) Song Sounding (4x)
- 13) Long Whisper (1 mi) c
- 14) Song V *
- 15) Great Song (50'R)
- 20) Song Sounding (5x)
- 25) Great Song (100'R)
- 30) Song Sounding (6x)
- 50) Song True (100')

SOUND CONTROL

- 1—**Silence** (F) **D:** 1 min/lvl **R:** S Any sounds originating within 1' of the caster's body cannot be heard outside the radius: +25 to Stalking.
- 2—**Sonic Law** (F) **D:** C **R:** S Caster may manipulate sound within 1' of his body. He can create any sound he wants; and if he desires, that sound can be heard outside the radius.
- 4—**Silence** (F) As above, except radius is 10'.
- 5—**Sonic Law** (F) As above, except radius is 10'.
- 7—**Silence** (F) As above, except radius can be altered anywhere between 0' and 10'.
- 8—**Cracks Call** (F) **D:** — **R:** 100' Certain sound waves cause any cracks or flaws in solid, inanimate material (up to 1000' cu) to expand to their limit.
- 10—**Silence** (F) As above, except radius is 50'.
- 11—**Sonic Law** (F) As above, except radius is 100'.
- 13—**Shatter** (F) **D:** — **R:** 10' Causes a non-metal, inanimate object to shatter (up to 1 cu' in size); all within 5'R take an 'A' Impact critical, holder takes a 'C'.
- 14—**Waiting Sound** (F) **D:** 1 min/lvl **R:** T A set series of sounds can be concentrated upon and then delayed up to 24 hr or until triggered by a specified sound.
- 15—**Sonic Law** (F) As above, except radius is 10'/lvl.
- 20—**Crumble** (F) As *Cracks Call*, except material with cracks will crumble to dust.
- 25—**Silence** (F) As above, except radius is 100'.
- 30—**Mind's Song** (M) **D:** 1 rnd/10 failure **R:** 50'R Everyone within the radius is a target, all failing are stunned due to ultrasonics (this includes animals).
- 50—**Sonic Law True** (F) **D:** 1 min/lvl **R:** 10'/lvl As *Sonic Law*, except sounds can be programmed, delayed (up to 24 hr), more than one at a time, and instantly changeable.

SOUND PROJECTION

- 1—**Long Whisper** (F) **D:** C **R:** 100' Caster can whisper and the whisper can be heard at any point he chooses within the range.
- 2—**Sounding** (F) **D:** C **R:** S Caster's voice is amplified 2x.
- 3—**Song Sounding** (F) **D:** V **R:** S Doubles the range of a spell on the Bard Base list, Controlling Songs; must be cast just before that spell.
- 4—**Song II** (F*) **D:** V **R:** S Allows the caster to affect 2 targets with a spell off the Bard Base list, Controlling Songs; this spell requires the same PPs as the controlling spell, and is cast simultaneously with that spell.
- 5—**Long Whisper** (F) As above, except range is 300'.
- 6—**Sounding** (F) As above, except amplification is 5x.
- 7—**Great Song** (F) As *Song II*, except everyone within a 10'R of the caster is a target of the control song used.
- 8—**Song Sounding** (F) As above, except range is 3x.

SCABRA, DRINKER AND SEEKER

Scabra, a fell blade of assassins, has taken the lives of countless victims.

- +20 magic dagger.
- Once stained with the blood of a foe, this dagger may be thrown up to 500', without penalty, against that opponent at any time in the future.
- The target of such an attack need not be seen, though the dagger requires a clear path of flight.

Cast in fine steel with hilts of Keron.



- 9—**Long Whisper** (F) As above, except range is 500'.
- 10—**Song III** (F) As *Song II*, except 3 targets may be affected.
- 11—**Silent Song** (F) **D:** V **R:** S When this spell is cast with a spell off the Bard Base list, Controlling Songs, no one but the target(s) will hear the song; this spell requires the same PPs as the controlling spell, and is cast simultaneously with the controlling spell.
- 12—**Song Sounding** (F) As above, except range is 4x.
- 13—**Long Whisper** (F) As above, except range is one mile.
- 14—**Song V** (F) As *Song II*, except 5 targets may be affected.
- 15—**Great Song** (F) As above, except radius is 50'.
- 20—**Song Sounding** (F) As above, except range is 5x.
- 25—**Great Song** (F) As above, except radius is 100'.
- 30—**Song Sounding** (F) As above, except range is 6x.
- 50—**Song True** (F) **D:** 1 md/lvl **R:** S Any of the spells below can be cast at a rate of 1/md for the duration of the spell; any controlling songs must be cast separately and additional power points must be expended.

LORES

- 1—**Study I (P)** D: C R: S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.
- 2—**Learn Language II (P)** D: C R: S Doubles the rate at which the caster can learn a language.
- 3—**Language Lore (P)** D: — R: S Caster learns what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.
- 4—**Mind's Lore I (M)** D: 1 rnd/lvl (C) R: 50' Caster can scan the target's mind; and receive up to 10% of the target's knowledge (conscious and unconscious) concerning one very specific topic. The 10% chance should be to each piece of information that the target knows (1/rnd).
- 5—**Study II (P)** As *Study I*, except caster can also read at 2x normal rate.
- 7—**Learn Language III (P)** As *Learn Language II*, except rate is 3x.
- 8—**Mind's Lore III (M)** As *Mind's Lore I*, except 30% of knowledge is obtained.
- 10—**Study III (P)** As *Study I*, except caster can read at 3x normal rate.
- 11—**Passage Origin (P)** D: C R: S Caster can read a piece of text and tell if it has been translated; and if so, what the original language was and possibly the author if he was noteworthy or the caster has seen his work.
- 12—**Learn Language IV (P)** As *Learn Language II*, except rate is 4x.
- 13—**Mind's Lore V (M)** As *Mind's Lore I*, except 50% of knowledge is obtained.
- 15—**Study V (P)** As *Study I*, except caster reads at 5x normal rate.
- 20—**Study True (P)** As *Study I*, except caster can read as fast as he can glance at a page.
- 25—**Learn Language V (P)** As *Learn Language II*, except rate is 5x.
- 30—**Mind's Lore True (M)** As *Mind's Lore I*, except all knowledge is obtained.
- 50—**Learn Language True (P)** D: P R: S If the caster has access to a being that knows a certain language, he can learn the language as well as the given being knows it; he must touch the being and concentrate for 24 hours.

ITEM LORE

- 1—**Jewel and Metal Assessment (I)** D: — R: T Caster can assess the value of jewels and metals to within 10%; allows him to calculate different values for the different cultures he is familiar with.
- 2—**Item Assessment (I)** As *Jewel and Metal Assessment*, except crafted items may be assessed; magic capabilities are not included.
- 3—**Detect Power (I)** D: 1 rnd/lvl R: T Detects power in an item, but not the realm or how much.
- 4—**Item Analysis I (I)** D: — R: T Caster has a 10% chance for each ability of determining what enchanted abilities the item has; once an *Item Analysis* spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.
- 5—**Assessment True (I)** As *Item Assessment*, except anything can be assessed, such as livestock, houses, boats, etc.
- 6—**Significance (I)** D: — R: T Determines if the item examined has any cultural or historical significance, but not specifically what significance.
- 8—**Origins (I)** D: — R: T Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
- 10—**Item Analysis II (I)** As *Item Analysis I*, except there is a 20% chance for each ability.
- 11—**Detect Curse (I)** D: — R: T Determines if an item has a curse on it.
- 13—**Significance True (I)** As *Significance*, except it determines the exact cultural and historical significance.
- 15—**Item Analysis III (I)** As *Item Analysis I*, except there is a 30% chance for each ability.
- 20—**Item Analysis V (I)** As *Item Analysis I*, except there is a 50% chance for each ability.
- 25—**Origins True (I)** As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.
- 30—**Item Analysis VII (I)** As *Item Analysis I*, except there is a 70% chance for each ability.
- 50—**Item Analysis True (I)** As *Item Analysis I*, except all abilities are known automatically.

14.6 BARD BASE LISTS

LORES

- 1) Study I c
- 2) Learn Language II c
- 3) Language Lore
- 4) Mind's Lore I (C)
- 5) Study II c
- 6)
- 7) Learn Language III c
- 8) Mind's Lore III
- 9)
- 10) Study III c
- 11) Passage Origin c
- 12) Learn Language IV c
- 13) Mind's Lore V
- 14)
- 15) Study V c
- 20) Study True c
- 25) Learn Language V c
- 30) Mind's Lore True
- 50) Learn Language True c

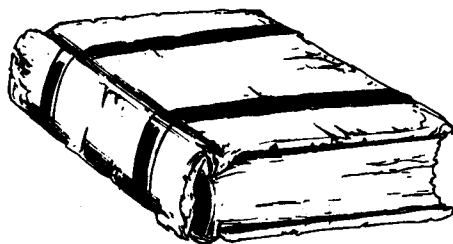
ITEM LORE

- 1) Jewel and Metal Assessment
- 2) Item Assessment
- 3) Detect Power
- 4) Item Analysis I
- 5) Assessment True
- 6) Significance
- 7)
- 8) Origins
- 9)
- 10) Item Analysis II
- 11) Detect Curse
- 12)
- 13) Significance True
- 14)
- 15) Item Analysis III
- 20) Item Analysis V
- 25) Origins True
- 30) Item Analysis VII
- 50) Item Analysis True

TOME OF ANALYSIS

- Possessor may cast 20 PP of spells from the Bard Base list *Item Lore* each day (up to 20th level).
- The Tome allows casting of *Study I*, at will, without PP expenditure.
- Allows +20 to RRs against Mentalism attacks.

The Tome is constructed of Green Dragon hide with gold fittings, and its pages are vellum.



14.7 EVIL MENTALIST BASE LISTS

MIND SUBVERSION

- 1) Suspicion
- 2) Trait Subversion I
- 3) Lying
- 4) Trait Subversion II
- 5) Cheating
- 6)
- 7) Stealing
- 8) Trait Subversion III
- 9)
- 10) Aggravated Thief
- 11) Trait Subversion V
- 12)
- 13) Assault
- 14)
- 15) Trait Subversion X
- 20) Homicide
- 25) Assassination
- 30) Trait Subversion True
- 50) Suicide

MIND DOMINATION

- 1)
- 2) Mind Lock c
- 3) Mind Invasion c
- 4)
- 5) Demonic Possession I
- 6) Transferral
- 7)
- 8) Subjugation c
- 9)
- 10) Demonic Possession II
- 11) Mind Slave c
- 12)
- 13) Banishment c
- 14)
- 15) Demonic Possession III
- 20) Mind Slave True
- 25) Demonic Possession IV
- 30) Transferral True
- 50) Banishment True

MIND SUBVERSION

- 1—**Suspicion** (M) **D:** 1 day/5 failure **R:** 100' Target suspects the actions of his associates (GM may give descriptions that arouse the player's own suspicions).
- 2—**Trait Subversion I** (M) As *Suspicion*, except one of the target's personal traits is perverted; such traits might include: kindness, loyalty, thrift, cheerfulness, reverence, etc.
- 3—**Lying** (M) As *Suspicion*, except on any statement there is a 20% chance the target lies.
- 4—**Trait Subversion II** (M) As *Trait Subversion I*, except 2 traits may be perverted.
- 5—**Cheating** (M) As *Suspicion*, except target will attempt to cheat on all matters (e.g., splitting loot, card games, etc.)
- 7—**Stealing** (M) As *Suspicion*, except target becomes a kleptomaniac and has a 10% chance of attempting to steal anything that catches his fancy (if it does not involve violence).
- 8—**Trait Subversion III** (M) As *Trait Subversion I*, except 3 traits may be perverted.
- 10—**Aggravated Thief** (M) As *Stealing*, except target will use violence to steal.
- 11—**Trait Subversion V** (M) As *Trait Subversion I*, except 5 traits may be perverted.
- 13—**Assault** (M) As *Suspicion*, except there is a 5% chance target will assault a person when he initially encounters him.
- 15—**Trait Subversion X** (M) As *Trait Subversion I*, except 10 traits may be perverted.
- 20—**Homicide** (M) As *Assault*, except target attempts to kill.
- 25—**Assassination** (M) As *Assault*, except target will mark a person and then plan to assassinate him later.
- 30—**Trait Subversion True** (M) As *Trait Subversion I*, except it is permanent.
- 50—**Suicide** (M) As *Suspicion*, except whenever the target is injured, suffers humiliation, or fails in something, he will attempt suicide in some imaginative way.

BAG OF EROSION

This cursed bag houses a small, non-corporeal demon which attacks the owner while he or she sleeps.

- The owner suffers a *Dull Mind I* attack during each night of sleep while the bag is on his or her person.
 - 2x/day, at random intervals, the possessor is subjected to a *Forget I* spell.
 - The bag worsens ESF Mods for overcast attempts by 20.
- Of Elf Skin.



MIND DOMINATION

- 2—**Mind Lock** (M) **D:** C **R:** 100' Caster and target are locked in mental contact until: the caster ceases concentration or either the caster or the target has a RR failure of 30 or greater (RRs must be made against each other every rnd); the one failing by 30 becomes unconscious; neither can take any action.
- 3—**Mind Invasion** (M) **D:** C **R:** 100' Target is frozen in mental combat, but caster may perform 50% of his normal activity.
- 5—**Demonic Possession I** (M) **D:** V **R:** 100' Target is controlled by a Type I Demon (level 1-2, see the Evil Magician list, Dark Summons); additional RRs can be made (once/day) to regain self-control; demon is random, maniacal, and homicidal.
- 6—**Transferral** (M) **D:** V **R:** T Caster transfers his "mind/essence/soul" into the target and the target's "mind/essence/soul" is imprisoned. While in control of the target's body, the caster may only function 50% of his normal activity; the target will make additional RRs can be made (once/day) to regain self-control; when a successful RR is made, the caster is returned to his own body which has been in suspended animation.
- 8—**Subjugation** (M) **D:** C **R:** 100' Target must obey the will of the caster.
- 10—**Demonic Possession II** (M) As *Demonic Possession I*, except Demon is Type II (level 3-5).
- 11—**Mind Slave** (M) As *Subjugation*, except target is a zombie until he makes his once/day RR; on any round that the caster concentrates, the target will obey his will.
- 13—**Banishment** (M) As *Mind Slave*, except target's "mind/essence/soul" is in agony and any round that the caster doesn't concentrate, the body will obey anyone's verbal commands; conflicting commands mean the target does nothing.
- 15—**Demonic Possession III** (M) As *Demonic Possession I*, except Demon is Type III (level 6-10).
- 20—**Mind Slave True** (M) As *Mind Slave*, except caster need not concentrate to command the target.
- 25—**Demonic Possession IV** (M) As *Demonic Possession I*, except Demon is Type IV (level 11-15).
- 30—**Transferral True** (M) As *Transferral*, except target only gets his additional RRs once/month and every time he fails his chance to successfully resist decreases by 1.
- 50—**Banishment True** (M) As *Banishment*, except target only gets his RRs once/month and every time he fails his chance to successfully resist decreases by 1.

14.7 EVIL MENTALIST BASE LISTS

MIND EROSION

- 1) Dull Mind I
- 2) Confusion
- 3)
- 4) Dull Mind II
- 5) Mind Erosion I
- 6)
- 7) Dull Mind III
- 8)
- 9) Dull Mind IV
- 10) Mind Erosion II
- 11)
- 12) Dull Mind V
- 13)
- 14) Dull Mind VI
- 15) Mind Erosion III
- 20) Dull Mind VIII
- 25) Dull Mind X
- 30) Mind Erosion V
- 50) Mind Erosion True

MIND DEATH

- 1)
- 2) Forget I
- 3) Mind Blank I
- 4)
- 5) Forget X
- 6)
- 7) Mind Blank III
- 8)
- 9) Lord Forget
- 10) Mind Death I
- 11) Lost Experience I
- 12)
- 13) Mind Blank V
- 14) Forget True
- 15) Mind Death II
- 20) Mind Death III
- 25) Lost Experience II
- 30) Mind Death V
- 50) Mind Death True



MIND EROSION

- 1—**Dull Mind I** (M D: 1 month/5 failure R: 100' Target has one of his mental stats (determine randomly) temporarily lowered by 5 (by 1 in a 3-18 system); in *RM*, the temporary stat is lowered, not the potential. The mental stats are: Presence, Empathy, Intuition, Memory, Reasoning, and Self Discipline (also wisdom, intelligence, charisma, etc.). If a stat drops below 01, the target is in a coma until the stat reaches 01; it will increase at a rate of 1/day until 01 is reached.
- 2—**Confusion** (M) D: 1 day/5 failure R: 100' Target is mentally bewildered; each round, he has only a 50% chance of making a decision; he will always defend himself from direct attack.
- 4—**Dull Mind II** (M) As *Dull Mind I*, except decrease is 10.
- 5—**Mind Erosion I** (M) As *Dull Mind I*, except decrease affects a potential stat and the corresponding temporary stat.
- 7—**Dull Mind III** (M) As *Dull Mind I*, except decrease is 15.
- 9—**Dull Mind IV** (M) As *Dull Mind I*, except decrease is 20.
- 10—**Mind Erosion II** (M) As *Mind Erosion I*, except decrease is 10.
- 12—**Dull Mind V** (M) As *Dull Mind I*, except decrease is 25.
- 14—**Dull Mind VI** (M) As *Dull Mind I*, except decrease is 30.
- 15—**Mind Erosion III** (M) As *Mind Erosion I*, except decrease is 15.
- 20—**Dull Mind VIII** (M) As *Dull Mind I*, except decrease is 40.
- 25—**Dull Mind X** (M) As *Dull Mind I*, except decrease is 50.
- 30—**Mind Erosion V** (M) As *Mind Erosion I*, except decrease is 25.
- 50—**Mind Erosion True** (M) As *Mind Erosion I*, except one mental stat can be reduced to 01.

MIND DEATH

- 2—**Forget I** (M) D: P R: 100' Target forgets 10 minutes totally, caster's choice.
- 3—**Mind Blank I** (M) D: 1 rnd R: 100' Target's mind is temporarily blank and he can do nothing.
- 5—**Forget X** (M) As *Forget I*, except 100 minutes can be erased.
- 7—**Mind Blank III** (M) As *Mind Blank I*, except duration is 3 rnds.
- 9—**Lord Forget** (M) As *Forget I*, except 200 minutes can be erased.
- 10—**Mind Death I** (M) D: P R: 50' Target's mind is blanked as in *Mind Blank I*, at random, for 10 min each and every day.
- 11—**Lost Experience I** (M) D: P R: 50' Target loses 5% of his collected experience (usually experience points).
- 13—**Mind Blank V** (M) As *Mind Blank I*, except duration is 5 rnds.
- 14—**Forget True** (M) As *Forget I*, except 1 hr/lvl can be erased.
- 15—**Mind Death II** (M) As *Mind Death I*, except the target blanks out 2x/day.
- 20—**Mind Death III** (M) As *Mind Death I*, except target blanks out 3x/day.
- 25—**Lost Experience II** (M) As *Lost Experience I*, except loss is 10%.
- 30—**Mind Death V** (M) As *Mind Death I*, except target blanks out 5x/day.
- 50—**Mind Death True** (M) As *Mind Death I*, except the target has a 5% chance of blanking out each rnd.

14.7 EVIL MENTALIST BASE LISTS

MIND DISEASE

- 1) Insomnia
- 2) Neurosis
- 3) Guilt
- 4) Paranoia
- 5) Panic
- 6) Phobia
- 7) Schizophrenia
- 8)
- 9) Psychosis
- 10) Catatonia
- 11) Insomnia True
- 12)
- 13) Guilt True
- 14)
- 15) Paranoia True
- 20) Schizophrenia True
- 25) Psychosis True
- 30) Catatonia True
- 50) Mind Disease True

MIND DISEASE

- 1—**Insomnia (M)** D: P R: 100' Target has trouble sleeping; he is at -25 to all activities after suffering this for 2 days (until cured).
- 2—**Neurosis (M)** D: P R: 100' Target has a dislike for a specific type of thing the caster chooses; target has a 50% chance of avoiding the thing when given the choice (e.g., a neurosis concerning horses would mean that every time the target tried to get on or near a horse he would only have a 50% chance of being able to force himself to do it).
- 3—**Guilt (M)** As *Insomnia*, except target becomes guilty over some incident in his past; he will not perform such an action again.
- 4—**Paranoia (M)** As *Insomnia*, except target believes everyone is out to get him.
- 5—**Panic (M)** As *Insomnia*, except target will panic and flee in any personally dangerous situation.
- 6—**Phobia (M)** As *Neurosis*, except target fears the thing and only has a 25% chance of being able to control himself concerning the thing; there is a 10% chance he will flee from the thing.
- 7—**Schizophrenia (M)** As *Insomnia*, except target develops a 2nd personality of another "alignment", which will be active 10% of the time (at random).
- 9—**Psychosis (M)** As *Phobia*, except target only has self-control concerning the thing 10% of the time and flees 50% of the time.
- 10—**Catatonia (M)** As *Insomnia*, except target drifts in and out of a catatonic state; every hour there is a 25% chance he will become catatonic for one hour.
- 11—**Insomnia True (M)** As *Insomnia*, except target can only sleep if he uses drugs or spells (e.g., a sleep spell); he adds 100 to his RRs against all sleep spells; if he gets no sleep, he will slowly go mad.
- 13—**Guilt True (M)** As *Guilt*, except every day that he fails a normal RR, the target will take actions to atone for his guilt incident.
- 15—**Paranoia True (M)** As *Paranoia*, except target will not trust or associate with anyone for more than 1 hr.
- 20—**Schizophrenia True (M)** As *Schizophrenia*, except a 2nd personality is active 50% of the time.
- 25—**Psychosis True (M)** As *Psychosis*, except target has no chance of self-control and will flee 90% of the time; if held near the thing he fears, he will slowly go mad.
- 30—**Catatonia True (M)** As *Catatonia*, except every hour there is a 95% chance target will be catatonic.
- 50—**Mind Disease True (M)** D: P R: 100' Target may be given any mental disease that the caster chooses.



CONFUSING WAYS

- 1—**Distraction** (M) **D:** C **R:** 100' Target is at -30 for all actions.
- 2—**Confusion** (M) **D:** 1 rnd/5 failure **R:** 100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 3—**Blur Vision** (M) **D:** C **R:** 100' Target has a -100 OB mod for missile attacks; -50 for all other actions.
- 4—**Fear** (M) **D:** 1 min/10 failure **R:** 100' Target fears caster and attempts to flee.
- 5—**Unbalance** (M) **D:** — **R:** 100' Target becomes unbalanced; if he is moving, he trips and falls (out 1-4 rnds); if he is performing a maneuver he fails it.
- 6—**Fumble** (M) As *Unbalance*, except target fumbles any weapon or item in his hands; roll on the appropriate *AL&CL* Fumble Table.
- 7—**Hallucination** (M) **D:** C **R:** 100' Target sees a nonexistent foe; must fight him until the foe is "defeated" (i.e., takes damage that would drop the target); foe has same capabilities as target but does him no damage (i.e., always misses).
- 8—**Spin** (F) **D:** — **R:** 50' Target is spun about 180°, taking 1 rnd/10 failure to recover.
- 9—**Weapon Alteration** (M) **D:** 1 rnd/lvl **R:** 100' Target's weapon is altered to appear to him that it is some other weapon, with which he must fight; treat as a similar weapon for OB purposes.
- 10—**Mirages** (M) **D:** C **R:** 100' Target sees all moving things clearly, but the caster can control the fixed scene that the target "sees".
- 11—**Blinding** (M) **D:** 1 rnd/10 failure **R:** 100' Target is blinded.
- 12—**Shifting** (M) **D:** 1 rnd/10 failure **R:** 100' Target sees moving things shifted between 6" and 18" from where they really are; any attack he makes against a moving foe has a 50% chance of having no effect.
- 13—**Mass Distraction** (M) **D:** C **R:** 300' A number of targets equal to the caster's level can be distracted as in *Distraction*; they must all be in the caster's field of vision.
- 14—**Word of Fear** (M*) As *Fear*, except the spell is instantaneous and the duration is 1 min/5 failure.
- 15—**Amnesia** (M) **D:** 1 day/5 failure **R:** 100' Target has amnesia, but loses none of his skills or abilities.
- 20—**Shout of Confusion** (M*) As *Confusion*, except all beings within a 50'R are targets.
- 25—**Amnesia True** (M) As *Amnesia*, except duration is permanent (unless dispelled).
- 30—**Parallel Reality** (M) **D:** 1 day/5 failure **R:** 100' Target sees and hears a world in which everything real has an image, but the image is changed or distorted (e.g., a Dwarf might seem to be an Orc, a house might seem to be a cave, etc.).
- 50—**Lord Confusion** (M) **D:** V **R:** 300' Each of up to 20 targets in the caster's field of vision can be attacked by a spell on this list of 10th level or lower; each target can be attacked by a different spell.

HIDING

- 1—**Blur** (F) **D:** 1 min/lvl **R:** S Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 2—**Unseen** (F) **D:** 24 hr or V **R:** T A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).
- 3—**Shadow** (F) **D:** 10 min/lvl **R:** S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 4—**Silence** (F) **D:** 1 min/lvl **R:** S Any sounds originating within a 1'R of the caster's body are completely muffled; +25 to Stalking.
- 5—**Invisibility** (F) As *Unseen*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen* termination conditions occur. Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *Unseen*. See Section 11.1 for more notes *Invisibility*.
- 6—**Invisibility** (F) As above, except the caster can vary the radius up to 1'.
- 7—**Screens** (F) **D:** C **R:** 100' Creates a 1000 sq' screen on which the caster can place any static scene; seems 3-dimensional and normal.
- 8—**Displacement I** (F) **D:** 1 min/lvl **R:** S Caster appears to be offset from where he really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.
- 9—**No Sense** (F) As *Invisibility*, except caster is also undetectable by smell and sound.
- 10—**Shadow Mystic** (F) **D:** 1 min/lvl (C) **R:** 100' Creates a duplicate of the caster; if he concentrates, it will move as he wills; otherwise, it does exactly as he does.
- 11—**Invisibility** (F) As above, except radius can be extended to 10'.
- 12—**Displacement II** (F) As *Displacement I*, except base chance of missing is 20%.
- 13—**Flattening** (P) **D:** 10 min/lvl **R:** S Caster is flattened on his side until he has only two dimensions; thus he can slide through cracks and can't be seen from the side.
- 14—**Merging** (F) **D:** 10 min/lvl **R:** S Caster can merge into any inanimate, solid material (up to 1' in depth); he is inactive and unaware of surrounding activity.
- 15—**Unpresence** (P) As *Unpresence* on the Mystic Base list, Mystical Change.
- 20—**Displacement III** (F) As *Displacement I*, except base chance of missing is 30%.
- 25—**Nondetect** (P) **D:** 1 min/lvl **R:** S Caster and objects on his person cannot be detected by any "Detect ..." spells.
- 30—**Displacement V** (F) As *Displacement I*, except base chance of missing is 50%.
- 50—**Hiding True** (P) **D:** C **R:** S Caster can "Merge" into a material, use "Unpresence", use "Nondetect" and observe surrounding activity; all with this one spell.

14.8 MYSTIC BASE LISTS

CONFUSING WAYS

- 1) Distraction c
- 2) Confusion
- 3) Blur Vision c
- 4) Fear
- 5) Unbalance
- 6) Fumble
- 7) Hallucination c
- 8) Spin
- 9) Weapon Alteration
- 10) Mirages c
- 11) Blinding
- 12) Shifting
- 13) Mass Distraction
- 14) Word of Fear *
- 15) Amnesia
- 20) Shout of Confusion *
- 25) Amnesia True
- 30) Parallel Reality
- 50) Lord Confusion

HIDING

- 1) Blur
- 2) Unseen
- 3) Shadow
- 4) Silence
- 5) Invisibility (1'R)
- 6) Invisibility (to 1'R)
- 7) Screens c
- 8) Displacement I
- 9) No Sense
- 10) Shadow Mystic
- 11) Invisibility (to 10'R)
- 12) Displacement II
- 13) Flattening
- 14) Merging
- 15) Unpresence c
- 20) Displacement III
- 25) Nondetect
- 30) Displacement V
- 50) Hiding True c

14.8 MYSTIC BASE LISTS

MYSTICAL CHANGE

- 1) Study
- 2) Face Shifting True
- 3) Change to Kind
- 4) Misfeel Kind c •
- 5) Enlarge
- 6) Shrink
- 7) Misfeel Calling c •
- 8) Changing Lungs
- 9) Change
- 10) Mind Tongue c
- 11) Misfeel Power c •
- 12) True Change
- 13) Unpresence c
- 14) Misfeel c
- 15) Changing
- 20) Passing
- 25) Misfeel True
- 30) Holy Presence c
- 50) Submerge Self

LIQUID ALTERATION

- 1) Boil/Freeze Water c
- 2) Clear/Desalinate Water c
- 3) Evaporation c
- 4) Waterwall c
- 5) Water Bolt
- 6) Water Corridor (100') c
- 7) Call Rain c
- 8) Calm Water c
- 9) Wave
- 10) Waterwall True
- 11) Water Corridor (300') c
- 12) Liquid-Water
- 13) Whirlpool c
- 14) Water Tunnel c
- 15) Calm Water True c
- 20) Water Corridor True
- 25) Water Tunnel True
- 30) Stream Diversion c
- 50) Transmutation

MYSTICAL CHANGE

- 1—**Study** (I) **D:** — **R:** 300' Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shift* or *Change* type spell.
- 2—**Face Shifting True** (P) **D:** 1 hr/lvl **R:** S Allows caster to alter the form of his face; if he *Studied* a being he can take on the exact form.
- 3—**Change to Kind** (P) **D:** 10 min/lvl **R:** S Caster can alter his entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person.
- 4—**Misfeel Kind** (P•) **D:** C **R:** S Caster appears to be of any race he chooses to magical or mental detections.
- 5—**Enlarge** (P) **D:** 10 min/lvl **R:** S Caster can increase his mass (and usually height) by 10%/lvl; but there is no proportional increase in strength (other than for movement purposes).
- 6—**Shrink** (P) As *Enlarge*, except caster shrinks by 10%/lvl (to a maximum of 90%) and there is no proportional decrease in strength.
- 7—**Misfeel Calling** (P•) As *Misfeel Kind*, except profession may be misrepresented.
- 8—**Changing Lungs** (P) **D:** 10 min/lvl **R:** S Caster can breathe water, air, or gas at will.
- 9—**Change** (P) As *Change To Kind*, except caster can assume any organic form within 1/2 and 2x his mass; does not obtain any special abilities.
- 10—**Mind Tongue** (I) **D:** C **R:** 20'
RR Mod: -50 Caster can speak mentally with any sentient being; and to the being it will seem as if the caster was speaking in the being's own language.
- 11—**Misfeel Power** (P•) As *Misfeel Kind*, except level can be misrepresented.
- 12—**True Change** (P) As *Change*, except a specific being can be duplicated if the being has been *Studied*.
- 13—**Unpresence** (P) As *Misfeel Kind*, except target appears to have no presence.
- 14—**Misfeel** (P) **D:** C **R:** S Allows caster to use all of the "Misfeel" spells at once.
- 15—**Changing** (P) As *Change*, except caster can alter forms at will, by concentrating for one round/change.
- 20—**Passing** (F) **D:** 1 min/lvl **R:** S Caster can pass through any inanimate material at a rate of 5'/lvl.
- 25—**Misfeel True** (P) **D:** 10 min/lvl **R:** S As *Misfeel*, except caster does not have to concentrate.
- 30—**Holy Presence** (P) As *Misfeel*, except caster can misrepresent his presence and power, so that he seems to be a minor deity.
- 50—**Submerge Self** (P) **D:** any set time period
R: S Caster develops an entire false persona and places his own persona deep in his subconscious. To all detection attempts (except, perhaps, *Mind Probe*), the caster seems to be the false persona. The caster has no control over his actions, until the set duration is over. The false persona can be a specific person if "Study" has been cast once/day (for 30 days) on that person.

LIQUID ALTERATION

- 1—**Boil/Freeze Water** (F) **D:** C **R:** T 1 cu/lvl of liquid can be heated to boiling or cooled to freezing, at rate of 1 cu'/rnd.
- 2—**Clear/Desalinate Water** (F) As *Boil/Freeze Water*, except removes all sediment and dissolved substances.
- 3—**Evaporation** (F) As *Boil/Freeze Water*, except 1000 cu'/lvl of liquid is evaporated at a rate of 100 cu'/rnd.
- 4—**Waterwall** (E) **D:** C **R:** 10' Creates a 10'x10'x1' wall of churning water (a liquid source must be within 10'), cuts all movement and attacks through it by 80%.
- 5—**Water Bolt** (E) **D:** — **R:** 100' A bolt of water is shot from the palm of the caster (a liquid source must be within 10'); results are determined on the *Water Bolt* Table.
- 6—**Water Corridor** (F) **D:** C **R:** 10' Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).
- 7—**Call Rain** (F) **D:** C **R:** 100'R Causes it to rain in 100'R about the caster, heaviness is determined by the humidity.
- 8—**Calm Water** (F) **D:** C **R:** 10' All water within a 100'R is calmed; waves are cut by 20' in the center and less towards the perimeter.
- 9—**Wave** (F) **D:** — **R:** 100' Creates a wave moving away from the caster; wave is 1' high/lvl in the center and 10'/lvl wide.
- 10—**Waterwall True** (E) As *Waterwall*, except has a set duration of 1 min/lvl and doesn't require concentration.
- 11—**Water Corridor** (F) As above, except limit is 300'x4'x50' deep.
- 12—**Liquid-Water** (F) **D:** P **R:** T Changes any liquid into water.
- 13—**Whirlpool** (F) **D:** C **R:** 300' Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away.
- 14—**Water Tunnel** (F) **D:** C **R:** 10' Creates a tunnel through liquid that is 5' in diameter and 100' long.
- 15—**Calm Water True** (F) As *Calm Water*, except radius is 100'/lvl.
- 20—**Water Corridor True** (F) As *Water Corridor*, except limit is 100'/lvl long, 6' wide and 100' deep; does not require concentration.
- 25—**Water Tunnel True** (F) As *Water Tunnel*, except limit is 6' dia. and 100'/lvl long; does not require concentration.
- 30—**Stream Diversion** (F) **D:** C **R:** 100'/lvl Caster can divert a water source or part of a water source into a stream which can be up to 15'x6' and as long as the range of this spell.
- 50—**Transmutation** (F) **D:** P **R:** T May transmute 1 cu' of liquid into another non-magical liquid that the caster has a sample of, usable once/day.

SOLID ALTERATION

- 1—**Warm Solid (F) D:** 24 hr **R:** T Warms 1 cu/lvl of any solid, inanimate material up to 100°F.
- 2—**Heat Solid (F) D:** 1 min/lvl **R:** T As *Warm Solid* except temperature limit is 500°F and it takes 1 rnd for each 100°F; caster need only touch the target when the spell is cast; caster is immune to this heat.
- 3—**Chill Solid (F)** As *Warm Solid*, except it can cool down to 0°F.
- 4—**Cracks Call (F) D:** — **R:** 100' Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- 5—**Door (F) D:** — **R:** T Can cause a door to expand or contract due to subtle temperature changes; door can be jammed or loosened.
- 6—**Woodfires (F) D:** — **R:** T Causes wood and other burnable materials to instantly burst into flames.
- 8—**Heat Solid (F)** As *Heat Solid*, except the range is 50' and the heat only increases 50°F each round that the caster concentrates.
- 9—**Chill Solid (F)** As *Chill Solid*, except the range is 50' and the temperature decreases 50°F each round that the caster concentrates (to a minimum of -200°F).
- 10—**Wall of Ice (E) D:** C **R:** 10' Creates a 10'x10'x(2' at base, 1' at top) transparent wall of ice, lasting until: melted (100 hits of fire) or chopped through (50 man rounds). Requires a source of water within 10'.
- 11—**Solid Door (F) D:** P **R:** T Creates a doorway through any solid, inanimate material; it can be up to 3'x6'x1'.
- 12—**Stone/Earth/Mud (F) D:** P **R:** T Will turn 100 cu' of stone to packed earth, 100 cu' of earth to mud, 100 cu' mud to earth, or 100 cu' of earth to stone.

- 13—**Shatter (F) D:** — **R:** 10' Causes a non-metal, inanimate object to shatter (up to 1 cu' in size); all within 5'R take an 'A' Impact critical, holder takes a 'C'.
- 14—**Solid Door (F)** As above, except size is 4'x8'x5'.
- 15—**Mold Solid (F) D:** P **R:** T May shape by molding with hands 1 cu' of any solid, inanimate material.
- 20—**Solid Tunnel (F) D:** 1 min/lvl **R:** T Creates a tunnel through solid, inanimate material that is 4' in diameter and 5'/lvl long.
- 25—**Solid Door True (F)** As *Solid Door*, except size is 6'x12'x10'.
- 30—**Solid Tunnel True (F)** As *Solid Tunnel*, except that it is permanent and size is 3'x6'x(1'/lvl).
- 50—**Transmutation (F) D:** P **R:** T May transmute 1 oz. of material into another non-magical material that the caster has a sample of; usable once/day.

GAS ALTERATION

- 1—**Condensation (F) D:** P **R:** T Condenses 1 cu' of water from the surrounding air.
- 2—**Airwall (E) D:** C **R:** 10' Creates 10'x10'x3' wall of dense air; cuts movement and missile attacks through it by 50% (i.e., -50 to OBs).
- 3—**Fog (F) D:** 1 min/lvl **R:** 100' Creates dense fog in a 20'R.
- 5—**Air Stop (F) D:** C **R:** T Stops all generalized air movement (e.g., wind) up to 30 mph and cuts higher winds by 30 mph, both in a 10'R.
- 6—**Fog (F)** As above, except radius is 100'.
- 8—**Airwall True (E)** As *Airwall*, except has a set duration of 1 min/lvl and does not require concentration.
- 9—**Fire Bolt (E) D:** — **R:** 100' A bolt of fire is shot from the palm of the caster; results are determined from the Fire Bolt Table (a fire source must be within 10').
- 10—**Air Stop (F)** As above, except radius is 50'.
- 11—**Fog (F)** As above, except radius is 300'.
- 12—**Gas-Air (F) D:** P **R:** T All gas within 10'R of the caster is converted to breathable air.
- 13—**Vacuum (F) D:** — **R:** 100' Creates a 5'R near vacuum, all in radius take a 'C' Impact critical, as air leaves and rushes back in.
- 14—**Oxygenation (F) D:** C **R:** 100' Creates a 50'R of high oxygen content air; all within it fight at +20 and fire attacks deal double damage.
- 15—**Whirlwind (F) D:** C **R:** T Creates a whirlwind about caster; it moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.
- 20—**Fog True (F)** As *Fog*, except duration is 1 hour/lvl and radius is 100'/lvl.
- 25—**Great Vacuum (F)** As *Vacuum*, except causes an "E" Impact critical.
- 30—**Cloud Shaping (F) D:** C **R:** 1000'/lvl Caster has complete control of clouds within range (includes fog); he can control storm clouds and cause them to rain, but he can't create them.
- 50—**Transmutation (F) D:** P **R:** 20' May transmute 1000 cu' of gas (no part can be more than 20' away) into another non-magical gas that the caster has a sample of; usable once/day.

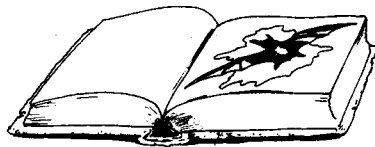
14.8 MYSTIC BASE LISTS

SOLID ALTERATION

- 1) Warm Solid
- 2) Heat Solid (T)
- 3) Chill Solid (T)
- 4) Cracks Call
- 5) Door
- 6) Woodfires
- 7)
- 8) Heat Solid (50') c
- 9) Chill Solid (50') c
- 10) Wall of Ice c
- 11) Solid Door (3'x6'x1')
- 12) Stone/Earth/Mud
- 13) Shatter
- 14) Solid Door (4'x8'x5')
- 15) Mold Solid
- 20) Solid Tunnel
- 25) Solid Door True
- 30) Solid Tunnel True
- 50) Transmutation

GAS ALTERATION

- 1) Condensation
- 2) Airwall c
- 3) Fog (20'R)
- 4)
- 5) Air Stop (10'R) c
- 6) Fog (100'R)
- 7)
- 8) Airwall True
- 9) Fire Bolt
- 10) Air Stop (50'R) c
- 11) Fog (300'R)
- 12) Gas-Air
- 13) Vacuum
- 14) Oxygenation c
- 15) Whirlwind c
- 20) Fog True
- 25) Great Vacuum
- 30) Cloud Shaping c
- 50) Transmutation



OPEN MENTALISM LISTS

DELVING	BRILLIANCE	DETECTIONS	SELF HEALING
<ol style="list-style-type: none"> 1) Item Feel 2) Detect Power c 3) Origins 4) 5) Detect Curse 6) Power Lore 7) Stone Lore 8) Item Vision 9) 10) Delving 11) Past Vision (1 hr/lvl) c 12) 13) Item Lore 14) 15) Death's Memory 16) 17) Past Hold 18) 19) Item Analysis 20) Past Vision (1 day/lvl) 25) Past Vision (1 mo/lvl) 30) Past Vision (1 yr/lvl) 50) Past Vision (10 yr/lvl) 	<ol style="list-style-type: none"> 1) Projected Light 2) Blur 3) Light (10'R) 4) Self Aura 5) Light Eruption 6) Shock Bolt 7) Darkness (10'R) 8) True Aura 9) 10) Light (50'R) 11) Darkness (50'R) 12) 13) Hues 14) 15) Beacon c 16) Mass Darkness 17) 18) Utterlight 19) Utterdark 20) Sunfires c 25) Sunfire True c 30) Hand of Fire c 50) Hand of Fire True c 	<ol style="list-style-type: none"> 1) Detect Mentalism c 2) Detect Essence c 3) Detect Channeling c 4) Detect Hate c 5) Detect Invisible c 6) Detect Evil c 7) Detect Traps c 8) Perceive Power (50', 5'R) c 9) 10) Power Typing c 11) Perceive Power (100', 10'R) c 12) 13) See Invisible c 14) 15) Detect Spell c 16) Perceive Power (500', 50'R) c 17) 18) Spell Typing c 19) 20) Perc. Power (1 mi,300'R) c 25) Location c 30) Detect True c 50) Awareness c 	<ol style="list-style-type: none"> 1) 2) Clot I c s * 3) 4) Clot III c s * 5) Pain Relief I c s * 6) Fracture Repair c 7) Cut Repair I c * 8) Muscle/Tendon Repair c * 9) 10) Nerve Repair c 11) Eye/Ear Repair c 12) Vein/Artery Repair c * 13) Pain Relief II c * 14) 15) Self Keeping s * 16) 17) Joining c s * 18) 19) 20) Pain Relief True s * 25) Limb Regeneration c 30) Organ Regeneration c s 50) Regeneration True c s
DAMAGE RESISTANCE	ANTICIPATIONS	ILLUSIONS	SPELL RESISTANCE
<ol style="list-style-type: none"> 1) Heat Resistance c * 2) Cold Resistance c * 3) 4) 5) Unpain (25%) s * 6) Stun Relief I s * 7) Resist Poison c s * 8) 9) 10) Unpain (50%) s * 11) Stun Relief III s * 12) Neutralize Poison c s * 13) 14) Awake s * 15) Unpain (75%) s * 16) 17) Heat Resistance True c * 18) Cold Resistance True c * 19) 20) Unpain (100%) s * 25) Neutralize Poison True c s * 30) Awake True s * 50) Unpain True s * 	<ol style="list-style-type: none"> 1) 2) 3) Guess * 4) 5) Intuitions I 6) 7) 8) Dream I 9) Room Feel (1 min/lvl) 10) Anticipations * 11) Intuitions II 12) Room Feel (1 hr/lvl) 13) 14) Dreams II 15) Spell Anticipation * 16) Room Feel (1 day/lvl) 17) Dreams III 18) 19) Room Feel (1 wk/lvl) 20) Intuitions True 25) Anticipations True * 30) Dreams V 50) Spell Anticipation True * 	<ol style="list-style-type: none"> 1) Bending 2) 3) Light/Sound Mirage 4) 5) Illusion II 6) Phantasm I c 7) 8) Illusion III 9) 10) Waiting Illusion I 11) Illusion IV 12) Phantasm II c 13) 14) Waiting Illusion II 15) Illusion V 16) 17) Phantasm III c 18) 19) Waiting Illusion II 20) Illusion VII 25) Waiting Illusion V 30) Illusion X 50) Phantasm V c 	<ol style="list-style-type: none"> 1) Protection I 2) 3) 4) 5) Protection II 6) 7) 8) Mind Shield c 9) 10) Essence Shield c 11) Protection III 12) 13) Channeling Shield c 14) 15) Spell Shield II c 16) 17) Protection V 18) 19) Spell Shield True c 20) Mind Resistance c 25) Essence Resistance c 30) Channeling Resistance c 50) Resistance True c
CLOAKING	ATTACK AVOIDANCE		
<ol style="list-style-type: none"> 1) 2) Blur 3) Unseen 4) Shadow 5) Facades I 6) Invisibility (1'R) 7) 8) 9) Invisibility (to 1'R) 10) Shadow Mentalist I c 11) Facades II 12) 13) Displacement I 14) 15) Camouflage c 16) 17) 18) Displacement II 19) 20) Shadow Mentalist II c 25) Displacement III 30) Camouflage True 50) True Invisibility 	<ol style="list-style-type: none"> 1) 2) 3) Shield * 4) 5) Deflect I * 6) Bladeturn I * 7) 8) Aim Untrue I * 9) 10) Still Air * 11) Deflect II * 12) 13) Spell Deflect I * 14) 15) Bladeturn II * 16) 17) 18) Deflect III * 19) 20) Spell Deflect II * 25) Bladeturn III * 30) Spell Deflect III * 50) Deflect True * 		

M

CLOSED MENTALISM LISTS

MIND MASTERY	LIQUID MANIPULATION	TELEKINESIS	MIND'S DOOR
<ol style="list-style-type: none"> 1) Storing 2) Presence c • * 3) Inner Wall I 4) 5) Recall c 6) Misfeel Kind c • 7) Observation c 8) Inner Wall II 9) Misfeel Calling c • 10) Correlation c 11) Misfeel Power c • 12) Resolve c 13) Inner Wall III 14) 15) Unpresence c 16) Inner Wall V 17) Total Recall c 18) Misfeel c • 19) Inner Wall True 20) Observation True c 25) Correlation True c 30) Resolve True c 50) Mirromind c 	<ol style="list-style-type: none"> 1) Boil Water c 2) Freeze Water c 3) Clear Water 4) 5) Desalination 6) Waterwall c 7) Evaporation 8) W. Corridor (100'x3'x10') c 9) Water Bolt 10) Curved Waterwall c 11) Calm Water (100'R) c 12) 13) Waterwall True 14) 15) W. Corridor (300'x4'x50') c 16) 17) Whirlpool c 18) Wave 19) Water Bubble c 20) Calm Water (100'R/lvl) c 25) Water Corridor True c 30) Water Bubble True c 50) Water Mastery c 	<ol style="list-style-type: none"> 1) Telekinesis I c 2) Staying 5 c 3) Telekinesis 5 c 4) Staying 25 c 5) Telekinesis II c 6) Staying II c 7) Telekinesis 25 c 8) Staying 50 c 9) Telekinesis 50 c 10) Hurling I 11) Staying 100 c 12) Telekinesis 100 c 13) Hurling 5 14) Staying 200 c 15) Telekinesis III c 16) Staying III c 17) Telekinesis 200 c 18) Hurling 25 19) Staying 500 c 20) Telekinesis 500 c 25) Hurling III 30) Hurling 50 50) Telekinesis True c 	<ol style="list-style-type: none"> 1) 2) 3) 4) 5) Leaving (100') 6) 7) 8) Leaving (300') 9) 10) Long Door (50') 11) Leaving (500') 12) Long Door (100') 13) 14) 15) Lord Leaving (100') 16) Long Door (300') 17) 18) Long Door (500') 19) 20) Mind's Door (1 mi) 25) Leaving True 30) Mind's Door (10 mi/lvl) 50) Mind's Door True
SENSE MASTERY	GAS MANIPULATION	MOVEMENT	SPEED
<ol style="list-style-type: none"> 1) Sly Ears 2) Nightvision 3) Sidevision 4) Detect Illusion 5) Watervision 6) Scent 7) Fogvision 8) Touch 9) Darkvision 10) Mentalist Ear (100'/lvl) c 11) Mentalist Eye (100'/lvl) c 12) Disillusion 13) Detect Illusion True c 14) Vision 15) Nightvision True 16) 17) Disillusion True 18) Watervision True 19) Fogvision True 20) Vision True 25) Mentalist Ear (1 mi/lvl) c 30) Mentalist Eye (1 mi/lvl) c 50) Sensory Merge c 	<ol style="list-style-type: none"> 1) Condensation 2) Warm Air 3) Fog (10'R) 4) Airwall c 5) Air Stop (10'R) c 6) Vacuum (5'R) 7) Fog (50'R) 8) Unfog (50'R) 9) Curved Airwall c 10) Airwall True c 11) Fog (100'R) 12) Air Stop (50'R) 13) Unfog (100'R) 14) Vacuum (10'R) 15) Gas-Air c 16) 17) Whirlwind c 18) Vacuum (20'R) 19) 20) Oxygenation c 25) Fog True 30) Unfog True 50) Cloud Mastery c 	<ol style="list-style-type: none"> 1) Leaping * 2) Landing * 3) Levitation (10'/rnd) 4) Wind Drift 5) Underwater Movement 6) Fly (15'/rnd) 7) Levitation (50'/rnd) 8) Long Dive * 9) 10) Merging 11) Fly (75'/rnd) 12) Landing True * 13) Levitation (200'/rnd) 14) Passing 15) Fly (150'/rnd) 16) 17) Great Merge 18) 19) 20) Merge True 25) Fly (300'/rnd) 30) Passing True 50) Master of Movement 	<ol style="list-style-type: none"> 1) Run * 2) 3) Speed I * 4) 5) Speed II * 6) Haste I * 7) Speed III * 8) Sprint * 9) Haste II * 10) Fast Swim * 11) Speed V * 12) Haste III * 13) 14) 15) Haste V * 16) 17) Fast Sprint * 18) 19) 20) Speed X * 25) Haste X * 30) Speed True * 50) Haste True *
SOLID MANIPULATION	SHIFTING	<ol style="list-style-type: none"> 1) 2) 3) 4) 5) 6) 7) 8) 9) 10) 11) 12) 13) 14) 15) 16) 17) 18) 19) 20) 25) 30) 50) 	<ol style="list-style-type: none"> 1) 2) 3) 4) 5) 6) 7) 8) 9) 10) 11) 12) 13) 14) 15) 16) 17) 18) 19) 20) 25) 30) 50)
<ol style="list-style-type: none"> 1) Warm Stone 2) Warm Metal 3) Warm Solid 4) Heat Stone 5) Heat Metal 6) Heat Solid (to 500°F) 7) Cool Solid 8) 9) 10) Cracks Call 11) Heat Solid (to melting) 12) Chill Solid 13) Crumble 14) Bowbreak 15) Stone Door 16) Metal Door 17) Bladebreak 18) Lockbreak 19) Solid Door 20) Mold Stone 25) Mold Metal 30) Mold Solid 50) Transmutation 	<ol style="list-style-type: none"> 1) Balance * 2) Contraction 3) Face Shifting 4) 5) Waterlungs 6) 7) Change To Kind 8) Gaslungs 9) 10) Face Shifting True 11) Changing Lungs 12) 13) Change 14) 15) Solid Form 16) 17) 18) Changing 19) 20) Waterform 25) Mistform 30) Form Master 50) Change Master 		

MENTALIST BASE LISTS

SEER BASE LISTS

MIND CONTROL

- 1) Question
- 2) Sleep
- 3) Charm Kind
- 4) Calm
- 5) Confusion
- 6) Fear
- 7) Suggestion
- 8) Hold Kind c
- 9) Emotions
- 10) Master of Kind
- 11) Coma
- 12) True Charm
- 13)
- 14)
- 15) Geas
- 16) True Hold c
- 17)
- 18) Mind Break
- 19)
- 20) True Sleep
- 25) True Geas
- 30) Mind Control True c
- 50) Mind Master c

PRESENCE

- 1) Presence c * *
- 2) Feel c *
- 3)
- 4)
- 5) Mind Store *
- 6) Mind Typing *
- 7) Finding (100'/lvl) c
- 8) Direction (1000'/lvl)
- 9) Presence True c *
- 10) Awareness c *
- 11) Direction (1 mile/lvl)
- 12) Feel True c *
- 13)
- 14) Mass Feel c *
- 15) Mind Typing True c *
- 16)
- 17)
- 18) Finding (1 mile/lvl)
- 19)
- 20) Awareness True c *
- 25) Finding (5 mile/lvl) c
- 30) Direction True
- 50) Finding True c

TRUE SIGHT

- 1) Watersight c
- 2) Nightsight c
- 3) Woodsight c
- 4) Watch (10') c
- 5) Long Eye (10'/lvl) c
- 6) See Invisible c
- 7) Stonesight c
- 8) Ironsight c
- 9) Illusionsight c
- 10) Watch (10'/lvl) c
- 11) Metalsight c
- 12) Utterdarksight c
- 13) Watch II c
- 14) Watch (100'/lvl) c
- 15) Waiting Watch c
- 20) Wallsight c
- 25) Long Eye (100'/lvl) c
- 30) Watch True c
- 50) Sight True c

SENSE THROUGH OTHERS

- 1) Animal Sight (100') c
- 2)
- 3) Animal Sense (100') c
- 4)
- 5) Sight Merge (100') c
- 6) Animal Sight (300') c
- 7)
- 8) Animal Sense (300') c
- 9)
- 10) Sight Merge (300') c
- 11) Animal Sight (500') c
- 12) Sensory Merge (100') c
- 13) Animal Sense (500') c
- 14)
- 15) Sight Merge (500') c
- 20) Animal Sense (1 mi/lvl) c
- 25) Sight Merge (1 mi/lvl) c
- 30) Sensory Merge (1 mi/lvl) c
- 50) Sensory Merge True c

SENSE CONTROL

- 1) Distraction c
- 2) Numbing c
- 3) Blur Vision c
- 4) Minor Sense Control c
- 5) Audio Attack
- 6) Audio Control c
- 7) Fumble
- 8) Vision Control c
- 9) Vision Attack
- 10) Nerve Stun
- 11) Hallucination c
- 12)
- 13) Sense Control II c
- 14)
- 15) Sensory Overload
- 16) Sense Control III c
- 17)
- 18) Sense Control IV c
- 19) Sensory Deprivation
- 20) Sense Control V c
- 25) Long Control c
- 30) Sense Control True
- 50) Private World

MIND SPEECH

- 1) Mentalist Tongue (100') c *
- 2)
- 3) Mind Tongue (100') c *
- 4)
- 5)
- 6) Mind Tongue (500') c *
- 7)
- 8)
- 9) Mind Speech (10'R) c *
- 10) Mind Tongue (1000') c *
- 11)
- 12) Mind Speech (100'R) c *
- 13)
- 14) Friend Speech (10'R) c *
- 15) Mind Speech (300'R) c *
- 16) Waiting Tongue
- 17)
- 18) Mind Tongue (1 mi) c *
- 19) Friend Speech (100'R) c *
- 20) Mind Speech (2000'R) c *
- 25) Mind Tongue (1 mi/lvl) c *
- 30) Waiting Speech
- 50) Far Mind Sp. (1 mi/lvl) c *

TRUE PERCEPTION

- 1) Presence c * *
- 2) Detect Illusion
- 3) Mind Store *
- 4) Analysis *
- 5) Finding (100'/lvl) c
- 6) Mind Typing *
- 7) Awareness (30'R) c
- 8) Long Ear c
- 9)
- 10) Awareness (10'R/lvl) c
- 11) Long Mind Store *
- 12)
- 13) Long Mind Typing *
- 14) Finding (1 mi/lvl) c
- 15) Long Sense (10'/lvl) c
- 20) Finding (5 mi/lvl) c
- 25) Long Sense (1 mi/lvl) c
- 30) Long Sense True c
- 50) Finding True c

PAST VISIONS

- 1) Origins
- 2) Detect Curse
- 3) Vision Behind (1 min/lvl) c
- 4) Power Lore
- 5) Vision Guide
- 6) Item Vision
- 7) Vision Behind (10 min/lvl) c
- 8)
- 9) Vision Behind (1 hr/lvl) c
- 10) Delving
- 11) Vision Behind (1 day/lvl) c
- 12)
- 13) Past Store
- 14) Curse Analysis
- 15) Vision Behind (1 yr/lvl) c
- 20) Vision Location
- 25) Vision Behind (10 yr/lvl) c
- 30) Vision Behind (100 yr/lvl) c
- 50) Vision Behind True c

MIND ATTACK

- 1) Jolts I
- 2) Hesitation
- 3) Minor Pain
- 4) Shock A
- 5) Jolts III
- 6)
- 7) Paralyze I
- 8) Shock B
- 9) Major Pain
- 10) Mind Shout (10'R) *
- 11) Jolts V
- 12) Paralyze III
- 13) Shock C
- 14)
- 15) Mind Shout (50'R) *
- 16) Shock D
- 17) Paralyze V
- 18) Jolts X
- 19) Mind Shout (100'R) *
- 20) Shock E
- 25) Great Shout *
- 30) Mind Shout (300'R) *
- 50) Shout True *

MIND MERGE

- 1) Empathy c
- 2)
- 3) Emotions c
- 4) Merge With Mentalist c
- 5) Thoughts c
- 6) Mind Merge (T) c
- 7)
- 8) Mind Merge (100') c
- 9)
- 10) Inner Thoughts c
- 11) Ready Merge c *
- 12)
- 13) Mind Switch
- 14)
- 15) Mind Scan c
- 16)
- 17)
- 18) Mind Merge (50'/lvl) c
- 19)
- 20) Mind Probe c
- 25) Mind Switch True
- 30) Thought Steal c
- 50) Ready Merge True c *

MIND VISIONS

- 1) Question I
- 2)
- 3) Question III
- 4)
- 5) Thoughts c
- 6) Mind Typing *
- 7) Truth I
- 8) Truth c
- 9)
- 10) Inner Thoughts c
- 11) Truth III
- 12)
- 13) Truth V
- 14) Long Truth c
- 15) Mind Scan c
- 20) Past Truth
- 25) Mind Probe c
- 30) Thought Steal c
- 50) Truth True c

FUTURE VISIONS

- 1) Intuitions I
- 2)
- 3) Intuitions III
- 4) Dream I
- 5) Intuitions V
- 6) Anticipations I *
- 7)
- 8) Dream II
- 9) Spell Anticipations *
- 10) Intuitions X
- 11) Dreams III
- 12)
- 13) Anticipations III *
- 14)
- 15) Intuitions True
- 20) Anticipations V *
- 25) Lord Dream
- 30) Anticipations True *
- 50) Spell Anticipation True *

LAY HEALER BASE LISTS

BLOOD MASTERY

- 1) Flow Stoppage III
- 2) Clotting I
- 3) Cut Repair I
- 4) Clotting III
- 5) Minor Vessel Repair
- 6) Cut Repair III
- 7) Vein Repair
- 8) Arterial Repair
- 9) Joining † *
- 10) Flow Stoppage True
- 11) Lifekeeping
- 12) Clotting True
- 13) Unclogging
- 14)
- 15) Cut Repair True
- 20) Joining True † *
- 25) Regulations
- 30) New Blood
- 50) Blood Repair True

CONCUSSION MASTERY

- 1) Heal (1-10)
- 2) Stun Relief I (T) *
- 3) Frost/Burn Relief I
- 4) Regeneration I c *
- 5) Awakening
- 6) Frost/Burn Relief II
- 7) Heal (5-50)
- 8) Stun Relief III *
- 9) Frost/Burn Relief III
- 10) Regeneration II c *
- 11) Heal (10-100)
- 12) Frost/Burn Relief IV
- 13) Stun Relief V *
- 14) Stun Relief I (100) *
- 15) Regeneration III c *
- 20) Heal (20-200)
- 25) Heal True
- 30) Frost/Burn Relief True
- 50) Stun Relief True

BARD BASE LISTS

CONTROLLING SONGS

- 1) Calm Song c
- 2) Holding Song c
- 3) Stun Song c
- 4)
- 5) Sleep Song c
- 6) Charm Song c
- 7) Fear's Song c
- 8) Calm Song True c
- 9) Stun Song True c
- 10) Forgetting Song c
- 11) Charm Song True c
- 12) Panic's Song c
- 13) Song of Mastery c
- 14)
- 15) Sleep Song True c
- 20) Controlling Song True c
- 25) Song of Mastery True c
- 30) Song of Coma
- 50) Slaying Song

LORES

- 1) Study I c
- 2) Learn Language II c
- 3) Language Lore
- 4) Mind's Lore I c
- 5) Study II c
- 6)
- 7) Learn Language III c
- 8) Mind's Lore III
- 9)
- 10) Study III c
- 11) Passage Origin c
- 12) Learn Language IV c
- 13) Mind's Lore V
- 14)
- 15) Study V c
- 20) Study True c
- 25) Learn Language V c
- 30) Mind's Lore True
- 50) Learn Language True c

MUSCLE MASTERY

- 1) Sprain Repair
- 2) Muscle/Tendon Lore
- 3) Muscle Repair I
- 4) Tendon Repair I
- 5) Limb Preservation † *
- 6) Muscle Repair III
- 7) Tendon Repair III
- 8) Muscle Repair True
- 9) Joining † *
- 10) Tendon Repair True
- 11) Soft Structure Repair
- 12) Muscle Transplant
- 13)
- 14) Muscle Regeneration
- 15) Tendon Regeneration
- 20) Joining True † *
- 25) Muscle Regeneration True
- 30) Tendon Regeneration True
- 50) Soft Structure Repair True

NERVE AND ORGAN MASTERY

- 1) Nerve/Organ Lore
- 2) Numbing
- 3) Minor Nerve Repair
- 4) Minor Ear/Nose Repair
- 5) Organ Preservation
- 6) Minor Eye Repair
- 7) Major Nerve Repair
- 8) Major Ear Repair
- 9) Joining † *
- 10) Major Eye Repair
- 11) Lifekeeping
- 12) Nerve Repair True
- 13) Organ Transplant
- 14) Organ Repair
- 15) Minor Brain Repair
- 20) Joining True † *
- 25) Nerve Regeneration
- 30) Organ Regeneration
- 50) Brain Regeneration

SOUND CONTROL

- 1) Silence (1'R)
- 2) Sonic Law (1'R) c
- 3)
- 4) Silence (10'R)
- 5) Sonic Law (10'R) c
- 6)
- 7) Silence (to 10'R)
- 8) Cracks Call
- 9)
- 10) Silence (50'R)
- 11) Sonic Law (100'R)
- 12)
- 13) Shatter
- 14) Waiting Sound
- 15) Sonic Law (10'R/lvl)
- 20) Crumble
- 25) Silence (100'R)
- 30) Mind's Song
- 50) Sonic Law True

ITEM LORE

- 1) Jewel and Metal Assessment
- 2) Item Assessment
- 3) Detect Power
- 4) Item Analysis I
- 5) Assessment True
- 6) Significance
- 7)
- 8) Origins
- 9)
- 10) Item Analysis II
- 11) Detect Curse
- 12)
- 13) Significance True
- 14)
- 15) Item Analysis III
- 20) Item Analysis V
- 25) Origins True
- 30) Item Analysis VII
- 50) Item Analysis True

BONE MASTERY

- 1) Bone Lore
- 2) Minor Fracture Repair
- 3) Cartilage Repair
- 4) Major Fracture Repair
- 5) Limb Preservation † *
- 6) Skull Repair
- 7) Joint Repair
- 8) Minor Fracture Repair True
- 9) Joining † *
- 10) Cartilage Repair True
- 11) Major Fracture Repair True
- 12) Skull Repair True
- 13) Bone Transplant
- 14) Shatter Repair
- 15) Joint Repair True
- 20) Joining True † *
- 25) Cartilage Regeneration
- 30) Bone Regeneration
- 50) Skeletal Regeneration

PROSTHETICS

- 1) Measure
- 2) Mold Wood
- 3) Fit Wood
- 4) Animation (8 hrs)
- 5) Mold Glass
- 6) Fit Glass
- 7) Animation (24 hrs)
- 8) Mold Normal Metal
- 9) Fit Normal Metal
- 10) Artificial Flesh
- 11) Animation (1 wk)
- 12)
- 13) Fit Enchanted Materials
- 14)
- 15) Animation (1 mo)
- 20) Artificial Flesh True
- 25) Animation (1 yr)
- 30) Animation (1 yr/lvl)
- 50) Animation True

SOUND PROJECTION

- 1) Long Whisper (100') c
- 2) Sounding (2x) c
- 3) Song Sounding (2x)
- 4) Song II *
- 5) Long Whisper (300') c
- 6) Sounding (5x) c
- 7) Great Song (10'R)
- 8) Song Sounding (3x)
- 9) Long Whisper (500') c
- 10) Song III *
- 11) Silent Song
- 12) Song Sounding (4x)
- 13) Long Whisper (1 mi) c
- 14) Song V *
- 15) Great Song (50'R)
- 20) Song Sounding (5x)
- 25) Great Song (100'R)
- 30) Song Sounding (6x)
- 50) Song True (100')

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)
- 11)
- 12)
- 13)
- 14)
- 15)
- 20)
- 25)
- 30)
- 50)

EVIL MENTALIST BASE LISTS

MIND SUBVERSION

- 1) Suspicion
- 2) Trait Subversion I
- 3) Lying
- 4) Trait Subversion II
- 5) Cheating
- 6)
- 7) Stealing
- 8) Trait Subversion III
- 9)
- 10) Aggravated Thief
- 11) Trait Subversion V
- 12)
- 13) Assault
- 14)
- 15) Trait Subversion X
- 20) Homicide
- 25) Assassination
- 30) Trait Subversion True
- 50) Suicide

MIND DEATH

- 1)
- 2) Forget I
- 3) Mind Blank I
- 4)
- 5) Forget X
- 6)
- 7) Mind Blank III
- 8)
- 9) Lord Forget
- 10) Mind Death I
- 11) Lost Experience I
- 12)
- 13) Mind Blank V
- 14) Forget True
- 15) Mind Death II
- 20) Mind Death III
- 25) Lost Experience II
- 30) Mind Death V
- 50) Mind Death True

MIND DOMINATION

- 1)
- 2) Mind Lock c
- 3) Mind Invasion c
- 4)
- 5) Demonic Possession I
- 6) Transferral
- 7)
- 8) Subjugation c
- 9)
- 10) Demonic Possession II
- 11) Mind Slave c
- 12)
- 13) Banishment c
- 14)
- 15) Demonic Possession III
- 20) Mind Slave True
- 25) Demonic Possession IV
- 30) Transferral True
- 50) Banishment True

MIND DISEASE

- 1) Insomnia
- 2) Neurosis
- 3) Guilt
- 4) Paranoia
- 5) Panic
- 6) Phobia
- 7) Schizophrenia
- 8)
- 9) Psychosis
- 10) Catatonia
- 11) Insomnia True
- 12)
- 13) Guilt True
- 14)
- 15) Paranoia True
- 20) Schizophrenia True
- 25) Psychosis True
- 30) Catatonia True
- 50) Mind Disease True

MIND EROSION

- 1) Dull Mind I
- 2) Confusion
- 3)
- 4) Dull Mind II
- 5) Mind Erosion I
- 6)
- 7) Dull Mind III
- 8)
- 9) Dull Mind IV
- 10) Mind Erosion II
- 11)
- 12) Dull Mind V
- 13)
- 14) Dull Mind VI
- 15) Mind Erosion III
- 20) Dull Mind VIII
- 25) Dull Mind X
- 30) Mind Erosion V
- 50) Mind Erosion True

MYSTIC BASE LISTS

CONFUSING WAYS

- 1) Distraction c
- 2) Confusion
- 3) Blur Vision c
- 4) Fear
- 5) Unbalance
- 6) Fumble
- 7) Hallucination c
- 8) Spin
- 9) Weapon Alteration
- 10) Mirages c
- 11) Blinding
- 12) Shifting
- 13) Mass Distraction
- 14) Word of Fear *
- 15) Amnesia
- 20) Shout of Confusion *
- 25) Amnesia True
- 30) Parallel Reality
- 50) Lord Confusion

LIQUID ALTERATION

- 1) Boil/Freeze Water c
- 2) Clear/Desalinate Water c
- 3) Evaporation c
- 4) Waterwall c
- 5) Water Bolt
- 6) Water Corridor (100') c
- 7) Call Rain c
- 8) Calm Water c
- 9) Wave
- 10) Waterwall True
- 11) Water Corridor (300') c
- 12) Liquid-Water
- 13) Whirlpool c
- 14) Water Tunnel c
- 15) Calm Water True c
- 20) Water Corridor True
- 25) Water Tunnel True
- 30) Stream Diversion c
- 50) Transmutation

HIDING

- 1) Blur
- 2) Unseen
- 3) Shadow
- 4) Silence
- 5) Invisibility (1'R)
- 6) Invisibility (to 1'R)
- 7) Screens c
- 8) Displacement I
- 9) No Sense
- 10) Shadow Mystic
- 11) Invisibility (to 10'R)
- 12) Displacement II
- 13) Flattening
- 14) Merging
- 15) Unpresence c
- 20) Displacement III
- 25) Nondetect
- 30) Displacement V
- 50) Hiding True c

SOLID ALTERATION

- 1) Warm Solid
- 2) Heat Solid (T)
- 3) Chill Solid (T)
- 4) Cracks Call
- 5) Door
- 6) Woodfires
- 7)
- 8) Heat Solid (50') c
- 9) Chill Solid (50') c
- 10) Wall of Ice c
- 11) Solid Door (3'x6'x1')
- 12) Stone/Earth/Mud
- 13) Shatter
- 14) Solid Door (4'x8'x5')
- 15) Mold Solid
- 20) Solid Tunnel
- 25) Solid Door True
- 30) Solid Tunnel True
- 50) Transmutation

MYSTICAL CHANGE

- 1) Study
- 2) Face Shifting True
- 3) Change to Kind
- 4) Misfeel Kind c •
- 5) Enlarge
- 6) Shrink
- 7) Misfeel Calling c •
- 8) Changing Lungs
- 9) Change
- 10) Mind Tongue c
- 11) Misfeel Power c •
- 12) True Change
- 13) Unpresence c
- 14) Misfeel c
- 15) Changing
- 20) Passing
- 25) Misfeel True
- 30) Holy Presence c
- 50) Submerge Self

GAS ALTERATION

- 1) Condensation
- 2) Airwall c
- 3) Fog (20'R)
- 4)
- 5) Air Stop (10'R) c
- 6) Fog (100'R)
- 7)
- 8) Airwall True
- 9) Fire Bolt
- 10) Airstop (50'R) c
- 11) Fog (300'R)
- 12) Gas-Air
- 13) Vacuum
- 14) Oxygenation c
- 15) Whirlwind c
- 20) Fog True
- 25) Great Vacuum
- 30) Cloud Shaping c
- 50) Transmutation

SHOCK BOLT ATTACK TABLE (15.4.1)

UM	01-02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	UM
	01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
	03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
	11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
	21-30	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30
	31-35	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-35
	36-40	2	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	36-40
	41-45	2	2	1	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	41-45
	46-50	3	2	2	1	2	2	1	0	0	0	0	0	1	0	0	0	0	0	1	0	46-50
	51-55	3	3	3	3	3	3	2	1	0	0	0	0	1	1	0	0	0	0	2	0	51-55
	56-60	4	3	4	5	3	3	3	2	0	0	0	0	1	1	0	0	0	0	2	0	56-60
	61-65	4A	4	5	6	4	4	4	3	0	0	0	0	2	2	1	0	0	1	3	1	61-65
	66-70	5A	4A	6	6	4A	4	5	4	1	0	0	0	2	3	2	0	1	2	4A	2	66-70
	71-75	5A	5A	7A	7	5A	5A	6	5	1	1	1	0	3	3	3	1	2	3	5A	3A	71-75
	76-80	6A	5A	7A	7A	5A	5A	7A	6	2	1	2	1	3	4	4	2	3	4	6A	4A	76-80
	81-85	6A	6A	8A	8A	6A	6A	8A	7A	2	2	3	2	4	4	5	3A	4	5A	7A	5A	81-85
	86-90	6A	6A	8A	8A	6A	6A	8A	8A	2	2	4	3A	4	5	5A	4A	5	6A	8A	6A	86-90
	91-95	7A	7A	9A	9A	7A	7A	9A	9A	3	3	5A	4A	5A	5A	6A	5A	6A	7A	8A	7A	91-95
	96-100	7A	7A	9A	9A	7A	7A	9A	10A	3A	3A	5A	5A	5A	6A	6A	6A	6A	7A	9A	8A	96-100
	101-105	7A	7A	10A	10A	8A	8A	10A	10A	3A	4A	6A	6A	6A	6A	7A	7A	7A	8A	9A	9A	101-105
	106-110	8A	8A	10A	10A	8A	8A	10A	11B	4A	4A	6A	7A	6A	7A	7A	8A	7A	8A	10A	9B	106-110
	111-115	8A	8A	11A	11B	9A	9A	11B	11B	4A	5A	7A	8A	7A	7A	8A	8A	8A	9A	10B	10B	111-115
	116-120	8A	8B	11B	11B	9B	9B	11B	12B	4A	5A	7A	8A	7A	8A	8A	9A	8A	9A	11B	10B	116-120
	121-125	9B	9B	12B	12B	10B	10B	12B	12B	5A	6A	8A	9A	8A	8A	9A	10A	9A	10A	11B	11B	121-125
	126-130	9B	9B	12B	12B	10B	10B	12B	13B	5A	6A	8A	9B	8A	9A	9A	10B	9A	10B	12B	11B	126-130
	131-135	9B	9B	13B	13B	11B	11B	13B	13B	5A	7A	9B	10B	9A	9A	10A	11B	10B	11B	12B	12B	131-135
	136-140	10B	10B	13B	13B	11B	11B	13B	14B	5A	7A	9B	10B	9B	10A	10B	11B	10B	11B	13B	12B	136-140
	141-145	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12B	11B	12B	14B	13B	141-145
	146-150	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12B	12B	12B	14B	14B	146-150
UM	100	16D	16D	18D	18D	17D	17D	18D	18D	12C	14C	16C	16C	14C	14C	16C	17C	17C	17C	18C	18C	100

Range Mod
 0' - 10' +35
 11' - 50' 0
 51' - 100' -25
 101' - 200' -40
 201' - 300' -55
 301' - up -75

(Use Electricity Criticals)

Caster's OB = caster's level + caster's Ag Bonus
 + caster's Directed Spell Skill Rank Bonus + special
Subtraction due to Target and Situation = Range Mod
 + Cover Mod + Shield Mod + Helmet Mod - target's Qu Bonus
Cover Mods — Full(-60); Parital(-30); Static(+30).
Shield Mods — Wall(-30); Full(-20); Normal(-15); Target(-5).
Helmet Mods — None(+5); Full(-5).

UM = Unmodified Roll

ICE BOLT ATTACK TABLE (15.4.3)

UM	01-02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02	UM	
		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F			
		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F			
		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F			
		1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
		1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
		2	2	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
		2	3	2	1	2	2	1	0	0	0	0	0	1	0	0	0	0	0	0	0			
		3	4	3	2	2	3	1	1	1	0	0	0	2	1	0	0	0	0	0	0			
		3A	4	4	3	2	4	2	2	1	1	1	0	3	2	1	0	0	0	0	0			
		4A	5A	5	4	3	5	2	3	2	2	2	1	4A	3	2	0	0	0	0	0			
		4A	5A	6	5	4A	6A	3	4	2	3	4	3	5A	4A	3A	2	0	0	0	0			
		5A	6A	7A	6	4A	7A	4	5	3A	4	5	5A	6A	5A	4B	3A	6	8A	10B	10A			
		5A	6A	7A	7A	5A	8A	5A	6	4A	5A	6A	7A	7A	7A	6B	5B	4B	7A	9B	11C	11B		
		5A	7A	8A	8A	6A	9A	6A	7A	5A	6A	7A	8B	8B	7B	6B	6B	8A	10B	12C	12C			
		6A	7A	8A	9A	6A	9A	7A	8A	6A	7A	8B	9B	9B	8C	7C	7C	9B	11C	13D	13C			
		6A	8A	9A	10B	7A	10A	8B	9B	6B	8B	9B	10C	10C	9C	8C	8C	10B	12C	14D	14D			
		6A	8B	9B	11B	8A	10A	9B	10B	7B	9B	10C	11C	11C	10C	10C	12D	11C	13D	15D	15D			
		7B	9B	10B	12C	8B	11B	10B	11C	7B	10C	11C	12D	12C	11D	12D	14D	12C	14D	16D	16D			
		7B	9B	10B	13C	9B	11B	11C	12C	8C	11C	12C	13C	13D	12D	14D	16D	13D	15D	17E	18D			
		7B	10B	11C	14C	10C	12C	12C	13C	8C	12C	13D	14D	14D	13D	16D	18E	14D	16E	18E	20E			
		8B	10C	12C	14C	10C	12C	13C	14D	9C	13D	14D	15D	15D	14E	18E	20E	16D	18E	20E	22E			
		8C	11C	12C	15D	11C	13C	14C	15D	9C	13D	15D	16E	16E	16E	20E	22E	18E	20E	22E	24E			
		9C	12C	13C	16D	12C	13C	15D	16D	10D	14D	16E	17E	17E	18E	22E	24E	20E	22E	24E	26E			
		9C	12C	14D	16D	12D	14D	16D	18E	10D	14E	17E	18E	18E	20E	24E	26E	22E	24E	26E	28E			
		9C	13D	15D	17E	13D	14D	17E	19E	11E	15E	18E	19E	20E	22E	26E	28E	24E	26E	28E	30E			
		10D	13D	16E	17E	14D	15D	18E	20E	11E	15E	19E	20E	22E	24E	28E	30E	26E	28E	30E	32E			
		10D	14E	17E	18E	15E	16E	20E	21E	12E	16E	20E	21E	24E	26E	30E	32E	28E	30E	32F	34F			
		10E	14F	18F	18F	16F	16F	22F	22F	12F	16F	22F	22F	26F	28F	31F	34F	30F	32F	34F	36G			
		14F	18F	22G	22G	20G	20G	26G	26G	16F	20F	26G	26G	30F	32F	35G	38G	36G	38G	40G	42G			
UM	100																					100	UM	

Range Mod
 0' - 10' +35
 11' - 50' 0
 51' - 100' -25
 101' - 200' -40
 201' - 300' -55
 301' - up -75

Critical Result
 F
 G

Use Impact
 E
 E

Use Cold
 A
 C

UM = Unmodified Roll

(For A, B, C, D, and E results, use Impact Criticals)
 Caster's OB = caster's level + caster's Ag Bonus + caster's Directed Spell Skill Rank Bonus + special
 Subtraction due to Target and Situation = Range Mod + Cover Mod + Shield Mod + Helmet Mod - target's Qu Bonus
 Cover Mods --- Full(-60); Partial(-30); Static(+30).
 Shield Mods --- Wall(-30); Full(-20); Normal(-15); Target(-5).
 Helmet Mods --- None(+5); Full(-5).

LIGHTNING BOLT ATTACK TABLE (15.4.5)

UM	01-02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	UM
	01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
	03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0	03-10
	11-20	F	F	F	F	F	F	F	F	0	0	0	0	0	0	0	0	0	0	0	0	11-20
	21-30	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30
	31-35	2	3	1	0	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-35
	36-40	3	5	3	2	5	3	1	0	0	0	0	0	1	0	0	0	0	0	0	0	36-40
	41-45	5A	6	5	3	6	5	3	1	0	0	0	0	2	1	0	0	0	0	3A	0	41-45
	46-50	6A	7A	7	5	7A	7	5	3	1	0	0	0	3	3	1	0	1	1	5A	1	46-50
	51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	0	4A	5A	3	1	2	3	7B	3	51-55
	56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	5A	6A	5A	3	4	5	9B	5A	56-60
	61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65
	66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70
	71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75
	76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80
	81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85
	86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90
	91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95
	96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100
	101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105
	106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16F	16F	22F	24E	25E	29G	25G	106-110
	111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115
	116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120
	121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125
	126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130
	131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	131-135
	136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140
	141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	32H	33I	37I	39I	141-145
	146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150
UM	100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43J	45J	100

Range Mod (For A, B, C, D, and E results, use Electricity Criticals)

Range	Mod	Critical Result	Use Electricity	Use Impact	Use Heat
0' - 10'	+35	F	E	A	—
11' - 50'	0	G	E	B	—
51' - 100'	-25	H	E	C	A
101' - 200'	-40	I	E	D	B
201' - 300'	-55	J	E	D	C
301' - up	-75		E	D	C

Caster's OB = caster's level + caster's Ag Bonus + caster's Directed Spell Skill Rank Bonus + special
 Subtraction due to Target and Situation = Range Mod + Cover Mod + Shield Mod + Helmet Mod - target's Qu Bonus
 Cover Mods — Full(-60); Partial(-30); Static(+30).
 Shield Mods — Wall(-30); Full(-20); Normal(-15); Target(-5).
 Helmet Mods — None(+5); Full(-5).

FIRE BALL ATTACK TABLE (15.4.7)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM	01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04
	05-08	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	05-08
	09-12	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	2	3	09-12
	13-16	0	0	0	1	0	0	1	0	0	1	2	0	0	0	1	2	0	1	4A	13-16
	17-20	0	0	1	2	0	0	1	0	1	2	3A	0	0	1	2	4A	1	2	6A	17-20
	21-24	0	1	2	3A	0	1	2	3A	1	1	3A	4A	1	2	3A	6A	2	3A	7A	21-24
	25-28	1	2	3A	4A	1	2	3A	4A	1	2	4A	5A	2	3A	4A	7A	3A	4A	9A	25-28
	29-32	2	3	4A	5A	2	3	4A	5A	2	3A	5A	6A	3A	4A	5A	9A	4A	5A	11A	29-32
	33-36	3	4A	5A	6A	3A	4A	5A	6A	3A	3A	6A	7A	4A	5A	6A	11B	5A	6A	12A	33-36
	37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8B	5A	6A	7A	12B	6A	7A	13B	37-40
	41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	8B	9B	6A	7A	8B	13B	7A	8A	14B	41-44
	45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	9B	10B	7A	8B	9B	14B	8A	9B	15B	45-48
	49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	10B	11B	8B	9B	10B	15B	9B	10B	16B	49-52
	53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	11B	12B	9B	10B	11B	16C	10B	11B	17C	53-56
	57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	12B	13C	10B	11B	12B	17C	11B	12B	18C	57-60
	61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	13C	14C	11B	12B	13C	18C	12B	13B	19C	61-64
	65-68	7A	10B	13B	14B	11B	11B	13B	14C	8B	10B	14C	15C	12B	13C	14C	19C	13B	14C	20C	65-68
	69-72	7B	10B	14B	15C	11B	12B	14C	15C	8B	11C	15C	16C	13C	14C	15C	20C	14C	15C	20C	69-72
	73-76	8B	11B	15C	16C	12B	12B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	73-76
	77-80	8B	11B	15C	16C	12B	13B	16C	17C	10C	13C	17C	18C	15C	16C	17C	22D	16C	17C	22D	77-80
	81-84	9B	12C	16C	17C	13B	13C	17C	18C	11C	14C	18C	19D	16C	17C	19D	23D	17C	18C	23D	81-84
	85-88	9B	12C	16C	17C	13C	14C	17C	18C	12C	15C	19D	20D	17C	18D	21D	24D	18C	20C	24D	85-88
	89-92	10C	13C	17C	18C	14C	14C	18C	19C	13C	16C	20D	21D	18D	19D	23D	25D	20C	22D	25D	89-92
	93-95	10C	13C	17C	18C	14C	14C	18C	19C	14C	17C	22D	23D	20D	20D	25D	26D	22C	24D	26D	93-95
UM	96-97	11C	14D	18D	19D	15C	15C	19D	20D	15D	18D	23D	24E	21D	21D	26D	27E	23D	25D	27E	96-97
UM	98-99	13D	16D	20D	21E	17D	17D	21D	22E	17D	20E	25E	26E	23E	23E	28E	29E	25E	27E	29E	98-99
UM	100	15E	18E	22E	23E	19E	19E	23E	24E	19E	22E	27E	28E	25E	25E	30E	31E	27E	29E	31E	100

(Use Heat Criticals)

Caster's OB = caster's level + special
Subtraction due to Target and Situation =
 Range Mod + Cover Mod + Helmet Mod
 - target's Qu Bonus + Center Point Mod (+20)
 Cover Mods — Full(-60); Parial(-30); Static(+30).
 Helmet Mods — None(+5); Full(-5).

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

UM = Unmodified Roll

HEAT CRITICAL STRIKE TABLE — 15.8.1

	A	B	C	D	E
01-05	Hot air. +0 hits.	Hot draft. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Hard, hot breeze. +2 hits.	Foe loses 1 rnd of initiative. +2 hits. Strong heat; little effect.	Foe loses 1 rnd of initiative while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. Not quite singeing. +4 hits.	Foe feels heat, loses 1 rnd initiative; if he has no armor, 2 rnds. +5 hits.
16-20	Foe loses initiative for 1 rnd. The nearby fire gives 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rounds.	Foe loses initiative for 2 rounds. +5 hits.	Foe is unbalanced and must parry for 1 round. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 round. +7 hits.
21-35	Blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Foe loses initiative for 2 rnds. Bothering smoke. +6 hits.	Light burns. Foe must parry for 1 rnd. 1 hit per rnd. +7 hits.	Minor burns. Foe must parry for 2 rnds. 1 hit per rnd. +8 hits.	Minor burns. Foe must parry for 2 rnds. 2 hits per rnd. +9 hits.
36-45	Foe must parry for 1 round. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits. Foe takes 1 hit per round.	Minor burns force foe to parry for 2 rounds. +8 hits and 1 hit per round.	Blast stuns foe for 1 round. +9 hits. Foe takes 2 hits per round due to pain and suffering.	Blast stuns foe for 1 rnd. +10 hits. Foe takes 3 more hits per round. If he is wearing a cloak it is destroyed.
46-50	Light burns. Foe must parry for 1 round. +7 hits, and foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Fire stuns foe for one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 rnd. +10 hits. 3 hits per round. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is using a wooden weapon, it is destroyed.
51-55	Blast unbalances foe. +8 hits. Foe must parry for two rnds and takes 1 hit per rnd.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per round. Wide shot, strong fire.	Blast stuns foe for 2 rnds. +9 hits. If foe has leg armor, he takes 1 hit/rnd. If not, 3 hits/rnd.	Blast stuns foe 2 rnds. If foe has a helmet, he takes 8 hits and 2 per rnd. If not, 11 hits and 4 per rnd.	Foe reels back 3 feet. Stunned and unable to parry for 1 rnd. Takes 3 hits per rnd from hot blast. +13 hits.
56-60	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in metal armor and has leg armor, +8 hits. If not, +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites. He is stunned, unable to parry for 1 rnd, takes +9 hits/rnd while aflame (2 rnds to extinguish fire). +12 hits.	Fire stuns foe 2 rounds; +15 hits. Foe cannot parry for 1 rnd. He fights at -10 and burns deliver 3 hits per round.
61-65	Foe is stunned for 2 rnds. If he has leg armor, he takes +7 hits and 1 hit per rnd. If not, he takes +10 hits and 3 per rnd.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 round. +10 hits, foe takes 3 hits per round and fights at -10. Upper leg burns.	Foe is stunned 2 rnds, unable to parry for 1. If foe has leg armor, he takes +10 hits and 4 hits/rnd. If not, +13 hits and 6 hits per rnd.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rounds. He takes 4 hits per round and fights at -10. +15 hits.
66	Blast causes foe to drop what he is holding. Stunned and unable to parry for 2 rnds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rounds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per round from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/rnd. If not, his weapon arm is useless and he takes 4 hits/rnd. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/rnd and fights at -10. If not, foe is unconscious and takes 10 hits per round.	Head strike. If foe has a helmet, he is knocked out and takes 5 hits per rnd. If not, foe is killed instantly, his head fully vaporized. Fine aim.
67-70	Back blast. Foe is stunned for 2 rounds. Foe takes 2 hits per round and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe takes 2 hits per rnd and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 rnd. Foe takes 3 hits/rnd. Organic material on his back is destroyed.	Blast to foe's shield arm. If foe has arm armor, he takes 4 hits/round and fights at -15. If no armor, foe takes 5 hits/round and loses use of arm.
71-75	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 round. +12 hits.	Chest blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe fights at -15. Add +10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rounds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per round and fights at -25.	Blast to foe's shield arm. If he has a shield, he drops it. If it is an organic shield it is destroyed. If he has no shield, he is stunned 6 rnds, loses use of arm, and fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 rounds. Otherwise, foe is knocked down, takes 6 hits/rnd and fights at -60.
76-80	Blast stuns foe for 2 rnds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	Arm strike. Burns stuns foe for 2 rnds. foe takes 2 hits per rnd. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's shield arm. If he has a shield, he drops it. If not, he is stunned 6 rnds, loses use of arm, and fights at -50. If the shield is organic, it is destroyed.	Foes loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 rounds, and takes 5 hits per round.	Blast to foe's shield arm. If foe has a shield, it is destroyed and foe loses his hand and is stunned for 6 rounds. If not, foe loses arm and is knocked out. +20 hits.
81-85	Back blast. Foe is stunned for 2 rounds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rnd, and takes 2 hits/rnd. All organic material on foe's back is destroyed.	Leg blast. If foe has leg armor, he takes +2 hits/rnd and is at -20. If not, massive tissue damage: his leg is useless; he is at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms and is stunned 9 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +20 hits.
86-90	Blast knocks foe down. Fire destroys any of Foe's organic foot and calf covering. +10 hits.	Leg strike. Any organic leg covering catches fire and delivers 6 hits per rnd until extinguished (takes 1 rnd). Foe is stunned for 3 rnds. +10 hits.	Lower leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rounds, takes +3 hits per round, and fights at -85. +15 hits.	Abdomen strike. If foe has abdominal armor, it is destroyed, foe is knocked out, and takes 2 hits/rnd. If not, foe dies in 12 inactive rnds due to organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds as a result of organ and tissue loss. +20 hits.
91-95	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rounds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rnds. If foe has no helm, he takes 8 hits/rnd and loses 50% of head hair. Any organic helm is destroyed.	Upper leg burns. Foe loses use of leg due to tissue loss, is stunned and unable to parry for 6 rounds, takes +4 hits per round and fights at -90. +18 hits.	Head strike. If foe has a full helmet, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rounds due to massive shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rounds. +25 hits.
96-99	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rounds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round and is inactive for 9 rounds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is destroyed and foe dies of burns in 9 rnds. If not, foe's chest cavity is a hollow cinder and he dies instantly.	Foe's side is engulfed in flames. Foe dies in 6 rounds due to multiple compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
100	Searing blast to foe's head. If he has helm, he is knocked out and takes 7 hits/rnd. If not, he is in a 1 mo. coma and loses 50% of his Presence. +15 hits.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Very unpleasant. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Sadly, foe cannot handle the loss and he dies instantly. Add +10 to your next roll.	Heat vaporizes foe's midsection, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.

COLD CRITICAL STRIKE TABLE — 15.8.2

	A	B	C	D	E
01-05	Cool breeze +0 hits	Cold breeze. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hit	+3 hits	+4 hits	Foe loses initiative for 1 rd. +4 hits.
11-15	Foe loses initiative for 1 round. Cold wind. +2 hits.	Foe loses initiative for 1 round. Cold chills. +3 hits.	Foe is slightly unbalanced and loses 1 round of initiative. +4 hits.	Light blast. Foe loses initiative for 1 round. +5 hits.	Cold blast. If foe has a protective cloak or armor, he loses 1 round of initiative. If not, foe takes +6 hits and loses 2 rounds of initiative.
16-20	Foe loses initiative for 1 rd. Freezing breeze. +3 hits.	Foe loses initiative for 2 rnds. Freezing wing. +4 hits.	Foe loses initiative for 2 rounds. Mild frosting. +5 hits.	Unbalancing blast. Foe must parry for 1 round. +6 hits.	Moderate blast. Foe must parry for 1 round. +7 hits.
21-35	Mild blast. Foe loses initiative for 2 rounds. +4 hits.	Frost laden blast forces foe to lose 2 rounds of initiative. +5 hits.	Moderate blast. Foe must parry for 1 round. +6 hits.	Chilling blast gives foe a frosty "burn". Foe must parry for 1 rd at -20, takes +1 hit per rnd. +7 hits.	Parched, cold blast. Foe is unbalanced and must parry for 2 rounds at -15. +8 hits.
36-45	Frosty blast. Foe must parry for 1 round. +5 hits.	Freezing blast. Foe must parry for 1 round and loses 3 rounds of vital initiative. +6 hits.	Blisters give foe +1 hit per round. Foe must parry for 2 rounds. +7 hits.	Blast stuns foe for 1 round. Foe takes +2 hits per round and fights at -5 due to facial shock. +8 hits.	Strong, low blast stuns foe for 1 rd; destroys foe's foot covering. If feet uncovered, foe is at -20 (frostbite).
46-50	Moderate blast. Foe must parry for 2 rounds. +6 hits.	Mild frostbite. +2 hits per rnd. Must parry for 2 rnds. +7 hits.	Blast stuns foe for 1 round. +8 hits.	Mild frostbite. Foe is at -10. +2 hits per rnd. Stunned 1 rd. +9 hits.	Swirling blast spins foe about. +10 hits. Stunned 1 rd. Drops weapon.
51-55	Unbalancing blast. Foe is stunned for 1 round. +7 hits.	Strong, but off-center blast stuns foe for 1 rd. Foe takes +3 hits per rnd due to frostbite on shield wrist. +8 hits.	Blast is strong but low. Foe is stunned for 2 rnds. If foe has no leg armor, he takes +5 hits per round due to shock and pain.	Blistering blast to foe's side knocks foe back 5 feet. Foe takes +3 hits per round and is stunned for 2 rounds. +10 hits.	Strong side strike. Foe is stunned and unable to parry for 1 round, and takes +4 hits per round numbing pain. +11 hits.
56-60	Strong, but diffused, blast. Foe is stunned for 2 rounds. +8 hits.	Foe is stunned for 2 rounds, all wood exposed on foe's back is useless and brittle. Foe takes +2 hits per round. +9 hits.	Back blast freeze dries all organic material exposed on foe's back. Foe is stunned and unable to parry for 1 rd. +9 hits.	Blast to foe's shield arm. Frostbite. Foe is stunned and unable to parry for 1 round, takes +3 hits per round, and fights at -15.	Blast to foe's weapon arm. Foe is stunned and unable to parry 1 round, takes +4 hits per round, and fights -20.
61-65	Foe is stunned and unable to parry for 1 round. +9 hits.	Leg strike. Frostbite. Foe is stunned and unable to parry for 1 round, fights at -5, and takes +3 hits per round. +10 hits.	Leg strike. Frostbite. If foe has leather boots or greaves, they are destroyed. Foe is stunned for 4 rounds. +11 hits.	Strike to foe's shield arm. If foe has a shield, +20 hits. If not, arm is useless due to nerve and skin damage and foe is stunned 5 rnds.	Blast to foe's weapon arm. Foe drops whatever is in that hand. Foe is stunned and 3 rounds and fights at -30. +13 hits. Frostbite.
66	Blast causes foe to drop whatever he is holding. +10 hits. Foe is stunned and unable to parry for 3 rounds. Chest strike.	Foe is stunned and unable to parry for 4 rounds. If foe wears no armor or protective cloak, he takes +5 hits per round.	Foe is knocked down and stunned for 6 rounds. If foe has wrist armor, he takes +3 hits per round. If not, foe fights at -25 and takes +6 hits per round.	Neck blast. If foe has neck armor, he takes +4 hits per round and is stunned for 6 rounds. If not, foe fights at -50, takes +5 hits per round, is stunned 3 rounds.	Shoulder strike. Foe loses use of shoulder due to nerve and cartilage damage. If foe has not helm he is knocked out for 1 day and takes +6 hits per round. +15 hits.
67-70	Back blast. Foe is stunned and unable to parry for 1 round. Frostbite. Foe fights at -5. +10 hits.	Back blast. Frostbite. Foe is stunned for 2 rounds and cannot parry for 1 round. Foe fights at -10. +11 hits.	Back blast. Foe is stunned for 2 rounds and cannot parry for 1 round. Foe fights at -15. Frostbite. +12 hits.	Back blast. Foe is stunned for 3 rounds and cannot parry for 1 round. Foe fights at -20. Frostbite. +13 hits.	Blast to foe's shield arm. If foe has a shield, he is knocked down and takes +2 hits per rnd. If not, massive frostbite, foe loses use of arm and is stunned 6 rnds.
71-75	Unbalancing blast. Foe is stunned for 2 rounds. Pain and shock cause foe to fight at -10. +11 hits.	Strike to foe's shield side. Pain and shock give foe +3 hits per rnd. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Strike to foe's side. Shock and frostbite. Foe fights at -20, takes +3 hits per round, and is stunned and unable to parry for 2 rounds.	Blast freezes foe's shield shoulder. Arm is useless and foe is stunned for 2 rounds. +14 rounds.	Blast to foe's weapon arm. Frostbite and numbing pain make arm useless and stun foe for 3 rounds. +15 hits.
76-80	Chest strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +12 hits.	Chest strike. Foe takes +3 hits per round, fights at -15, and is stunned for 4 rounds. +13 hits.	Chest strike. Foe takes +4 hits per round. If foe has chest armor, he is stunned for 3 rnds. If not, he is knocked down, fights at -25.	Chest strike. Foe fights at -25 due to frostbite. Foe is stunned and unable to parry for 3 rounds. +15 hits.	Chest strike. Foe is knocked down and drops all he holds. Foe is stunned for 12 rounds. Shock and nerve damage. Foe fights at -30.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +13 hits.	Back strike. Foe is stunned and unable to parry for 3 rounds and takes +4 hits per round. +14 hits.	Thigh strike. Foe has broken bone and frostbite. Foe fights at -40, takes +5 hits per round, and is stunned for 6 rounds.	Blast freezes both of foe's hands and foe loses use of both arms. Foe is stunned for 9 rounds and takes +6 hits per round.	Blast freezes foe's throat and lungs. Foe drops and dies in 12 rounds. +17 hits.
86-90	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 2 rounds. If not, foe loses use of left foot, fights at -70 (frostbite).	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 3 rounds. If not, foe loses use of foot, and fights at -75 (frostbite).	Lower leg blast destroys foe's foot covering, freezes both foe's feet, and stuns foe for 9 rounds. Foe takes +6 hits per round, fights -80.	Upper chest blast knocks foe down. If foe has chest armor, he is knocked out. If not, foe dies in 12 rounds due to a cold, cold heart.	Back blast freezes and shatters foe's backbone. Foe drops and dies in 9 inactive rounds. Broken neck. Massive shock.
91-95	Head strike. Foe is knocked down. If foe has helm, he is stunned 3 rnds. If not, foe is stunned 6 rnds, fights at -50, and loses both ears.	Hip strike. Foe's hip is shattered. Foe is stunned and unable to parry for 3 rounds and fights at -75. +17 hits.	Abdomen strike. If foe has abdominal armor, he is knocked out and takes +17 hits. If not, foe dies of organ damage in 9 rounds.	Foe's blood is entirely frozen solid. Foe dies in 9 inactive rounds. +18 hits.	Foe's lower body is fully frozen. Foe dies in 6 inactive rounds. +19 hits.
96-99	Neck strike. If foe has neck armor, he is stunned for 9 rounds. If not, foe loses lips, cannot speak for 2 weeks, and is knocked out.	Neck & collar strike. If foe has neck armor, he is knocked out. If not, foe's neck is frozen and shattered, and foe dies in 9 inactive rounds.	Side strike freezes and shatters foe's pelvis. Foe dies in 6 rounds due to shock and nerve damage. +18 hits.	Foe's heart and lungs are suddenly frozen. Foe dies in 6 inactive rounds of shock and suffocation. +19 hits.	Foe is a lifeless, frozen statue - well preserved, but quite dead. Add +10 to your next roll. +20 hits.
100	Foe is sent into a month long coma and loses nose as a result of severe frostbite and shock. +21 hits.	Blast freeze-dries foe's head. Foe dies in 1 round. Foe's skull and brain are brittle and lifeless. Add 5 to next roll.	Head strike. Foe's eyes are destroyed; foe is in a coma for 2 weeks and is permanently paralyzed from the neck down.	Massive strike shatters foe's chest and freezes foe's body fluids. Foe dies in 2 rounds. +20 hits.	Foe freezes solid and then shatters into thousands of pieces after falling down 20 feet behind impact point.

IMPACT CRITICAL STRIKE TABLE — 15.8.3

	A	B	C	D	E
01-05	Nary a whisper. +0 hits.	Great luck escapes you. No additional damage. +0.	+1hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Blast stuns foe for 1 round. +3 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe is spun about. +4 hits. Foe loses initiative 1 round.	Foe is unbalanced. +3 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +4 hits.
16-20	Foe is spun about. +3 hits. Foe loses initiative 1 round.	Blast unbalances foe. +2 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Foe is unbalanced. +6 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +9 hits.
21-35	Foe is unbalanced. +5 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +5 hits and foe must parry 1 round.	Foe is unbalanced. +8 hits and foe must parry 1 round.	Foe is unbalanced. +10 hits and foe must parry 1 round.	Foe reels from blast. +15 hits and foe is stunned for 1 round.
36-45	Foe is unbalanced. +8 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +9 hits and foe must parry next round.	Foe is unbalanced. +10 hits and foe is stunned for 1 round	Foe is unbalanced and must parry for 2 rounds. +12 hits.	Foe is spun about and reels backwards 10 feet. +20 hits. Foe is stunned 2 rounds.
46-50	Blow unbalances foe. +10 hits. Foe loses 3 rounds of initiative. Getting better.	Blow unbalances foe. +10 hits and foe is stunned next round.	Foe is unbalanced and must parry for 2 rounds. +12 hits. Add +5 to your next action.	Foe is spun about. +20 hits. Foe is stunned 2 rounds.	Foe is staggered. +20 hits and foe is stunned and unable to parry 1 round.
51-55	Foe is unbalanced. +10 hits. Foe is stunned for 1 round. Grazing blast.	Blow unbalances foe. +12 hits and foe is stunned next round.	Foe is knocked back 5 feet and must parry for the next 2 rounds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rounds. Add +5 to your next action.	Foe is staggered. +20 hits. Foe is stunned 2 rounds and unable to parry next round.
56-60	Foe is unbalanced. +10 hits. Foe is stunned next round.	Foe is spun about. +10 hits and foe is stunned for 2 rounds.	Foe is spun about +12 hits and foe is stunned for 2 rounds.	Foe is staggered. +10 hits. Foe is stunned and unable to parry for 1 round.	Foe is knocked down, +20 hits. Foe is out of action for 2 rounds.
61-65	Foe is unbalanced. +12 hits. Foe is stunned during next round.	Foe is staggered. Poor fool is stunned and unable to parry next round. +10 hits.	Foe is stunned and unable to parry next round. +10 hits. Add 5 to your next action.	Foe is staggered. +10 hits. Foe is stunned 2 rounds and unable to parry for next round.	Foe is knocked down. +20 hits. Foe is out of action for 3 rounds.
66	Blast break's foe's shield shoulder. Arm is useless. +20 hits. Foe must parry for 1 round. +7 hits.	Blow shatters foe's weapon shoulder. +15 hits. Arm is useless. Foe is stunned 1 round.	Blow breaks both of foe's arms. Foe is knocked down, is at -90, and is stunned for 3 rounds.	Blow to foe's head. If foe has no helm you kill him. If foe has a helm he is out for 3 hours.	Blast shatters skull into thousands of lost particles. Foe dies instantly. Direct hit. Fine punch.
67-70	Blow to foe's back. Foe is stunned and unable to parry for 1 round. +7 hits.	Blow to foe's back. Foe is stunned and unable to parry next round. +12 hits.	Blow to foe's back. Foe is stunned for 2 rounds and unable to parry next round.	Foe is knocked down. +15 hits. Foe is out of action for 2 rounds. Add +5 to your next act.	Blast to foe's shield arm. Foe is stunned 1 round. If foe has a shield, it is broken. Otherwise foe has a shattered shoulder.
71-75	Blow unbalances foe. +10 hits and foe is stunned for 2 rounds. Strong grazing blast.	Blow stuns foe for 2 rounds. +20 hits. Foe is unable to parry next round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rounds. Add 5 to your next act.	Foe now has a broken shield arm. +10 hits. Foe loses use of arm, is stunned 1 round.	Blast to foe's chest breaks ribs and stuns foe for 6 rounds. +20 hits. Foe at -25.
76-80	Blow stuns foe for 2 rounds. +15 hits. Foe is unable to parry for 1 round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rmds. Add +5 to your next act.	Blow breaks foe's collar bone. Foe is at -25. Break is minor. +15 hits. Foe is stunned 1 round.	Blow breaks foe's weapon arm. +10 hits. Arm is useless. Foe is stunned for 1 round.	Blistering blast to foe's shoulder area breaks collar bone and both shoulders. Foe's arms are useless. +25 hits.
81-85	Blow to foe's back +10 hits. Foe has broken ribs and torn cartilage, fights -25.	Blow to foe's back tears cartilage, breaks ribs. +10 hits. Foe is stunned for 2 rounds and fights at -25.	Foe has broken thigh. +15 hits. Foe fights at -40 and is stunned for 3 rounds.	Blow breaks both of foe's arms and knocks foe down. +20 hits. Foe is down for 3 rounds, has 2 useless arms.	Blast to side crushes a variety of organs. Foe dies of internal bleeding after 6 rounds of inactivity. +30 hits.
86-90	Blow knocks foe down. +10 hits. Foe is down for 3 rounds an is unable to parry.	Strike to foe's calf. +20 hits. Foe fights at -50 due to broken bone and torn tendons. Foe is stunned 3 rounds.	Blow breaks foe's hip. +20 hits. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Strike to foe's abdomen. +20 hits. If area not armored, foe dies in 6 rounds due to organ loss. If armored, foe stunned 12 rounds.	Blast crushes bone in foe's lower body. Foe finds life hard and dies in 3 rounds. +50 hits.
91-95	Blow breaks foe's hip. Foe fights at -50. +20 hits. Foe is stunned and unable to parry for 3 rounds.	Blow to upper head area. If foe has no helm, he is dead. Otherwise, foe is in a coma for 2 weeks. +25 hits.	Blow shatters foe's knee. Foe is hobbled and is at -75. +20 hits. Foe is stunned and unable to parry for 9 rounds.	Blow shatters foe's jaw. Foe's brain is destroyed. +50 hits. Foe dies after 3 rounds of inactivity.	Blast drives bone through foe's lungs. Foe drops and dies after 6 rounds of intense agony. Sad. +30 hits.
96-99	Blast to foe's head. +20 hits. If foe has no helm, he is knocked out and in a coma for 1 month. If foe has helm he is knocked out for 1 day.	Blast to foe's collar area severs windpipe. Foe cannot breath or fight. +25 hits. Foe dies in 12 long rounds.	Blast to foe's chest. Foe dies immediately after sudden brain shock. +50 hits.	Blow to foe's side. +25 hits. Bone is driven into foe's kidneys and foe dies of shock in 1 round.	Blast crushes skull. Foe dies immediately. Add +20 to your next action.
100	Head strike. +25 hits. If foe has helm, it is broken and foe is knocked down an out for 1 day. If no helm, foe dies due to the skull fracture in 3 rounds.	Blow to back of neck paralyzes foe from the shoulders down. +30 hits. Foe is unhappy.	Blast to foe's head crushes skull. Foe dies immediately. Add +10 to your next action.	Chest disruption. Foe's lungs and heart explode. Foe dies instantly. Add +25 to your next action.	Blast annihilates foe's entire skeleton. Foe is reduced to a gelatinous pulp. Try a spatula.

ELECTRICITY CRITICAL STRIKE TABLE — 15.8.4

	A	B	C	D	E
01-05	A lot of static. +0 hits	Foe's hair stands up. +0 hits	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe loses initiative for 1 round; the metal he bears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 round of precious initiative. +3 hits.	Foe loses initiative for 1 round. The smell of danger is in the air. +4 hits.	If foe has metal armor, he loses 2 rounds of initiative. If not, foe is stunned but 1 round. +5 hits.
16-20	Foe is spun about and loses 1 round of initiative. +3 hits.	Explosion of light causes foe to lose 1 rnd of initiative. +4 hits.	Eruption of smoke forces foe to lose 2 rnds of initiative. +3 hits.	Foe is unbalanced, but the strike is weak. Must parry next rnd. +4 hits.	Glancing strike stuns foe for 1 round. +6 hits.
21-35	Blast unbalances foe. He loses 2 rounds of initiative. +4 hits.	Crackling blast forces foe to lose 2 rnds of initiative. +5 hits.	Strong but glancing blast forces foe to parry next round. +6 hits.	Light burns. Foe must parry for 2 rnds; takes 1 hit per rnd. +5 hits.	Foe gets a minor scorching and is stunned for 2 rounds. +10 hits.
36-45	Light distracts foe, and he must parry for 1 rnd. +5 hits.	Minor burns. Must parry for 1 rnd; takes 1 hit per rnd. +2 hits.	Foe feels the heat and must parry for 2 rounds. +7 hits.	Blast stuns for 1 round. Foe fights at -10 for 2 rounds. +7 hits.	Smoke and light stun foe for 2 rnds. Foe fights at -10 for 2 rnds. +12 hits.
46-50	Minor burns. Foe must parry for 1 round and takes 1 hit per round. +2 hits.	Blast forces foe to parry for 2 rounds. +6 hits.	If foe has metal armor, he is stunned 2 rounds. If not, foe is stunned for 1 round. +7 hits.	Explosion of light and fire stuns foe for 2 rounds. Foe fights at -10 for 2 rounds. +7 hits.	If foe has metal armor, he is stunned and unable to parry for 2 rnds. If not, foe is stunned 2 rnds. +13 hits.
51-55	Sizzling but weak blast stuns foe for 1 round. +6 hits.	Foe is spun about and is stunned for 1 round. A minor burn on foe's leg causes 2 hits per round. +7 hits.	Strike to foe's leg. If foe has leg armor, he is stunned 1 rnd. If not, foe is stunned and unable to parry 1 rnd, takes +3 hits per rnd.	Blast stuns foe for 2 rounds and foe is unable to parry for 1 round. +10 hits.	Hot smoke and light stuns foe for 4 rounds. Foe loses initiative for 6 rounds. +13 hits.
56-60	Foe is unbalanced and is forced to parry next 3 rounds. +7 hits.	Foe is stunned for 2 rounds. If foe has metal armor, he cannot parry for 1 round. +8 hits.	Blast stuns foe for 2 rounds. Foe cannot parry for 1 round, leg hit. +9 hits.	Strike to foe's shield arm. If foe has metal armor but no shield, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops all that is in his weapon hand. Stunned for 2 rnds. 2 hits per rnd.
61-65	Chest strike. If foe has metal armor, he is stunned for 2 rounds. If foe has no armor, he is stunned 3 rounds.	Upper leg strike. Foe is stunned and unable to parry for 1 round. +9 hits.	Foe is stunned and unable to parry for 2 rounds. +10 hits.	If foe has armor over abdomen, he takes 2 hits per rnd and is stunned 2 rounds due to minor burns. If not, burns stun foe 6 rounds and give him 3 hits per round.	Leg strike. Foe is knocked down and stunned for 2 rounds. Foe cannot parry for 1 round. +14 hits.
66	Blast of light and smoke stun all within 5 feet of foe for 1 round. Foe is knocked down and stunned for 3 rounds.	Chest strike. Foe is stunned and unable to parry for 3 rounds, takes 3 hits per round, and fights at -20. +15 hits.	Chest strike. If foe has metal armor on arms and over chest, it becomes fused and he cannot use arms. If not, foe is knocked out for 6 hours and takes +9 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes +4 hits per round. +20 hits.	Head strike. If foe has a leather helmet, it is destroyed and foe is in a coma for 2 months. If not, foe's brain is fried and he dies instantly. Add +10 to your next roll.
67-70	Back strike. Foe is stunned and unable to parry for 1 round. +7 hits.	Back strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +10 hits.	Back strike. Foe is stunned and unable to parry for 2 rnds. Burns force foe to fight at -10. +11 hits.	Back strike. Foe is knocked down and out of action for 1 rnd. Minor shock. Foe fights at -20. +12 hits.	Back strike. Foe is stunned and unable to parry for 4 rounds. Minor shock. Foe fights at -25. +15 hits.
71-75	Blast stuns foe for 3 rounds, foe fights -5 for 6 rounds. +8 hits.	Strike to foe's shield arm. If foe has a shield, he is stunned for 4 rnds. If not, foe's arm is useless and foe is stunned and not able to parry for 2 rnds.	Strike to foe's shield arm. If foe has a metal shield he is stunned for 6 rounds and takes +12 hits. If not, foe is knocked down, the arm is useless, and +13 hits.	Strike to foe's weapon arm. Arm is useless and foe is stunned for 3 rounds. +13 hits.	Shoulder strike shatters bone in foe's weapon arm. Muscle and cartilage damage. Arm is useless, foe is stunned for 6 rounds, and takes +3 hits per round.
76-80	Strike to foe's upper chest stuns foe for 2 rounds. Foe cannot parry for 1 round. +9 hits.	Chest strike. Foe is knocked down and takes 2 hits per round due to bleeding. +11 hits.	Chest strike. If foe has chest armor, he is stunned for 6 rnds, takes 2 hits per rnd, and fights -5. If not, foe is knocked out for 3 days due to shock.	Chest strike. If foe has metal chest armor, he is knocked out and takes +25 hits. If not, foe is stunned and unable to parry for 6 rounds and takes +15 hits.	Chest strike. Foe is knocked out due to shock. Blood loss and nerve damage cost foe +3 hits per round. +18 hits.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rounds. Muscle is torn and foe fights at -10. +13 hits.	Thigh strike. Foe takes 2 hits per round. Bones breaks and torn cartilage. Foe is stunned for 4 rounds and fights -40.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rounds and takes +3 hits per round. +15 hits.	Foe becomes a conductor and strike rearranges his entire nervous system. Foe drops and lies in shock for 12 rounds before dying.
86-90	Blast knocks foe down. If foe has metal leg armor, he loses use of leg due to nerve damage. If not, +15 hits and foe is stunned and unable to parry for 2 rounds.	Leg strike. If foe has leg armor, he is stunned and unable to parry for 6 rnds. If not, foe's leg is broken, it has damaged nerves, and foe is stunned for 6 rounds and fights at -50.	Blast shatters foe's knee and destroys a variety of nerves. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Abdomen strike. If foe has armor over abdomen, he is stunned for 9 rounds and takes +6 hits per round. If not, foe dies of shock and bleeding in 12 rounds.	Blast crushes pelvis and shatters lower backbone. Foe's spine is burned into a multitude of small parts. Foe is knocked out and dies in 12 rounds.
91-95	Hip strike. If foe has hip armor, foe is stunned 6 rnds; +10 hits. If not, foe is stunned 3 rnds and acts at -50 due to shock and nerve damage.	Head strike. Foe loses nose, he is temporarily blinded for 2 wks., and is stunned for 9 rnds. Foe is at -95 while blind. If no helm, he is knocked down.	Strike through foe's lower abdomen. Massive shock and bleeding. If abdomen armored, foe is at -75; takes 5 hits per rnd. If not, foe dies in 6 inactive rnds.	Side strike devastates foe's nervous system. Foe falls into a coma and goes into severe shock. Foe is a living vegetable. +30 hits.	Side strike melts foe's lower skeleton and destroys a variety of organs. Foe dies in 9 inactive rounds. +25 hits.
96-99	Neck & shoulder strike. If foe has neck armor, he is stunned and unable to parry for 6 rnds. If not, he is knocked out; loses ability to speak. +10 hits.	Head strike. Blast cracks skull and causes massive shock and brain damage. Foe drops and dies in 9 rounds. +15 hits.	Chest strike destroys foe's heart and lungs. If foe has metal chest armor, it is a fused lump and foe dies in 6 rounds. If not, foe dies instantly.	Chest strike knocks foe back 10 feet. Massive nerve damage. Foe dies of fatal shock in 3 rounds. +20 hits.	Chest strike destroys both of foe's lungs and cuts foe in half. Blast continues to a point 10 feet beyond foe (subtract 20 if it strikes second target).
100	Head strike. Foe's brain falls victim to massive shock and surface burns. Foe drops into unconsciousness, and dies in 6 rounds. +20 hits.	Blast through foe's neck severs head and kills foe instantly. Add +10 to your next spell attack roll.	Foe's head is no longer available. Smoke and ozone surround the lifeless body. Add 10 to friendly witnesses' rolls for 3 rounds.	Foe's nervous system acts as a superconductor. Foe's sad instant death provides all the witnesses with a fine light show. Add +15 to your next roll.	Foe returns to the dust from which he came. Add +20 to your next roll.

SPELL FAILURE TABLE — 15.7

	NON-ATTACK SPELLS		ATTACK SPELLS
01-20	Momentary lapse in concentration delays casting of spell one rnd.	01-20	The strain causes caster to lose concentration. The spell is lost (but not pts.)
21-30	Subconscious second thoughts cause caster to lose spell (but not the spell points).	21-30	Mild mental lapse causes caster to lose spell (but not spell pts). Caster operates at -50 for 1 rnd.
31-40	Strain causes caster to lose spell (but not the spell points).	31-40	Moderate, but serious, strain causes caster to lose spell (but not spell pts). Stunned for 1 rnd.
41-60	Moderate mental lapse causes caster to cast an ineffectual spell (but not lose spell points).	41-60	Serious mental lapse causes caster to throw an ineffectual spell. Stunned for 1 round.
61-80	Apparently inconvenient distraction causes caster to cast a useless spell (but not lose the spell pts). Stunned for 1 rnd.	61-75	Subconscious fear causes caster to cast an ineffectual spell. Stunned for 1 round.
81-95	Serious strain causes caster to misfire. Caster does not lose the spell pts. Stunned for 2 rnds.	76-90	Severe strain causes caster to misfire. Caster takes 5 hits, and is stunned for 3 rounds.
96-100	Caster internalizes spell, takes 10 hits. Stunned for 12 long rounds.	91-95	Extreme mental pressure causes caster to misfire and collapse to the ground. Caster takes 10 hits, and is stunned for 6 rnds.
101-125	Spell strays and travels to points unknown. It proves useless. Caster is stunned for 3 rounds.	96-100	Caster internalizes spell, takes 20 hits. Knocked out for 12 hrs.
126-150	Spell has no effect. Caster is confused and stunned for 4 rounds.	101-125	Spell strays and travels to a point 20 feet right of target. Roll on appropriate table for effect. Caster is stunned for 1 round and takes 10 hits.
151-175	Severe strain takes toll on caster. Spell misfires; caster takes 5 hits, and is stunned for 6 rounds.	126-150	Spell strays and travels to a point 20 feet left of target. Roll on appropriate table for effect. Caster is stunned for 2 rounds and takes 5 hits.
176-185	Caster internalizes spell, takes 8 hits, is knocked down, and is unable to function for 1 hour.	151-175	Spell is cast in direction opposite to the intended line. Caster suffers mental collapse, takes 25 hits, and is unable to function for 6 hours.
186-191	Caster internalizes spell, takes 10 hits, is knocked down, and is unable to function for 6 hours.	176-185	Caster internalizes spell, takes 30 hits, and suffers nerve damage in brain. Unfortunate fool loses all spell casting ability for 1 wk. must operate at 50% of normal for 3 months (or until nerves are repaired, whichever period is shorter).
192-195	Caster suffers from nervous disorder, takes 25 hits, and is knocked out for 12 hours. Caster loses all spell casting ability for 4 weeks.	186-191	Caster internalizes spell, loses all spell casting ability for 2 weeks, takes 35 hits, and falls into a coma for 1 week.
196-200	Mild stroke. Caster loses spell casting ability for 2 wks, takes 20 hits, must operate at 50% normal for 3 days.	192-195	Caster suffers a massive stroke, takes 50 hits, and lapses into a month long coma. Caster will regain consciousness, but will die 3 hours later.
201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 20 hits, and is knocked out for 9 hours.	196-200	Caster suffers severe stroke, is paralyzed from the waist down.
251-300	Nervous disorder. Caster is stunned for 12 rounds, and loses all ability to throw the attempted spell (it may be released after 1 yr).	201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 40 hits, and falls into a coma for 3 weeks.
301+	Caster suffers a severe stroke, and falls into a 3 month coma.	251-300	Severe nervous disorder causes caster to misfire spell, and lost all spell casting ability for 3 months.
		301+	Massive internalization of power. Brain death. Caster dies instantly.

CREATURE CRITICAL STRIKES — 15.8.5

	Large Creatures		Super Large Creatures	
	NORMAL	SLAYING	NORMAL	SLAYING
01-05	+0 hits	+5 hits	+0 hits	+3 hits
06-10	+1 hit	+9 hits	+1 hit	+5 hits
11-20	+3 hits	+12 hits	+2 hits	+9 hits
21-30	+5 hits	+15 hits	+3 hits	+12 hits
31-40	+7 hits	+18 hits	+5 hits	+15 hits
41-50	+10 hits	+20 hits	+7 hits	+18 hits
51-65	+13 hits	+25 hits	+10 hits	+20 hits
66	Blast drives through foe's mouth, knocks foe down, and sends foe into a month long coma. +30 hits.	Well placed strike to head. Blast destroys foe's brain cavity. Foe drops, dies instantly. Add 10 to your next roll.	Blast knocks foe out. Upon recovery, foe fights at -75 due to shattered shoulder. +25 hits.	Blast destroys foe's lungs. Foe drops and dies after 6 long rounds. +30 hits.
67-70	+15 hits	+30 hits.	+12 hits	+25 hits
71-80	+20 hits	Light wound. Foe is stunned for 3 rnds and loses 6 rnds of initiative. +12 hits.	+15 hits	+25 hits
81-90	Strong blast staggers foe. Foe is stunned for 3 rnds and loses 6 rnds of initiative. +15 hits.	Hard blow stuns foe for 3 rounds. Foe cannot parry for 1 round. +25 hits.	+20 hits	+30 hits
91-95	Leg strike. Foe is stunned and unable to parry for 2 rounds. +20 hits.	Leg strike breaks bone. Foe stunned, not able to parry for 2 rnds, fights at -30.	+30 hits	Leg strike. Foe is stunned and unable to parry for 2 round. +25 hits.
96-98	Vicious blast crushes foe's neck and shatters spine. Foe drops and dies in 3 rounds.	Awesome blast drives foe's jaw through brain. Foe dies instantly. Add 15 to your next roll.	Blast crushes foe's skull. Foe drops and dies of brain damage in 6 rounds.	Strike crushes foe's chest cavity and destroys foe's heart. Foe dies instantly.
99-100	Superb strike drives rib through foe's heart. Foe drops and dies in 6 agonizing rounds.	Perfect aim. Foe's carotid artery and jugular vein severed. Foe drops, dies in 3 rounds.	Blast destroys foe's eyes. Foe is permanently blind and fights at -95. Stunned for 12 rounds.	Strike through foe's ear results in massive brain damage. Foe dies after 6 inactive rounds.
101-150	Massive strike. Foe is stunned and unable to parry for 3 rounds. +30 hits.	Awe inspiring blast. Foe is stunned and not able to parry for 5 rounds. +35 hits.	Strong blast. Foe is stunned and unable to parry for 2 rounds. +30 hits.	Side strike. Foe is stunned and unable to parry for 3 rounds. +35 hits.
151-175	Side strike. Foe is stunned and unable to parry for 5 rounds. Foe fights at -20 due to broken ribs.	Side strike shatters bone. Foe is stunned and unable to parry for 6 rnds. Foe fights at -25 due to pain. +40 hits.	Side strike. Foe is stunned and unable to parry for 4 rounds and fights at -20 due to broken bone.	Chest strike. Broken bone causes foe to fight at -20. Wound yields +5 hits per round.
176-200	Foe is knocked down. Severe thigh wound. Foe takes +10 hits per round and fights at -35. +35 hits.	Foe is knocked out. Bone break and wound give foe +10 hits per round. Upon recovery, foe fights -50.	Chest blast. Wound gives foe +5 hits per round. Creature fights -30. +30 hits.	Foe is knocked down. Severe wound. Foe takes +10 hits per round and fights -50. +40 hits.
201-250	Blast sends foe into 3 month long coma. Causes permanent paralysis. +50 hits.	Blast sends foe back 10 feet and crushes its neck. Creature dies in 3 rounds. +50 hits.	Foe is paralyzed from the neck down on a permanent basis. +40 hits.	Blast destroys foe's nervous system. Foe collapses and dies in 9 rounds. +50 hits.
251+	Strike causes foe's bladder to explode, and creature dies without delay.	Strike to foe's head crushes skull and proves instantly fatal.	Strike shatters foe's chest and send bone through the heart. Foe dies instantly.	Strike to foe's head. Poor creature dies instantly. Add 20 to your next roll.

ELEMENTAL ATTACK ROLL MODIFICATIONS — 15.3

A/D	CATEGORY	EFFECT	NOTES
A A A	Level of Spell Caster Caster's Agility (NA) Caster's Spell Expertise	+1 per level -25 to +35 +0 to +50	May be higher.
A,D A,D	Spells Items	+ (variable) + 5 per bonus	Depends on specific spell. + 1 if a 3-18 system is used.
D D D D	Defender's Quickness Full Cover Partial Cover Static Target	-25 to +35 -60 -30 +30	Detected, but not sighted; Quickness bonus not used. Less than half of target sighted; QU bonus not used. Applies only to prone and/or surprised targets without cover being used; Quickness bonus not used.
D D D D	Wall Shield (NA) Full Shield (NA) Normal Shield (NA) Target Shield (NA)	-30 -20 -15 -5	Must be facing caster. Must be facing caster. Must be facing caster. Must be facing caster.
D D	No Helmet Full Helmet (covers face)	+5 -5	
D	Center Point of Area Spell	+20	Only applies to area spells like Fireball.
D	Range	-75 to +35	See specific attack table.

(NA) = Not applicable to area spells. A = Based on Attacker. D = Based on Defender.

KNOWN SPELLS					
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

BASE SPELL ATTACK TABLE — 15.1

BAR ROLL	General	Essence		Channeling		Mentalism		BAR ROLL
		Metal Armor	Leather Armor	Metal Armor	Metal Shield	Metal Helmet	Leather Helmet	
UM 01-02	F	F	F	F	F	F	F	01-02 UM
03-04	F	F	F	F	F	F	F	03-04
05-08	+70	F	F	F	F	F	F	05-08
09-12	+65	F	F	F	F	F	F	09-12
13-16	+60	F	+45	F	F	F	+45	13-16
17-20	+50	+45	+40	F	+45	F	+40	17-20
21-24	+45	+40	+35	F	+40	F	+35	21-24
25-28	+35	+35	+30	+45	+35	+45	+30	25-28
29-32	+30	+30	+25	+40	+30	+35	+25	29-32
33-36	+20	+25	+20	+35	+25	+30	+20	33-36
37-40	+15	+20	+15	+30	+20	+25	+15	37-40
41-44	+5	+15	+10	+25	+15	+20	+10	41-44
45-48	0	+10	+5	+20	+10	+15	+5	45-48
49-52	0	+5	0	+15	+5	+10	0	49-52
53-56	-5	0	0	+10	0	+5	0	53-56
57-60	-10	0	-5	+5	0	0	-5	57-60
61-64	-15	-5	-5	0	-5	0	-5	61-64
65-68	-20	-5	-10	0	-5	-5	-10	65-68
69-72	-25	-10	-15	-5	-10	-5	-15	69-72
73-76	-30	-25	-20	-10	-15	-10	-20	73-76
77-80	-35	-30	-25	-15	-20	-15	-25	77-80
81-84	-40	-35	-30	-20	-25	-20	-30	81-84
85-88	-45	-40	-35	-25	-30	-25	-35	85-88
89-92	-50	-45	-40	-30	-35	-30	-40	89-92
93-95	-55	-50	-45	-35	-40	-35	-45	93-95
UM 96-97	-75	-60	-65	-55	-60	-55	-65	96-97 UM
UM 98-99	-100	-85	-90	-80	-85	-80	-90	98-99 UM
UM 100	-125	-110	-115	-105	-110	-105	-115	100 UM

UM = Unmodified Roll

Range	Mod
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' - up	-30

BASE ATTACK ROLL MODIFICATIONS — 15.2

A/D	CATEGORY	EFFECT	NOTES
A	Level of Spell Caster	+1 per level	Pure and hybrid spell users only.
A,D A,D D	Spells Items Race	± (variable) ± 5 per bonus ± (variable)	Depends on specific spell. ±1 if a 3-18 system is used. E.g., Demons, Dwarves, Dragons, etc.
D D D	Full Cover Partial Cover Static target	-20 -10 +10	Detected, but not sighted. Less than half of target sighted. Applies only if no cover.
A,D	Range	-30 to +30	See Base Attack Table.

RESISTANCE ROLL MODIFICATIONS — 15.6

A/D	CATEGORY	EFFECT	NOTES
A	Base Attack Roll Modifications	-125 to +70	Apply result from <i>SL</i> Base Attack Table.
A,D D D	Spells Items Race	± (variable) ± 5 per bonus ± (variable)	Depends on specific spell. ± 1 if a 3-18 system is used. E.g., Demons, Dwarves, Dragons, etc.
D	Willing Target	-50	Target wants the spell cast at/on him.
D	Same Realm	+15	Target's spell realm is the same as the spell's realm.
D	Target's Stat Bonus	-25 to +35	For Essence use Empathy (intelligence); for Channeling use Intuition (wisdom); for Mentalism use Presence (charisma).

RESISTANCE ROLL TABLE — 15.5

Target Level	Attack Level *																Target Level
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	> 15 *	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	*	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	*	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	*	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	*	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	*	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	*	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	*	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	*	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	*	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	*	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	*	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	*	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	*	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	*	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	*	15
> 15 **	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	>15

* The Attack Level is the level of the psion caster.

** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.

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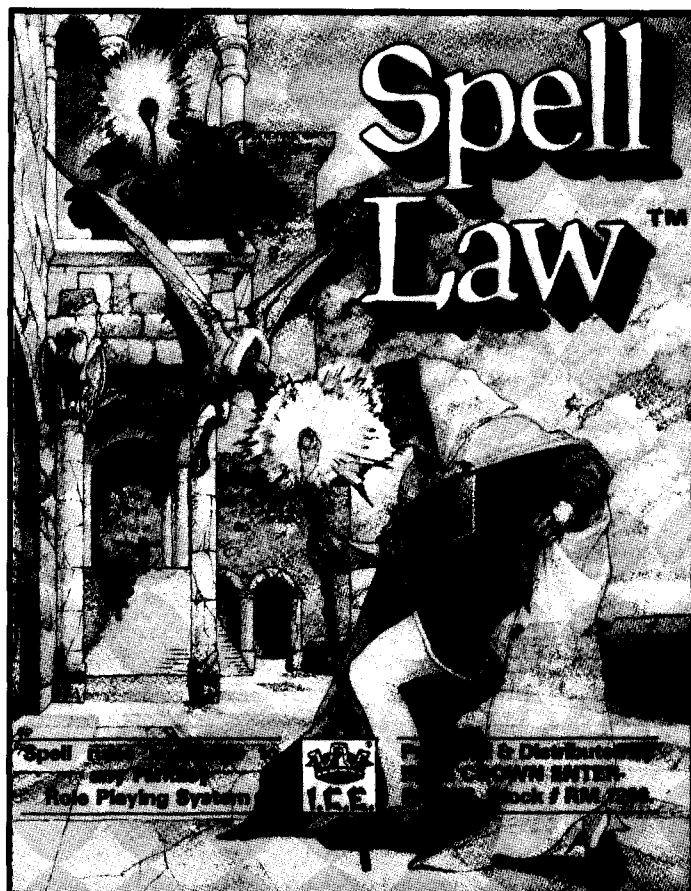
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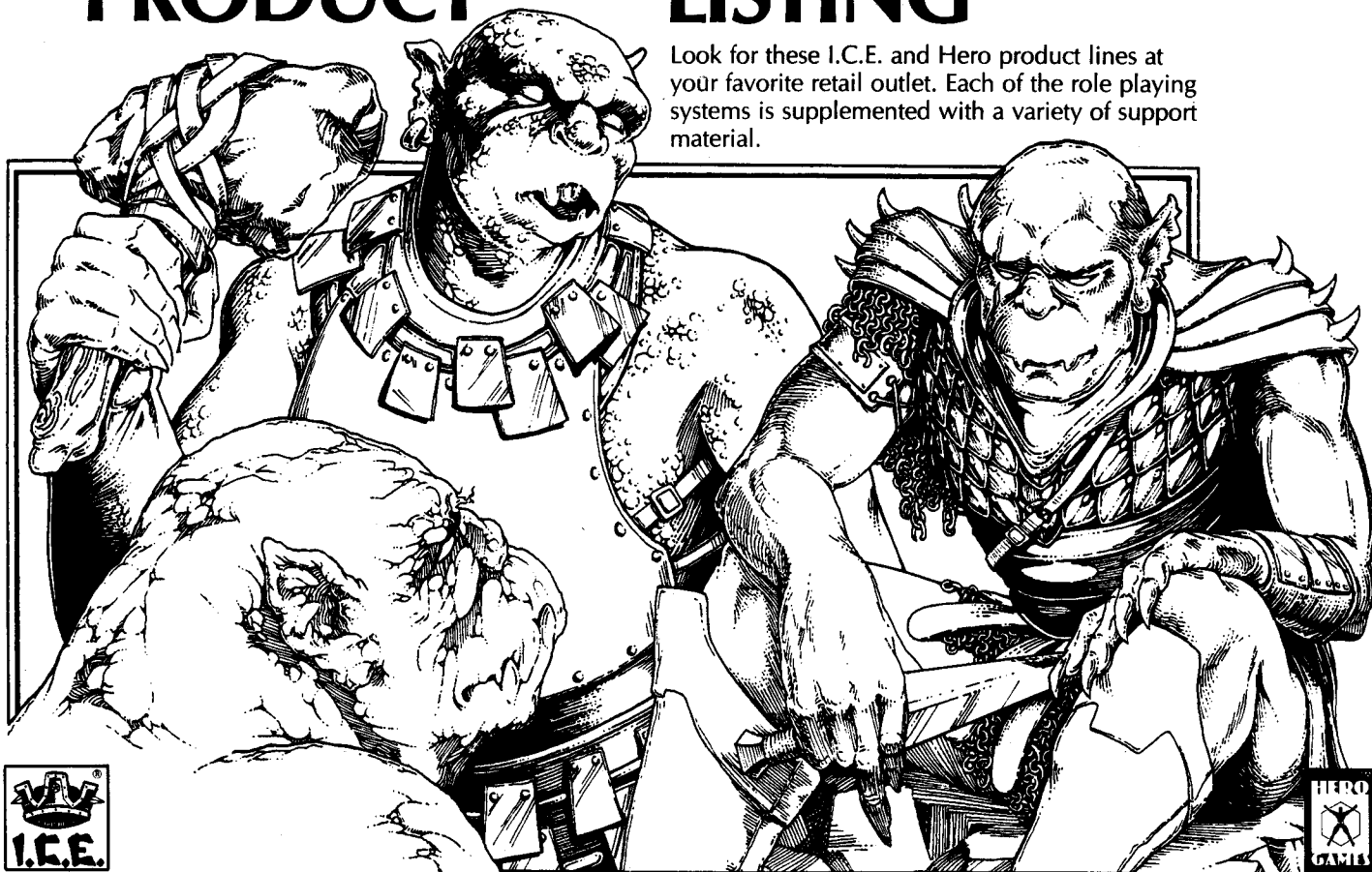
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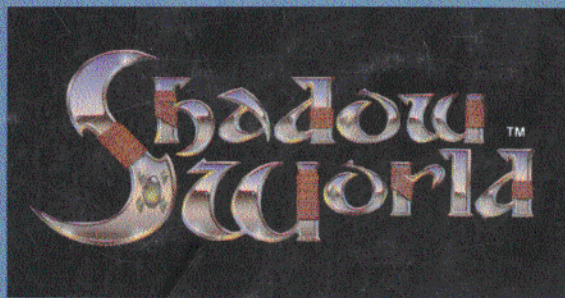
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