

EXPRESS ADDITIONS

Issue #9

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INTRODUCTION

Welcome to the 9th issue of Express Additions! I hope that you will like everything in this issue.

First up is our presentation of three new professions, the Priest, the Mage, and the Mentat. These three professions are customizable professions, easily adaptable to just about any setting.

Next up on the roster are Realm Lists, spell lists that are not associated with a specific profession. This is followed up by a short article on creating Religious Orders for the Priest, and then an article on creating Folios for the Mage and Mentat.

We top off the issue with 4 brand new spell lists, Realm Lists actually, for you to add to your campaigns. Enjoy!

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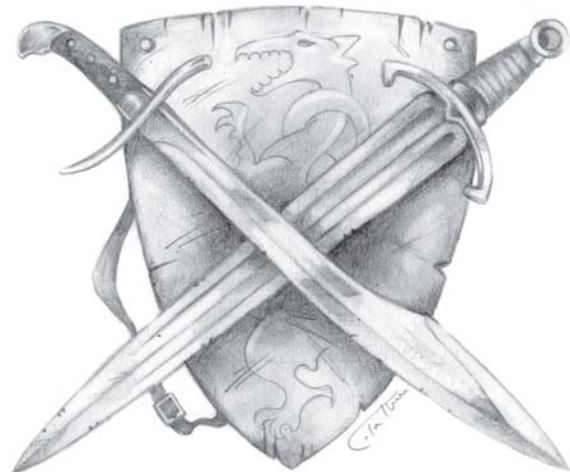
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NEW PROFESSIONS

In the second edition of Rolemaster, one of the constants was that just about every new book released also gave players new professions, many of the Pure Spell Users. In just a few short books, there were a lot more magic using professions than professions that did not use magic or even semi-spell using professions.

In this issue, we bring you 3 professions that are extremely versatile and customizable. These 3 professions, used in conjunction with the articles on Religious Orders and Magical Orders will allow for the creations of nearly any type of Pure spell using profession without having to actually any create new professions.

Note: Since these 3 new professions are not listed in other locations, we are posting all their skill costs, even for skills that have not been presented in Express Additions previously.

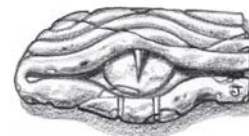


PRIEST

A Priest is a Pure spell user from the realm of Channeling who have concentrated on spells that require the most direct power from deities. Priests must belong to a specific Religious Order and his spell lists are more directly related to Spheres of Influence associated with his deity. They get to select 8 Base Lists from those supplied by the Religious Order. The Priest may also select Base Lists from the Open Channeling spell lists and the Closed Channeling spell lists.

Prime Requisites: Intuition and Memory

| SKILL COSTS | | | | |
|-------------------------------------------------------------------------------------------------------------|----------|--------------|--------------|--------------|
| Skills | Stats | Priest | Mage | Mentat |
| Maneuvering in Armor | | | | |
| Soft Leather | Ag/St | 2/* | 9 | 4/* |
| Rigid Leather | Ag/St | 3/* | 9 | 5/* |
| Chain | Ag/St | 10 | 10 | 6/* |
| Plate | Ag/St | 11 | 11 | 7/* |
| Weapon Skills | | | | |
| One-Handed Edged** | St/St/Ag | 6 | 9 | 6 |
| One-Handed Crushing** | St/St/Ag | 7 | 20 | 8 |
| Two-Handed** | St/St/Ag | 9 | 20 | 15 |
| Missile** | Ag/Ag/St | 9 | 20 | 20 |
| Thrown** | Ag/Ag/St | 9 | 20 | 20 |
| Pole Arms** | St/St/Ag | 20 | 20 | 20 |
| General Skills | | | | |
| Climbing | Ag | 5 | 7 | 5 |
| Swimming | Ag | 3 | 3 | 3 |
| Riding** | Em/Ag | 3 | 3 | 2 |
| Disarm Traps | In/Ag | 8 | 7 | 7 |
| Pick Locks | In/Ag | 8 | 8 | 8 |
| Stalk & Hide | Ag or SD | 5 | 5 | 5 |
| Perception | In/Re | 3 | 3 | 3 |
| Magical Skills | | | | |
| Spell Lists** | Em or In | 1/* | 1/* | 1/* |
| Runes | Em/In | 2/6 | 1/4 | 2/5 |
| Staves & Wands | Em/In | 2/6 | 1/4 | 2/5 |
| Channeling | In | 1/4 | 7 | 8 |
| Directed Spells** | Ag | 3/8 | 2/6 | 2/6 |
| Special Skills | | | | |
| Ambush | — | 8 | 8 | 9 |
| Linguistics** | — | 2/* | 2/* | 2/* |
| Adrenal Moves** | Pr/SD | 5 | 6 | 6 |
| Adrenal Defense | — | 20 | 20 | 20 |
| Martial Arts ** | varies | 6 | 9 | 3 |
| Body Development | Co | 5 | 8 | 6 |
| PP Dev. (Optional) | — | 1/4 | 1/4 | 1/4 |
| Prime Requisites | | In/Me | Em/Re | Pr/SD |
| ** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language. | | | | |



MAGE

The Mage is a Pure spell user from the realm of Essence. Mages must select their Base Spell Lists from the Open spell lists and the Closed spell lists of their Realm and from a single Mage Folio.

Prime Requisites: Empathy and Reasoning

MENTAT

The Mentat is a Pure spell user from the realm of Mentalism. Mentats must select their Base Spell Lists from the Open spell lists and the Closed spell lists of their Realm and from a single Mentat Folio.

Prime Requisites: Presence and Self Discipline

***Note:** Refer to page 7 for more information on what a Folio is.



SECONDARY SKILL DEVELOPMENT COST TABLE

| Skill | Stat | Priest | Mage | Mentat | Skill | Stat | Priest | Mage | Mentat |
|-----------------|-------|--------|------|--------|------------------|--------|--------|------|--------|
| Acrobatics | Ag/Qu | 2/7 | 3 | 3/7 | Meditation | Pr/SD | 1/3 | 2/6 | 1/4 |
| Acting | Pr/Em | 2/7 | 3/6 | 2/6 | Music | Ag/Em | 2/6 | 2/6 | 2/6 |
| Animal Healing | Em/Re | 1/4 | 2/6 | 2/5 | Navigation | Re/In | 2/4 | 2/6 | 2/6 |
| Caving | SD/Re | 2/7 | 3 | 3 | Public-speaking | Em/Pr | 2/6 | 2/6 | 2/5 |
| Contortions | Ag/SD | 2/6 | 5 | 3 | Rope-mastery | Me/Ag | 2/6 | 3 | 3 |
| Cookery | In/Re | 1/5 | 2/6 | 2/6 | Rowing | SD/St | 2/6 | 3 | 3 |
| Crafting | Ag/Em | 3 | 3 | 3 | Sailing | Em/In | 2/5 | 3 | 3 |
| Dance | Ag/In | 1/5 | 2/6 | 2/6 | Seduction | Em/Pr | 2/6 | 2/5 | 2/6 |
| Diplomacy | Pr/In | 2/6 | 2/5 | 2/4 | Signaling | Me/SD | 2/5 | 1/5 | 2/6 |
| Diving | SD/Ag | 2/5 | 3 | 3 | Singing | Pr/In | 2/6 | 2/6 | 2/6 |
| Duping | Pr/Em | 3/6 | 3/6 | 3/5 | Skiing | Ag/SD | 2/7 | 3 | 3/5 |
| Falsification | SD/Re | 3 | 3/7 | 3/7 | Smithing | St/Ag | 3 | 3 | 3 |
| First Aid | SD/Em | 1/4 | 2/6 | 2/6 | Spell-mastery | Varies | 2/4 | 2/5 | 2/5 |
| Fletching | Ag/SD | 2/5 | 2/6 | 2/6 | Star-gazing | In/Me | 1/3 | 2/6 | 2/6 |
| Foraging | In/Me | 2/5 | 2/6 | 2/6 | Stone-carving | SD/Ag | 3 | 3 | 3 |
| Frenzy | Em/SD | 3 | 5 | 2/4 | Streetwise | In/Pr | 3 | 3 | 3 |
| Gambling | Me/Pr | 2/4 | 2/6 | 2/5 | Subduing | Ag/Qu | 3/6 | 5 | 3 |
| Herding | Em/Pr | 2/5 | 2/6 | 3/7 | Tracking | In/Re | 2/7 | 3 | 3 |
| Jousting | St/Ag | 10 | 15 | 12 | Trading | Re/Em | 2/6 | 3/5 | 3/5 |
| Leather-working | Ag/Re | 2/6 | 3 | 3 | Trap-building | Re/Em | 2/6 | 2/7 | 2/7 |
| Lore: General | Me/RE | 1/3 | 1/3 | 1/3 | Trickery | Pr/Qu | 3 | 3 | 3 |
| Lore: Magical | Me/Re | 2/5 | 1/4 | 2/4 | Tumbling | Ag/SD | 2/5 | 3 | 2 |
| Lore: Obscure | Me/Re | 3/7 | 3/7 | 3/7 | Weather-watching | In/Em | 1/3 | 1/4 | 2/6 |
| Lore: Technical | Me/Re | 2/6 | 2/6 | 2/6 | Wood-carving | Ag/Em | 2/6 | 3 | 3 |
| Mathematics | Re/Me | 2/6 | 2/6 | 2/4 | | | | | |

* = Crafting can be found in EA #3; Diplomacy & Duping can be found in EA #7

RELIGIOUS ORDERS

Religious Orders fill several roles, more than just supplying Priest characters's selection of spell lists from which the Priest chooses his Base Lists. Religious Orders provide players with information that they can use to more closely tie their characters to the setting in which they are being played. Religious Orders also provide information that can be used to aid in shaping the personalities of their characters as well.

CREATING ORDERS

The following example shows the layout of a Religious Order and describes/defines the purpose of each section. It also includes some guidelines

ORDER NAME

The first part is the name of the Order. This represents what they are known as to others of the setting. This is sometimes, but not always, followed by a short section of descriptive text about the Order. Such descriptive text is often located in the same position as this paragraph.

Focus: This section tells what deity or deities the Order worships. Some deities have multiple aspects that may seem to be very diverse. In such cases, this section will list the name and descriptive text about the aspect that is worshipped.

Spheres of Influence: This section lists the Spheres of Influence the deity covers.

Culture (Temple Locations): Not every deity will be worshiped in every location. Some deities will want their temples or shrines to be located in specific locations. This section describes where temples and shrines are most likely to be located and which cultures this Order can be found in.

Membership: This section lists the races which comprises the Order. It will also list any membership restrictions to such things as race, culture, or sex of the worshipers.

Benefits of Membership: This section lists any special benefits that are received by being a member. The benefits could be a static bonus to a few skills, a talent/gift, or some in game benefit, such as always having a place to sleep and free meals from worshipers.

When the benefit is a static bonus or a talent or gift, then the Priest character will have to pay the DP costs for the benefit, also to be listed with the benefit, before they actually receive the benefit. The character does not need to pay for this when they join the Order (i.e. create the character), they may decide to pay for and acquire the benefit whenever they go up a level.

Restrictions: This section lists any restrictions that the Order imposes upon its members. An example of such a restriction would be that members of the Order are not allowed to kill animals except for food.

Symbol: This section will contain a description of the Order's holy symbol. The higher in the hierarchy, the more likely that a Priest's holy symbol will be made of rarer materials.

Dress: This section describes the type of clothing and vestments worn by Priests belonging to the Order.

Structure: This section describes the basic hierarchal structure of the Order and may include additional information such as titles used by members of the Order.

Philosophy/Purpose: This section describes the underlying philosophies and principles of the Order and even some of their more overt purposes and goals.

Activities: This section describes some of the major activities undertaken by the Order to achieve their goals and promote their philosophies.

Favored Skills: The Priest is a generic profession. This means that sometimes the Development Point (DP) costs for the Priest won't be as favorable as they should be for some skills in regards to the aspects of the deity that the Order worships.

The GM is allowed to reduce the costs of up to 5 skills related to the worshipped aspects of the deity. When a skill's DP cost is reduced, it is reduced by 1 point on both the primary and secondary costs. For example, a cost of 4/* would become 3/*, a cost of 3/8 would become 2/7, and a cost of 8 would become 7.

Spell Lists: This section gives a selection of spell lists from which the character selects his 8 Base Lists. The table, *Deity Specific Lists by Sphere*, gives a list of possible aspects, also known as *Spheres of Influence*.

Each Sphere also has one or more spell lists. Some Spheres have spell lists that may seem at odds with each other, like Death/Rebirth having both the Necromancer and Life Mastery spell lists. This is because the Sphere or aspect may be interpreted in different ways.

All Priests will always have access to the spell lists from the Universal Priest sphere, and the GM should select 3-5 other spheres and then select what spell lists from those spheres are available for selection as Base Lists. In addition to the Sphere Lists, the Priest may also select Base Lists from any of the Open and/or Closed Channeling spell lists.

This gives Priests a minimum of 25 spell lists from which to select their 8 Base Lists.

| DEITY SPECIFIC LISTS BY SPHERE | |
|-------------------------------------------------|-------------------------------------------------|
| Universal Priest | Magic |
| Channels (Cleric Base) | Spell Enhancement (Closed Essence) |
| Communal Ways (Cleric Base) | Spell Reins (Closed Essence) |
| Holy Symbol (Channeling Base) | Nature |
| Protections (Cleric Base) | Nature's Guises (Ranger Base) |
| Summons (Cleric Base) | Nature's Lore (Animist Base) |
| Animals | Nature's Movement (Animist Base) |
| Animal Mastery (Animist Base) | Nature's Protection (Animist Base) |
| Arts/Crafts | Nature's Way (Ranger Base) |
| Inorganic Skills (Alchemist Base) | Night |
| Lesser Illusions (Open Essence) | Darkness (Evil Magician Base) |
| Living Change (Closed Essence) | Warrior's Element (Elem. Warr. Base – Darkness) |
| Organic Skills (Alchemist Base) | Plants |
| Darkness | Plant Mastery (Animist Base) |
| Darkness (Evil Magician Base) | Revenge |
| Warrior's Element (Elem. Warr. Base – Darkness) | Curses (Evil Cleric Base) |
| Death/Rebirth | Disease (Evil Cleric Base) |
| Life Mastery (Cleric Base) | Mind Disease (Evil Mentalist Base) |
| Necromancy (Evil Cleric Base) | Mind Subversion (Evil Mentalist Base) |
| Destruction | Sea/Oceans/Rivers/Water |
| Dark Channels (Evil Cleric) | Liquid Alteration (Mystic Base) |
| Flesh Destruction (Sorcerer Base) | Warrior's Element (Elem. Warr. Base – Water) |
| Fluid Destruction (Sorcerer Base) | Water Law (Magician Base) |
| Gas Destruction (Sorcerer Base) | Water Law (Magician Base) |
| Mind Destruction (Sorcerer Base) | Sky/Weather/Storms |
| Solid Destruction (Sorcerer Base) | Gas Alteration (Mystic Base) |
| Soul Destruction (Sorcerer Base) | Weather Ways (Open Channeling) |
| Earth | Wind Law (Magician Base) |
| Earth Law (Magician Base) | Spirit |
| Solid Alteration (Mystic Base) | Spirit Mastery (Closed Essence) |
| Warrior's Element (Elem. Warr. Base – Earth) | Strength |
| Evil Cults | Body Reins (Monk Base) |
| Curses (Evil Cleric Base) | Body (Venturer) |
| Dark Channels (Evil Cleric Base) | Combat (Venturer) |
| Dark Lore (Evil Cleric Base) | Subtlety/Stealth |
| Fire | Cloaking (Open Mentalism) |
| Fire Law (Magician Base) | Hiding (Mystic Base) |
| Warrior's Element (Elem. Warr. Base – Fire) | Shifting (Closed Mentalism) |
| Healing | Sun |
| All Healer Base Lists | Light Law (Magician Base) |
| Herb Mastery (Animist Base List) | Starlights (Astrologer Base) |
| Major Healing (Channeling Base) | Travel |
| Hunting | Path Mastery (Ranger Base) |
| Nature's Guises (Ranger Base) | Undead |
| Nature's Way (Ranger Base) | Necromancy (Evil Cleric Base) |
| Path Mastery (Ranger Base) | Repulsions (Cleric Base) |
| Justice | War |
| Mind Visions (Seer Base) | Attack Avoidance (Open Mentalism) |
| True Perception (Seer Base) | Combat (Venturer Base) |
| Knowledge | Warrior's Shield (Elemental Warrior Base) |
| Item Lore (Bard Base) | Warrior's Way (Elemental Warrior Base) |
| Lore (Closed Channeling) | Winter |
| Light | Ice Law (Magician Base) |
| Light Law (Magician Base) | Warrior's Element (Elem. Warr. Base – Ice) |
| Light Molding (Illusionist Base) | Wisdom |
| Warrior's Element (Elem. Warr. Base – Light) | Anticipations (Open Mentalism) |
| Love/Fertility | Mind Mastery (Closed Mentalism) |
| Controlling Songs (Bard Base) | Sensing (Venturer Base) |
| Mind Merge (Mentalist Base) | |

SAMPLE RELIGIOUS ORDER

The following is a Religious Order created as an example to show what a finished Religious Order should and could look like.

LIGHTBRINGERS OF BELARUS

Belarus is the Sun Lord, the Bringer of Warmth, Light, & Life. Belarus is also the Bearer of the Healing Light and the Scourge of the Undead. Belarus is also the Light of Knowledge.

Focus: Belarus, the Sun Lord.

Spheres of Influence: Universal Priest, Healing, Knowledge, Light, Sun and Undead.

Culture (Temple Locations): There are temples and shrines to Belarus in every major city and town as Belarus is the premier deity in the lands where he is worshipped.

Membership: The Lightbringers of Belarus accept members of either sex and from any race.

Benefits of Membership: Some Priests of Belarus are able to invoke the Aura of Belarus. This ability costs the Priest 10 DP and it grants the Priest the ability to use the spell Aura (RMC Spell Law, page 93) at will, without casting a spell. The Priest need only expend the Power Points (3 per use) for the ability and it activates automatically.

Restrictions: The Lightbringers have no restrictions.

Symbol: The symbol of the Lightbringers is a stylized rising sun. This is often worked into an amulet or brooch and is often the focus item for the Holy Symbol spell list for the Lightbringers.

Dress: Lightbringers dress in orange and yellow robes for ceremonies and services, but outside of that, they have no specific form of dress. However, most Priests will often wear a shirt or vest of either orange or yellow, and all Priests will always be wearing their Sun Symbol in a prominent and easily viewable location.

Structure: The order is ruled by a council of 9 elders, one for each ray on the holy symbol, as each also represents the 9 districts that the order divides the area it covers into. Each council member holds his office for 9 years, and the order holds elections for one district each year.

Philosophy/Purpose: Of course the order exists to spread the word of Belarus, but they also work to heal the sick and injured, and to fight Undead, which they consider to be a blight and sickness upon the world itself. Priests of Belarus are also dedicated to recovering, preserving, and spreading knowledge.

Activities: Most Priests spend their time in temples and shrines, directing worship of followers and maintaining libraries for the public to use. There is a small group of Priests, often referred to as Seekers, who travel the world looking to recover lost knowledge and to find and fight Undead creatures.

Favored Skills: Lightbringers have a cost of 1/4 for Lore: Magical, 2/6 for Lore: Obscure, 1/5 for Lore: Technical, and 1/5 for Diplomacy.

Spell Lists: The Lightbringers select 8 Base Spell Lists from Open Channeling spell lists, Closed Channeling spell lists, and the following spell lists.

- Channels (Cleric Base)
- Communal Ways (Cleric Base)
- Holy Symbol (Channeling Base)
- Item Lore (Bard Base)
- Light Law (Magician Base)
- Light Molding (Illusionist Base)
- Lore (Closed Channeling)
- Major Healing (Channeling Base)
- Protections (Cleric Base)
- Repulsions (Cleric Base)
- Starlights (Astrologer Base)
- Summons (Cleric Base)
- Warrior's Element (Elemental Warrior Base - Light - Combat Companion)



FOLIOS

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

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

Folios are described in more detail below.

WHAT IS A FOLIO?

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

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

The 10 Open lists, 10 Closed lists, and 15 Folio lists gives the Mage/Mentat a total of 35 spell lists from which he may select his 8 Base Spell Lists.

CREATING A FOLIO

On the Master Mage Base List table, there are 80 lists that a GM can select from to create a Folio of 15 spell lists for a Mage. The Master Mentat Base List table has 80 lists for the GM to use to create a Mentat's Folio of 15 spell lists.

The GM should decide upon a basic concept or theme for the Folio and then select 15 of those 80 lists to create the Folio for the profession.

The Open and Closed Spell Lists of the profession's own Realm are not included in the tables of lists available for creating the Folios because the Mage and Mentat may still select Base Lists from those types of spells and because any spell lists from the Folio that the character does not select as a Base List will be treated as an Open list for that character.

Please note that the inclusion of any of the Evil spell lists within a Folio will often mean that the character (or characters) with that Folio will be considered to be evil by many societies, and they could possibly be truly Evil depending upon the mechanics of the setting (i.e. how Evil spell lists are powered by the Unlife in Shadow World).

MASTER MAGE BASE LISTS

| Open Channeling | Open Mentalism | Semi Essence | Pure Essence |
|-------------------|---------------------|--------------------------|----------------------|
| Barrier Law | Anticipations | Body Reins | Earth Law |
| Concussion's Way | Attack Avoidance | Body Renewal | Enchanting Ways |
| Detection Mastery | Brilliance | Evasions | Essence Imbedding |
| Light's Way | Cloaking | Monk's Bridge | Feel-Taste-Smell |
| Lofty Movements | Damage Resistance | Monk's Sense | Fire Law |
| Nature's Law | Delving | Warrior's Bridge (CC) | Guises |
| Purifications | Detections | Warrior's Element (CC) | Ice Law |
| Sound's Way | Illusions | Warrior's Esence (CC) | Illusion Mastery |
| Spell Defense | Self Healing | Warrior's Shield (CC) | Inorganic Skills |
| Weather Way | Spell Resistance | Warrior's Way (CC) | Light Law |
| Closed Channeling | Closed Mentalism | Other Essence | Light Molding |
| Blood Law | Gas Manipulation | Dark Contacts (Evil) | Liquid-Gas Skills |
| Bone Law | Liquid Manipulation | Dark Summons (Evil) | Magestaff* |
| Calm Spirits | Mind Mastery | Darkness (Evil) | Ment/Chann Imbedding |
| Creations | Mind's Door | Flesh Destruction | Mind Sense Molding |
| Locating Ways | Movement | Fluid Destruction | Organic Skills |
| Lore | Sense Mastery | Gas Destruction | Sound Molding |
| Muscle Law | Shifting | Matter Disruption (Evil) | Water Law |
| Nerve Law | Solid Manipulation | Mind Destruction | Wind Law |
| Organ Law | Speed | Physical Erosion (Evil) | |
| Symbolic Ways | Telekinesis | Solid Destruction | |
| | | Soul Destruction | |

* = This is a Realm Base List and not associated with any profession.

(CC) = This spell list can be found in the RMC Combat Companion.

MAGICAL GUILDS

The simplest method of using the Mage and Mentat professions is to associate them with some sort of Magical Guild in the setting. This turns them into “Guild Professions” and ties them more closely to the setting.

It also allows you, the GM, to set up rival Guilds or have factions within Guilds. Even regular professions can become rival Guilds or factions within a Guild, creating a more exciting setting overall.



REALM LISTS

Every spell list in the core rules belongs to a profession. The only exceptions are the Evil spell lists, but they also have special rules regarding how they can be acquired, turning a regular profession into an evil version of itself, so they essentially belong to a profession as well.

However, not every spell list needs to be tied to a specific profession. Some can be tied to the Realm itself, and as such be available for selection as a Base Spell List by any Pure spell casting profession for the realm.

In this issue, we bring 4 new spell lists. These lists may be selected as Base List by any Pure spell user from the appropriate Realm.

MASTER MENTAT BASE LISTS

| Open Channelnig | Open Essence | Semi Mentalism | Pure Mentalism |
|-------------------|-----------------------|------------------------|----------------------|
| Barrier Law | Delving Ways | Controlling Songs | Blood Mastery |
| Concussion's Way | Detecting Ways | Item Lore | Bone Mastery |
| Detection Mastery | Elemental Shields | Lores | Concussion Mastery |
| Light's Way | Essence Hand | Sound Control | Crystal Ways* |
| Lofty Movements | Essence's Perceptions | Sound Projection | Future Visions |
| Nature's Law | Lesser Illusions | Body (CC) | Mind Attack |
| Purifications | Physical Enhancement | Combat (CC) | Mind Control |
| Sound's Way | Rune Mastery | Control (CC) | Mind Merge |
| Spell Defense | Spell Wall | Healing (CC) | Mind Speech |
| Weather Way | Unbarring Ways | Sensing (CC) | Mind Visions |
| Closed Channeling | Closed Essence | Other Mentalism | Muscle Mastery |
| Blood Law | Dispelling Ways | Confusing Ways | Nerve/Organ Mastery |
| Bone Law | Gate Mastery | Gas Alteration | Past Visions |
| Calm Spirits | Invisible Ways | Hiding | Presence |
| Creations | Living Change | Liquid Alteration | Prosthetics |
| Locating Ways | Lofty Bridge | Mind Death (Evil) | Sense Control |
| Lore | Rapid Ways | Mind Disease (Evil) | Sense Through Others |
| Muscle Law | Shield Mastery | Mind Domination (Evil) | True Perception |
| Nerve Law | Spell Enhancement | Mind Erosion (Evil) | True Sight |
| Organ Law | Spell Reins | Mind Subversion (Evil) | |
| Symbolic Ways | Spirit Mastery | Mystical Change | |
| | | Solid Alteration | |

* = This is a Realm Base List and not associated with any profession.
 (CC) = This spell list can be found in the RMC Combat Companion.

HOLY SYMBOL

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

HOLY SYMBOL

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

10) **Symbol Focus II** – The caster gains a +10 all casting rolls for the duration.

11) **Minor Holy Symbol** – As *Lesser Holy Symbol*, except that it increases the enchantment, turning the Holy Symbol into either a +2 Spell Adder or a +2 PP Adder. This spell would also allow the caster to change his Holy Symbol from a Spell Adder to a PP Adder or the reverse if he likes.

12) **Symbol Store True** – As *Symbol Store*, except that the caster is able to cast other spells while he has a spell stored in his Holy Symbol.

13) **Symbol Repulsion III** – As *Symbol Repulsion II*, except that the targets also receive a Holy critical if they fail their RRs.

14) **Symbol Focus III** – The caster gains a +15 to all spell casting for the duration.

15) **Greater Holy Symbol** – As *Minor Holy Symbol*, except that it enchants the Holy Symbol to be either a +3 Spell Adder, or a +1 Spell Adder and a +2 PP Adder.

16) **Greater Symbol Blast** – As *Symbol Blast*, except that if the target fails his RR, he receives a +50 Holy critical.

18) **Symbol Repulsion True** – As *Symbol Repulsion III*, except that if a target fails his RR he is destroyed. If the target succeeds in his RR, he is still unable to enter the radius for the duration.

19) **Symbol Focus IV** – The caster gains a +20 to all spell casting for the duration.

20) **Holy Symbol True** – As Greater Holy Symbol, except that it enchants the Holy Symbol to be a +4 Spell Adder or a +2 Spell Adder and a +2 PP Adder.

25) **Symbol Blast True** – As *Symbol Blast*, except that if the target fails his RR, he receives a +100 Holy critical.

30) **Symbol Focus True** – The caster gains a +25 to all spell casting for the duration.

50) **Avatar** – The character is infused with the power and spirit of his deity for the duration of the spell. He gains a +100 to any actions that further the goals of his deity, including his OB and DB. The GM determines which actions receive this bonus. The character also undergoes minor physical changes that make him more resemble his deity for the duration of the spell.

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

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

MAJOR HEALING

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

MAJOR HEALING

- 1) **Healing I** – Target heals 1-10 hits.
- 2) **Clotting I** – Bleeding is reduced by 1 hit per round.
The target may not move for an hour or the wound will reopen.
- 3) **Minor Frost/Burn Relief** – Will heal any one area of frostbite or a 2nd degree burn.
- 4) **Minor Fracture Repair** – Will heal one simple fracture over the course of 24 hours.
- 5) **Healing III** – Target heals 3-30 hits.
- 6) **Stun Relief I** – Target is relieved of 1 round of stun (of any type).
- 7) **Cut Repair I** – Bleeding is instantly and permanently reduced by 1 hit per round.
- 8) **Major Fracture Repair** – As *Minor Fracture Repair*, except simple fractures are repaired in 1-10 hours, compound fractures are healed in 1 day, and shatters are healed in 2-11 days.
- 9) **Poison Resistance I** – Target gets a second RR versus any poisons.
- 10) **Minor Vessel Repair** – As *Cut Repair I*, except that Bleeding is reduced by 2 hits per round.
- 11) **Healing V** – Target heals 5-50 hits.
- 12) **Minor Muscle/Tendon Repair** – One damaged muscle or tendon is healed over the course of 1 hour.
- 13) **Major Frost/Burn Relief** – As *Minor Frost/Burn Relief*, except that any frostbite or burns are healed in the area.
- 14) **Stun Relief II** – As *Stun Relief I*, except that 2 rounds of stun are relieved.
- 16) **Healing X** – Target heals 10-100 hits.
- 17) **Major Vessel Repair** – As *Minor Vessel Repair*, except it stops up to 5 points of Bleeding.
- 18) **Major Muscle/Tendon Repair** – As *Minor Muscle/Tendon Repair*, except that damaged muscles and tendons are healed instantly and those that are destroyed will be regenerated in an hour.
- 19) **Unpoison** – One poison is completely removed from the target. Any existing effects of the poison remain and must be healed separately, but no further damage will occur.
- 20) **Stun Relief True** – As *Stun Relief I*, except that all stuns are removed.
- 25) **Vessel Repair True** – As *Major Vessel Repair*, except that it heals all Bleeding.
- 30) **Healing True** – Heals all hits instantly. This spell may also be used to rejoin a limb. A limb that is rejoined by this spell will be fully usable in 1 day.
- 50) **Succor True** – Caster may freely cast one lower level spell per round for the duration.



MAGESTAFF

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

MAGESTAFF

- 1) **Minor Magestaff** – Caster creates a staff from suitable material. This staff grants a +5 to OB when using to OB and to all spell casting. This bonus to spell casting does not apply when casting other magestaff spells that increase the power of the magestaff.
- 2) **Magelight** – Tip of the staff glows, illuminating a maximum radius of up to 50'. The caster may adjust the brightness of the light from full to none with a round of concentration.
- 3) **Magebolt** – Caster fires a bolt of luminescent force from the tip of the staff. This is treated as a Shock Bolt to determine what table to use, and it does Impact criticals. The caster may learn a Directed Spell skill for use with the Magebolt spells on this list.
- 4) **Magestaff Alarm** – The caster may attune his staff to a simple set of conditions, and if those conditions occur, the staff will make sounds alerting the caster. The sounds will increase in volume until the caster grasps the staff.
- 5) **Froststaff** – For the duration of this spell, the staff will do Cold criticals of one less severity than normal for any attacks made with the staff (melee or magebolt).
- 6) **Lesser Magestaff** – Increases the enchantment of a *Minor Magestaff* to +10 to OB and spell casting.
- 7) **Magebolt II** – As *Magebolt*, except that it uses the Water Bolt table when making attacks.
- 8) **Resize Staff** – This spell allows the caster to alter the size of the magestaff to that of a rod or wand. The staff will remain this size until this spell is canceled,

which requires concentration using 100% activity for 1 round. While the staff is at the smaller size, it will retain its inherent powers (+x to OB and spell casting), but no spells involving the staff may be cast (i.e. no Magebolt spells).

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

CRYSTAL WAYS

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

CRYSTAL WAYS

- 1) Create Crystal** – Caster creates a small crystal that may be used with other spells on this list. At the end of the duration, the crystal will turn black and crumble to dust. The created crystal has a maximum size of about 3" long and about 1/2" in diameter, and is pointed at both ends.
- 2) Crystal Light** – Causes a crystal to glow, illuminating up to a 50' radius. The caster may spend one round in concentration to adjust the illumination
- 3) Minor Crystal Focus** – Caster enchants ones of his created crystals to use as a focus for casting other spells. This grants him a +5 to all spell casting for the caster, it will not work for anybody else. If the crystal is one that the caster created, its duration is changed to permanent. This is a personal bond to the crystal, and the caster may not have more than 1 crystal focus in existence at a time.
- 4) Shard** – The caster causes a crystal to shoot forth from his palm. It attacks on the Shock Bolt table and does Puncture criticals.
- 5) Crystal Ears** – Caster attunes himself so that he can move his point of hearing to any one crystal within the range of this spell. Caster may split his hearing between both his own location and that of the crystal with a -30 modifier to all hearing-based perception rolls.
- 6) Lesser Crystal Focus** – As *Minor Crystal Focus*, except that it increases the bonus to casting to +10 and the crystal is also a +1 PP Adder; supplying 1 PP to every spell cast. No matter the level of the spell, the cast must always supply at least 1 PP for the spell being cast.
- 7) Crystal Eyes** – As *Crystal Ears*, except that the cast moves his point of vision to a crystal within range.
- 8) Shard II** – As *Shard*, except that it uses the Water Bolt attack tables.
- 9) Crystal Rune** – Caster is able to imbed a spell within a crystal. The spell to be imbedded must be cast within 1 minute of this spell. The imbedded may be later cast as an instantaneous spell. Once used, the crystal will turn black and crumble to dust. Using the crystal is the same as using any normal rune. If the crystal's duration runs out and it crumbles before the rune is used, the imbedded spell is lost.
- 10) Sever Crystal Link** – Caster severs his link to his crystal focus. The crystal will then turn black and crumble to dust.
- 11) Greater Crystal Focus** – As *Lesser Crystal Focus*, except that the bonus to spell casting is raised to +15.
- 12) Crystal Vision** – Caster's eyes become faceted like a crystal. For the duration, the caster can see invisible, see the power of active spells as if they were auras, see illusions as ghostly shapes, and see as well at night as he can in the day. He has a 270 degree field of vision, but his vision is limited to 100'.
- 13) Crystal Rune II** – As *Crystal Rune*, except that the rune may be used twice before the crystal crumbles to dust.
- 14) Shard III** – As *Shard*, except that it uses the Ice Bolt attack tables.
- 15) Create Crystal II** – As *Create Crystal*, except for the duration.
- 16) Major Crystal Focus** – As *Lesser Crystal Focus*, except that the bonus to spell casting is raised to +20, and the crystal is also a +2 PP Adder.
- 17) Shard IV** – As *Shard*, except that it uses the Fire Bolt attack tables.
- 18) Crystal Vision True** – As *Crystal Vision*, except that his vision is limited to 200'.
- 19) Shard True** – As *Shard*, except that it uses the Lightning Bolt attack tables.
- 20) Create Crystal True** – As *Create Crystal*, except for the duration.
- 25) Crystal Rune True** – As *Crystal Rune*, except that the crystal may be used up to 5 times before it crumbles to dust.
- 30) Lord Crystal Focus** – As *Lesser Crystal Focus*, except that the bonus to spell casting is raised to +25, and the crystal is also a +3 PP Adder.
- 50) Crystal Focus True** – As *Lesser Crystal Focus*, except that the bonus to spell casting is raised to +30, and the crystal is also a +3 PP Adder.