



魔法

SPELL LAW
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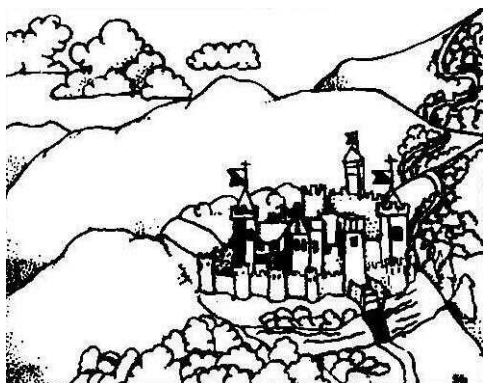
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1.0 INTRODUCTION

Spell Law deals with the integration of spells into a fantasy role playing environment. It is designed to be applied as a whole or in parts. In addition, optional rules are provided; Gamemasters may wish to adopt some or all of these advanced variations in order to provide even greater detail. These include rules for research, healing, evil spells, etc. Spell Law is aimed at providing the player(s) a wide variety of options. 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, over 2000 spells are described (in simple and easily identifiable form). These spells are based on three different realms of power and 15 character classes.

Rules for experience and proficiency are also important. Spell Law reflects a spell user's ability to increase his efficiency with a given spell through use and practice. In conjunction with this concept, related spells are grouped in consistent fields within each realm — providing a spell user with the ability to assimilate and employ similar spells within the given list with relative ease. Thus, the learning process is accurately reflected.

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

2.0

BASE ATTACK SPELL: A spell which attacks an opponent, but is not an elemental attack spell.

BASE SPELL LIST: A spell list learnable by one specific profession (character class).

CLOSED SPELL LIST: A spell list learnable only by the pure and hybrid spell users in the realm of the spell list.

CONCUSSION HITS: Accumulated shock damage to the body possibly leading to shock or unconsciousness (sometimes death). NOTE: The term "hits" will sometimes be used instead of "concuss/on hits."

CRITICAL STRIKE: Unusual damage due to particularly effective elemental attacks. NOTE: The term "critical" will sometimes be used instead of "Critical Strike".

ELEMENTAL ATTACK SPELL: An attack spell which creates fire, cold, water, ice or electricity to attack a target (the "elements" created by these spells are *real* when the spell is cast).

EXPERIENCE LEVEL: An abstract measure of the capabilities of a character.

HYBRID SPELL USER: A spell user who can cast spells in two realms.

NON-ATTACK SPELL: A spell which does not attack an opponent.

NON-SPELL USER: A character with very little spell casting capability, but with a great deal of capability in other areas.

OPEN SPELL LIST: A spell list learnable by any profession in the realm of the list.

POWER POINTS: The power necessary to cast a spell is the number of power points equal to the spell level of that spell.

PURE SPELL USER: A spell user who can only cast spells in one realm. Most spell using professions fall into this category.

REALM: All spells and the power to cast spells are classified in the three "realms" of power: *ESSENCE, CHANNELING & MENTALISM.*

ROLL: Normally a percentile dice roll giving random results from 01 to 100 (00).

SEMI-SPELL USER: A spell user with some spell casting capability in one realm, but also with non-spell capabilities. A character is a semi-spell user by virtue of his profession or character class only. Non-spell users who somehow learn spells are still termed non-spell users.

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 spell level, intricacy of spell and potency of spell.

STUN: A condition that may apply to any character (or creature). A stunned character may not attack, prepare or cast a spell (note: certain spells are defined as subconscious and may be utilized in spite of this restrictions), or perform other functions at full effectiveness. The Gamemaster may define the effects of stun more fully in consideration of the combat and other rules he is using.

3.0 REALMS OF POWER

Spell usage falls into three separate realms each of which concerns a different source of the power required to cast a given spell. 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 hybrid spell users (see 4.2), spell users can only use one of the realms of power. These realms are ESSENCE, CHANNELING, and MENTALISM, with the added realms of ARMS for non-spell users.

3.1 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 it into his spells. Most of his powerful spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc. 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 co-operation of more than one party is necessary for the essence spell to take effect, all parties must abide by the above restriction.

3.2 CHANNELING

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious 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 spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (ie. 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. Metal interferes with the drawing of power from deities, so no metal armor or helmet 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.

3.3 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. 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.

3.4 ARMS

Arms is not a realm of power and is merely mentioned for completeness. Non-spell users (see 4.4) are classified as concentrating in this realm and are especially adept at armed combat and maneuvering.

4.0 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". 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 can obtain more power in general than other types of spell users.

4.11 Magician

Magicians are pure spell users of essence who have concentrated in the elemental spells. Their base spells (see 5.21) deal mainly with the elements: earth, water, air, heat, cold, and light.

4.12 Illusionist

Illusionists are pure spell users of essence who have concentrated in spells of misdirection and illusion. Their base 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.

4.13 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 embedded (if he knows the spell, he can do this himself).

4.14 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).

4.15 Animist

Animists are pure spell users of channeling who have concentrated on spells which deal with living things (e.g., druids). Their base spells deal with plants, animals, nature in general, and weather.

4.16 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.

4.17 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.

4.18 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.

4.19 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 mentalist 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.

4.21 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.

4.22 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.

4.23 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. These professions can only throw spells of limited potency, but are fairly adept in the use of arms.

4.31 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.

4.32 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).

4.33 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

These professions have no trained 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.

4.41 Fighter

Fighters are the primary adventuring inhabitants of any fantasy world. They are persons who have very little training except in the use of weapons and armor.

4.42 Thief

Thieves are persons who are skilled in the use of arms (though not as skilled as a fighter), but who have spent a large part of their training in the areas of maneuvering and manipulation.

4.43 Rogues

Rogues are characters whose training lies between that of fighters and thieves in the amount of time spent in the area of arms and maneuvering.

4.44 Warrior Monks

Warrior monks are persons who have concentrated their training in unarmored, unarmed combat.

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). 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 (through the normal learning process — see 5.3) 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 also according to availability to certain professions.

5.21 Base Spell Lists

Each spell user profession (not non-spell users) has five or six base spell lists which may only be learned by members of that profession. These spell lists represent professional specialties.

5.22 Closed Spell Lists

Closed spell lists are 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 the two realms in which they deal. Semi-spell users and non-spell users may never learn closed spell lists of any realm.

5.23 Open Spell Lists

Open spell lists are 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

Spell users learn lists up to and including certain levels by spending "picks". This is the crucial point in this system and must be carefully considered by the Gamemaster. Too many "picks" and spell lists are obtained too easily, too few picks and not enough flexibility is obtained. The suggested number of picks 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 learning the list; their aptitude, time, research, etc., might affect the chance). It is suggested that semi-spell users be given a chance at one list per level (25-50%) and perhaps a very, very slim chance (5%) for non-spell users making a special effort. No spell user may pick a list outside his own realm (for this purpose non-spell users should choose a realm at level one).

5.31 Types of Picks

A pick, when made, allows the character to learn some of the spells on a single spell list. From one to ten new spells may become known to the spell user for each pick he expends (dependent upon the level and profession of the spell user, the list on which the pick is expended, and the prior knowledge of that list that the spell user had). Remember that the spell user does not gain the ability to cast these spells until he reaches their level, and that even then he must abide by all the normal restrictions for casting spells. There are five types of "picks" that may be made. Generally a profession will be restricted to using certain types of picks on certain types of lists (reflecting the relative difficulty of learning these lists). Certain professions cannot use certain types of picks at all, and others may be restricted from picking certain types of spells or spells beyond a certain level.

5.311 Type "A" Pick

A type "A" pick results in learning the chosen list up to and including level 5.

5.312 Type "B" Pick

A type "B" pick results in learning the chosen list up to and including level 10.

5.313 Type "C" Pick

A type "C" pick can only be made if a type "A" pick has already been made in the spell list and the character is level 5 or higher (he can already cast the spells below the ones he is attempting to learn). The type "C" pick results in the list being learned up to and including level 10.

5.314 Type "D" Pick

A type "D" pick can only be made if a type "B" pick has already been made in the spell list and the character is level 10 or higher. A type "D" pick results in the list being learned through level 20.

5.315 Type "E" Pick

A type "E" pick can only be made in a list already learned to level 20 (through a type of "B" pick and a type "D" pick previously made). This pick results in a single 25th, 30th or 50th level spell being learned. 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 picked). In addition, the spell user must be at least the same level as that of the spell being chosen.

5.32 Picks Available

Certain professions may only make certain types of picks, dependent on their realm, their classification, and the classification of the list they wish to learn. These restrictions on picks are summarized in the following table:

	<u>BASE</u>	<u>OPEN</u>	<u>CLOSED</u>
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 picking ability listed for non-spell users is meant to be an upper limit to their spell casting abilities, and the Gamemaster may find it advisable to curb even this potential. Remember that the restrictions on casting the spell must always be taken into 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. With one pick he could (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 level spell by means of a type "E" pick.

5.4 EXTRA BASE LISTS

A pure spell user may select any four lists in his realm to be classed as base lists along with those normally associated with his profession. (He may make type "E" picks 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.



6.0 CASTING SPELLS

Once a list is known to a given level, a spell user can cast those spells he knows of his level or below. Normally, however, a spell caster is restricted in how long it takes to cast a spell and how many spells can be cast without rest.

6.1 SPELL CASTING CAPABILITIES

The number of spells which can be thrown by a character is dependent upon his power points 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 (a 5th level spell costs 5 power points to cast). Power points, once used, can be regained by a period of sleep or meditation (usually around 8 hours for humans).

6.11 Inherent Capabilities

Each spell user should get a number of power points per level dependent upon his profession and mental characteristics. (This is dependent upon the character system being used, but for a character of extraordinary faculties it could be as high as three or four points.) Table 10.93 summarizes the suggested values for power points per level. The appropriate mental statistics are empathy (intelligence) for essence, intuition (wisdom) for channeling and presence (charisma) for mentalism.

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 powerpoints each day (1/level x 15th level). If his intuition was 95 (or 16), then he would have 30 (2 x 15) power points per day, and if his intuition was 100 (or 18) he would have 45 (3 x 15) power points per day. Assuming the last power point 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 Gamemaster may find it desirable to allow all spell using character classes a minimum of one spell 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 players wishing to have spell using characters may be severely handicapped if their prime requisite is not high enough to give them any inherent power points. Certain spells allow the transfer of power points between characters. A character cannot receive more than twice his inherent power point total in this manner.

6.12 Bonus Items

Certain magic items can enable characters to throw more spells per day.

6.121 Spell Multipliers

The power points of a spell caster with a spell 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 power point total of 14 points.

6.122 Spell Adders

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

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

6.123 Restrictions

Gamemasters must be very careful in handing out spell bonus items as they can distort the balance of the system. It is suggested that while +1 items might be readily available to characters starting out (like a weapon or armor for a fighter), anything better should be relatively rare and expensive. Only one item should be usable by any one character between periods of rest (possession of 2 "x2" spell items does not multiply your spell points by 4), and items should be usable by only one character per day. It is also suggested that items be restricted to working in only one realm of power. Spell items are 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).

6.13 Hybrid Power Points

Inherent power points for hybrid spell users are obtained by averaging the key mental statistics for their two realms of power, and then using that to look up the power points per level from table 11.93. Hybrid spell users 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 (hybrid, 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 a "pseudo stat" for the determination of power points available). His 94 average indicates he has 1 powerpoint per level for a total of 10 power points, 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 mentalist spells he knew, although he could use his inherent power points 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 power points from the multiplier could only be used for mentalist 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 mysticism (essence & mentalism) would allow him to cast any 2 spells he knows.

6.14 Miscellaneous

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 powerpoints, 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 caster and the spell he is trying to throw. (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 (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 regardless of the level of the caster. Instantaneous spells are marked as such on the spell lists and in the descriptions.

6.21 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 (a spell user of level 7 would have all of his 5th, 6th and 7th level spells as class III spells).

6.22 Class II Spells

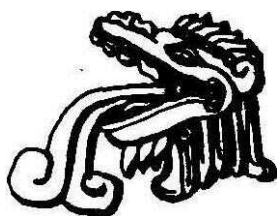
Class II spells require two rounds to cast; one round of preparation and one round for effect. Class II spells have a level of three less than the caster, four less than the caster, or five less than the caster (a spell user of level 7 would have all of his 2nd, 3rd, and 4th level spells as class II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

6.23 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 (our hypothetical level 7 spell user would have all his 1st level spells as class one spells, when he advanced to 8th level himself, his 2nd level spells would 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 (which depends on the game system in use). Second, the level 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 above. If the spell would normally be a class II spell for him (if he knew it), 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.



7.0 TACTICAL CONSIDERATIONS FOR SPELL CASTING

This tactical combat sequence is based on a time frame of 10 second battle rounds and one minute turns (6 rounds equal one turn; the time allotted to each round may vary with the game system and the preference of the Gamemaster, but the sequence of action to follow is recommended with rounds or turn segments of from 6 to 10 seconds). 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 is the same sequence detailed in a companion package for this system, *Arms Law*.

7.1 BATTLE ROUND SEQUENCE

During each battle round, play proceeds through each phase of the Battle Round Sequence in the following order (*Note: this sequence is intended to help organize the action among a group of characters. At times, the Gamemaster may have to modify it to suit a situation peculiar to the particular melee*). This sequence is reproduced for easy reference in Table 11.91.

7.11 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.).

7.12 Spell Results Phase

All Spells specified in the previous phase are resolved simultaneously, unless an exception is indicated by the Gamemaster. Results are applied immediately, except for opportunity spells (see 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.

7.13 Spell Orientation Phase

All combatants who performed unusual activities during the previous phase (for example, magical transportation) must make an orientation roll to determine how well they have adapted themselves to their new surroundings. An exceptionally low roll (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 (96 +) would indicate the best possible result (intermediate values should be adjudicated by the Gamemaster if necessary). *The Gamemaster must determine what constitutes unusual activity within the context of the situation.*

7.14 Missile Phase

All combatants who will fire or throw missiles during this round (they cannot have thrown or prepared a spell) must specify missile type, target/target area, and any other pertinent information.

7.15 Missile Result Phase

All missile attacks specified in the previous phase are resolved simultaneously (unless an exception is indicated by the Gamemaster). 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.

7.16 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 space) should be resolved by a comparison of maneuver rolls (higher roll having choice of position) and by common sense (a combination of the 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)-

7.17 Melee Phase

All combatants may attempt to conduct melee attacks except those that have done the following:

- 1) Cast a spell in the current round (or prepared one);
- 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 been executed;
- 6) Been previously incapacitated.

7.18 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 swing,
- 2) First combatant attacks and results take effect immediately.
- 3) Second combatant attacks and results take effect.
- 4) Third combatant attacks, fourth, etc.
- 5) First combatant attacks again with any additional weapon.
- 6) Second combatant, third, etc., attack with second weapons.

7.19 Final Orientation Phase

In the judgement of the Gamemaster, 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

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 action is announced during the correct phase for the desired action (e.g. instead of performing missile fire, you declare that you wish to *wait* for opportunity fire). Movement restrictions apply as if the combatant had actually performed the action during the correct phase (see 7.11 and 7.15). A combatant who has planned opportunity action can take no other action (except reduced movement) until the action is performed or canceled. Opportunity fire occurs first in a phase, unless otherwise indicated by the Gamemaster.

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.

7.3 ARMOR CLASSIFICATIONS

Armor is the basic protective capability assigned to the material covering the body. Armor is divided into five categories of four types each (for a total of 20 types). The column numbers listed with each armor type refer to the column corresponding to that armor on the elemental attack tables.

7.31 Cloth-Skin Base

Normal cloth attire, robes, and normal animal hides.

7.311 Skin (Column 1):

Normal clothing, assumed worn if other covering is not specified.

7.312 Robes (Column 2):

Full-length robes normally worn by spell users and certain other combatants. One reason these might be worn would be if the robes were the spell user's spell bonus item (adder or multiplier).

7.313 Light Hide (Column 3):

The natural hide of certain classes of animals, both normal and unusual (e.g., deer, dog, wolf).

7.314 Heavy Hide (Column 4):

The natural hide of certain classes of animals, both normal and unusual (e.g., buffalo, elephant, bear). NOTE: The Gamemaster will have to decide on the armor type of the creatures that populate his game.

7.32 Pliable Leather Base

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

7.321 Leather Jerkin (Column 5):

A leather vest-like covering without arms and reaching only to the waist or mid-thigh.

7.322 Leather Coat (Column 6):

A leather coat covering the arms and to mid-thigh.

7.323 Reinforced Leather Coat (Column 7):

A leather coat covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

7.324 Reinforced Full-length Leather Coat (Column 8):

A coat as in 7.323 except that it covers to the lower leg.

7.33 Rigid-Leather Base

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

7.331 Leather Breastplate (Column 9):

A rigid leather breastplate covering the torso to mid-thigh and part of the upper arms.

7.332 Leather Breastplate and Greaves (Column 10):

As in 7.331 above, but with leather greaves covering the forearms and lower legs.

7.333 Half-Hide Plate (Column 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).

7.334 Full-Hide Plate (Column 12):

As in 7.333 above, except that the rigid leather or plates are harder and/or more plentiful (e.g., turtles, certain dragons, crabs).

7.34 Chain Mail Base

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

7.341 Chain Shirt (Column 13):

A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

7.342 Chain Shirt and Greaves (Column 14):

As in 7.341 above, but with greaves on the forearms and lower legs.

7.343 Full Chain (Column 15):

Chain mail covering most of the body and legs in the form of a shirt and leggings.

7.344 Chain Hauberk (Column 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.

7.35 Plate Base:

Rigid armor of metal plates and the heaviest animal hides.

7.351 Metal Breastplate (Column 17):

A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

7.352 Metal Breastplate and Greaves (Column 18):

As in 7.351 above, but with greaves on the forearms and lower legs.

7.353 Half Plate (Column 19):

Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

7.354 Full Plate (Column 20):

Rigid plate armor as in 7.354 above, but with plates overlapping at joints, and plate armor covering the legs.

7.36 Armor Bonuses

Especially good armor in terms of material, construction, or enchantment, does not change in base type. Instead it subtracts from the elemental attack roll against a target wearing the armor, as well as having an effect on defense in melee and decreasing maneuver penalties.

7.37 Armor 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 summarized in Armor Table 10.92.

Note: The armor types, bonuses and penalties mentioned above cannot, of course, include all possible types of armor. The Gamemaster may have to fit any truly extraordinary armor into the above system of types, bonuses and penalties.

Example: In one fantasy world, mithril is exceptionally rare and revered for its almost supernatural qualities. Its ability to flex with and absorb pressure under most circumstances makes it the best protective material available against physical attacks, while it has a magical nature that often has disruptive effects on the essence. These, plus other, qualities, (lightness, etc.), combine to make it the most sought after material for all types of forging, and the Gamemaster has set the following characteristics for armor of this type if found or made:

Mithril Chain Shirt (normally AT 13):

Protects as Armor Type 17, with a defensive bonus of -20. Armor Penalties would be those normally associated with AT 5.

Mithril Full Plate (normally AT 20):

Protects As Armor Type 20 with a defensive bonus of -30. Armor Penalties would be those normally associated with AT11.

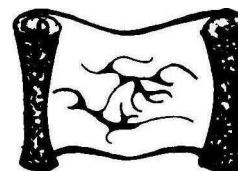
7.4 UNUSUAL SEQUENCE MODIFICATIONS

Certain spells will modify the normal 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 and then move again, denying his adversary the chance to swing back). A hasted person could fire a bow, move and then melee, or attack twice in a melee phase (once at the beginning and once at the end). Spells take a hasted caster $\frac{1}{2}$ the normal time to prepare and throw, but throwing more than one spell/round is still prohibited.

EXAMPLE:	Spell Class	When takes effect	Remaining Move
	I	Spell Effects Phase	125%
	II	Spell Effects Phase	35%
	III	Next turn	20%

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 Gamemaster is prohibiting the casting of two spells in one round, as is suggested, he may also wish to prohibit the warming of a second spell in the same round another is cast.



8.0 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 SPECIAL DICE ROLL RESULTS

All dice rolls in this system are rolled with percentile dice (01-00, with the latter being read as 100). In certain cases, rolls have special results.

8.11 Low Open-ended Roll

A roll of 01 -05 on a low open-ended roll 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 also subtracted and so on until a non 96-00 roll is made. The total difference of these rolls is the low open-ended roll.

8.12 High Open-ended Roll

A roll of 96-00 on a high open-ended roll 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 high open-ended roll.

8.13 Open-ended Roll

An open-ended roll is both high open-ended and low open-ended.

8.14 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 all spells 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 roll. If the roll is 03-00, the spell succeeds, but if the roll is 01-02 the spell fails. In the case of a failure, another high open-ended roll is made, the roll is applied to the non-attack section of the spell failure table (10.72), and the result is immediately applied to the spell or caster (whichever is indicated by the table).

8.3 BASE ATTACK SPELLS

Base attack spells include all spells which are not non-attack spells and not elemental attack spells (see 8.4). 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 will indicate if the spell has affected the target.

8.31 Base Attack Roll (BAR)

The base attack roll is NOT open-ended and represents the effectiveness of the caster's spell.

8.311 Unmodified Rolls

An unmodified roll of 01-02 indicates automatic spell failure (see 8.3141) while a roll of 96-00 indicates spell success and a higher than normal resistance roll modification (see 8.3142).

8.312 Modifications to the Base Attack Roll

Modifications are additions or subtractions to the base attack roll, if the original roll was not 01-02 or 96-00. If the base attack roll thus modified is less than 03 then the net base attack roll is 03, if the modified roll is greater than 95 then the net base attack roll is 95. These modifications are summarized in table 10.2.

8.3121 Level of Caster

The level of the caster is added to the BAR if the caster is a pure spell user or a hybrid spell user. Non-spell users and semi-spell users do not get this bonus. This bonus does apply if the spell is being cast from a wand or item by a pure or hybrid spell user.

8.3122 Range

The distance from the caster to the target can modify the BAR. The modifications are printed on the base attack table (table 10.1). They range from +30 if the caster is touching the target to -30 if the range is greater than 300 feet.

8.3123 Race or Unusual Material

Certain creatures and races are especially hard to enchant (i.e. 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 (i.e. mithril) and magic items (see 8.5).

8.3124 Cover and Situation

Certain situations can result in modifications being given by the Gamemaster. For example, if the target is detected but not seen, a subtraction of -20 might be given.

Example: Suppose a 12th 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. The magician rolls a 72, which is modified to a net base attack roll of 64.

8.313 Base Attack Table

The base attack table 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.

8.314 Effects of the Base Attack Roll

The net BAR (see 8.312) is cross-indexed with the column chosen (see 8.313) and the result is read off the base attack table.

8.3141 Spell Failure

A "F" result on the base attack table means the spell has failed and a high open-ended roll must be made on the spell failure table (table 10.71). This roll is applied to the attack section of the spell failure table and the results are immediately applied to the spell or caster as indicated by the table.

8.3142 Resistance Roll Modification

A result of a positive or negative number indicates a result which must be added to the resistance roll.

Example: Suppose 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 roll is modified to a net total in the 05-12 range which still indicates a spell failure. If the roll is a 11-46, the modified roll would be between 13 and 48, resulting in a modification to the resistance roll favorable to the fighter. If the roll was 55-95, the modified roll would be between 57 and 95 (the effects of 96+ results can only be gained by unmodified rolls in those ranges) and would result in a modification to the resistance roll unfavorable to the fighter (the spell was particularly well cast). Of course, an unmodified roll of 96-100 would result in a very large modification to the resistance roll, unfavorable to the fighter.

8.32 Resistance Roll (RR)

The target of a base attack spell MUST make a resistance roll if the spell has not failed. This roll represents the target's innate resistance to the effects of the spell and may be modified by magic items in his possession (but they do not obviate the necessity for such a roll) and many other factors. This roll is open-ended (8.13) and thus always represents a chance of the target either not being affected by a very powerful spell or failing to resist a very weak spell.

8.321 Modifications to the Resistance Roll

Modifications to the RR are additions or subtractions to the RR which result in a net RR. These are summarized in table 10.6.

8.3211 Base Attack Roll Modifications

The modification indicated by cross-indexing the BAR with the appropriate target column is added to the RR (see 8.3142).

8.3212 Statistic Bonus

Depending upon the realm of power, certain mental characteristics of the target may result in a bonus or penalty to be applied to the RR. Suggestions for these bonuses are given in table 10.93.

8.3213 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.

8.3214 Race

Certain races are unusually magic resistant and may be given a modification by the Gamemaster based upon his world system, (i.e. demons and dwarves).

8.3215 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.

8.3216 Powerful Attack Spells

A few spells are very difficult to resist and have their own additional modification to any RR made against them.

8.322 Resistance Table

To use the resistance table (10.5), cross-index the attack level (usually the level of the caster, see however 6.3 and 9.1 in the optional rules if in use), with the level of the target. If the net resistance roll is greater than or equal to the result of this cross-indexing, the target has successfully resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell (see 11.0)

Certain spells will indicate partial results based upon the difference between the net RR and the result from the resistance table. Certain spells also have minimum effects even if a successful RR is made.

Example: The 12th level magician in the example above has rolled a 60, modified (+12 for level, -10 for range) to a 62 on the Leather Armor column against the fighter, giving a modification of -5 to the fighter's RR. The fighter rolls a 62 for his Resistance Roll. It is modified by -5 (for the BAR, as noted above), but the fighter's stats yield no modification, no items are affecting the spell, the fighter is not of a particularly magic resistance race nor is he a willing target, and the spell being used is not particularly powerful, so this is the only modification to his roll. His net RR is 57. Cross-indexing his level with the attack level, we note that he needed a net Resistance Roll of 57 or more to successfully resist the spell (and he did); had he rolled a 61 or lower initially, he would have failed to resist the spell.

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 the spell concentrates essence to attack the target physically, the target is NOT entitled to a resistance roll. Each spell of this type has a separate attack table (10.4) differentiating its varying effects based upon the armor or clothing protecting the target and the mobility of the target.

8.41 Elemental Attack Roll (EAR)

The EAR is an open-ended roll and represents the accuracy and potency of the caster's spell.

8.411 Unmodified Rolls

An unmodified roll of 01-02 indicates automatic spell failure (see 8.4151). An unmodified roll of 00 means that the caster has cast the "perfect" elemental attack spell and the results are immediately applied (see 8.414, 8.42) with no further modifications.

8.412 Caster Modifications to the EAR

Modifications are only made if the original EAR was not 01-02 or 00. These modifications are summarized in table 10.3.

8.4121 Caster Level

The EAR is modified by adding the level of the caster if he is a pure spell user or a hybrid spell user.

8.4122 Caster Agility

The caster's agility may modify the EAR by a bonus or penalty indicated on table 10.93.

8.4123 Spell Expertise

By spending time and effort in practice and use, a caster may develop expertise in directing certain elemental attack spells. This is dependent upon the character development system used. It is suggested that regardless of time and effort, this be limited to + 5 for each level the caster has achieved after he has learned to cast the spell. Expertise for each spell is independent and must be developed separately. Expertise may not be developed beyond + 50.

8.4124 Range

The distance from the caster to the target can modify the EAR. The modifications are printed on the individual tables and range from +35 to - 75.

8.4125 Position

Certain situations can result in a positional modification given by the Gamemaster. Some suggested values for this are given in table 10.3

8.4126 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.

8.413 Target Modifications to the EAR.

These modifications are summarized in table 10.3

8.4131 Target Quickness

The target's quickness (dexterity) may modify the EAR by a bonus or penalty indicated by table 10.93. This only applies if the target is moving (Stationary objects such as a prone body rate a modification of up to + 30). The target's quickness bonus may be modified by the armor he is wearing (see table 10.92).

8.4132 Shields

A shield which faces the caster gives the target a bonus indicated on table 10.3 (this DOES NOT apply to area spells such as fireballs or coldballs).

8.4133 Cover and Position

At times, the target may be in an advantageous position (e.g. partially behind a tree) and this should be reflected in a subtraction from the EAR (to be determined by the Gamemaster). Note that, at times, the defender's position may be so advantageous that he cannot be affected by the attack (use common sense).

8.4134 Items and Spells

See 8.4126.

8.414 Area Spells

Certain elemental attack spells are area spells (fireball, coldball). These spells attack all targets in their radius. Normal modifications (8.412, 8.413) do not apply. Modifications that DO effect area EAR's are: + 5 for no helm, - 5 for a full helm (with face covering), + 20 for the target at the center point of the spell, and the quickness bonus modified for armor OR 0 to - 60 for cover (not both). These modifications are summarized in 10.93. A Gamemaster may require only one roll to be applied to all targets or individual rolls, whichever he deems appropriate for the given situation (but only the first of these could result in spell failure; a roll that would normally result in spell failure that is subsequently encountered is treated as a "no effect" result, without prejudice to any previous or subsequent rolls that the Gamemaster might require to resolve this spell).

8.415 Result Determination

The net EAR is cross-indexed with the armor classification of the target. The results vary from spell failure to critical strikes.

8.4151 Spell Failures

A "F" result on an elemental attack spell means 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 (10.71). The results are applied immediately to the spell or caster as indicated by the spell failure table.

8.4152 Concussion Hits

A number result indicates the number of concussion hits taken by the target. 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) and 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 Gamemaster 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).

8.4153 Critical Strikes

A result with the form of a number followed by a letter indicates a number of concussion hits and the severity of a critical strike.

Example: 8B indicates 8 concussion hits and a critical strike of severity B. The type of critical strike depends on the spell cast and is printed on each elemental attack table. For example, a firebolt gives heat criticals while an icebolt gives impact criticals and possibly cold criticals.

8.42 Critical Strike Resolution Tables (10.81, 10.82, 10.83 and 10.84)

A normal critical strike of severity A (least severe), B, C, D, or E (most severe) is resolved by using the critical strike table indicated by the spell cast (Impact, Heat, Cold or Electricity). A second roll is then made and the result is cross-indexed with the severity of the critical (A, B, C, D, or E). The result is applied immediately to the target. 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 (roll separately for each critical strike, all results cumulative). The number of critical strikes and their severity is given by the following table:

	Primary	Secondary	Tertiary
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' (- 25) away from the magician and has normal quickness (+ 0), a normal shield facing the magician (-15), and a normal helmet (+ 0); for a total of - 40. The magician adds his level (+12) and his assumed expertise of + 10 (Lightning Bolt is a 10th level spell and he has been able to throw it for 2 levels, at each of which he gained the normal + 5 expertise with the spell), for a total add of + 22. The net modification to the the roll is - 18 (22 - 40). Assuming the fighter is wearing a leather breastplate and greaves (column 9) and the magician rolls a 90 on his E.A.R. (modified to a 90-18 = 72), the result (cross-index the 72 result with the 9 column is 7A: 7 concussion hits are taken by the fighter and

the mage has also given him an "A" critical strike from the electricity table, which will now be rolled separately. Had the mage 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 E.A.R. would have been 97(90 + 22 - 15) for a 17 D result.

8.43 Unusual Creatures

Certain unusual creatures are so large that the normal critical strike tables are not used to determine critical strikes against them. Unusual creatures are separated into two categories: large creatures (trolls, giants, etc.) and super-large creatures (dragons, the most powerful demons, etc.). Each category has its own critical strike table that is consulted if a sufficiently severe critical strike is obtained against them. The roll on these tables is high open-ended. What constitutes a large creature or super-large creature must be decided by the Gamemaster.

8.431 Large Creatures Critical Strikes

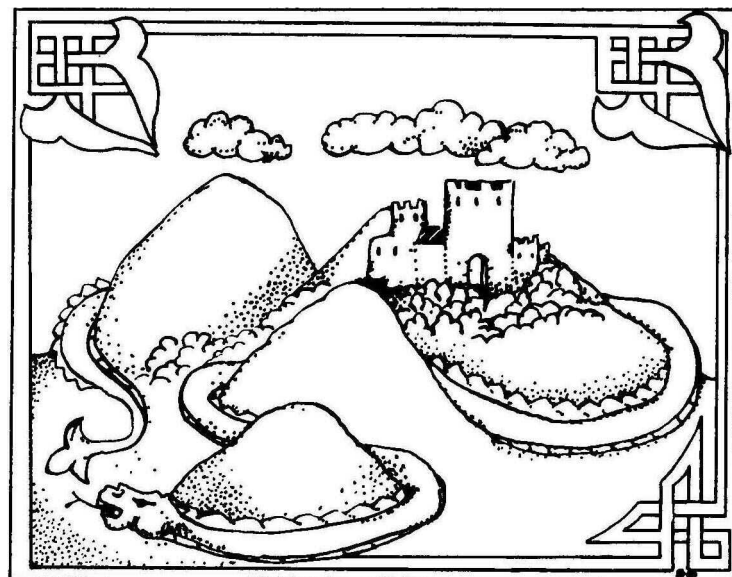
Only critical strikes of severity B, C, D, or E affect large creatures, A severity strikes being ignored. An open-ended roll is made and cross-indexed with the proper column on the large creature critical strike table, to obtain a result that is applied immediately. Note that the severity of the critical strike is irrelevant, except that it must be a B critical or higher. This reflects the fact that such creatures present such a large target that they are more difficult to seriously hurt.

8.432 Super-Large Creatures Critical Strikes

The super-large creatures critical strike table is used exactly as in 8.431 above, except that only critical strikes of severity D or E affect these creatures and A, B, or C severity strikes are ignored. This table should be consulted only for creatures such as dragons, dinosaurs, and the most powerful demons.

8.433 Immune Creatures

Certain creatures are immune to CERTAIN TYPES of critical strikes (e.g. fire demons are likely to be immune to heat spells and fire criticals). These creatures are unaffected by such criticals.



8.44 Critical Strike Interpretations

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances (e.g., a target behind a low stone wall hit by an "Ice Bolt" receiving a critical strike calling for damage to his ankle should, instead, be 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. A stunned combatant still gets his quickness bonus and may still parry to his front at 50% of normal (unless NO PARRY is indicated), but may not move or attack or change facing.

NOTE 1: All damage (including concussion hits), unless otherwise noted, is only applicable to the target (or targets).

NOTE 2: Bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected sometimes in the form of additional concussion hits. This is meant to show the gradual weakening brought about by bleeding, shock and pain.

NOTE 3: Next roll can refer to a missile attack, maneuver, spell attack as well as to a melee attack.

NOTE 4: If an item is indicated as destroyed on the critical strike tables, it is automatically destroyed unless it is made of an extraordinary material (e.g. *mithril*). In this case, the item makes a resistance roll as described in 8.5 to avoid destruction. The Gamemaster may also allow special magic items this same opportunity at his discretion.



8.5 SPELL ATTACKS AGAINST ITEMS

Certain spells can attack items or non-living substances. For example, UNMETAL destroys metal. If it is cast at a metal 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 creature (in his essence aura), it resists at that person's level. If the item is magic, it resists as if it had 5 levels for each +1 (or +5%) of its bonus or ability. If the item is both on a living being and magic, it uses the higher of the two levels (they do NOT add). If neither of these cases occur, level one is used. Some materials are highly resistant (e.g. *mithril*) and would have a higher level as a base for their resistance roll (this should be determined by the Gamemaster). Magic items without specific quantitative bonuses (a ring of invisibility for example) would also require that the Gamemaster assign a level based on its magic abilities.



9.0 OPTIONAL RULES

These rules are additions to the Spell Law system, and add a great deal of flexibility and flavor for a fantasy role-playing game. They do add some complexity, however, so a Gamemaster should examine each optional rule and consider its potential effect on the play of his game.

9.1 VARIABILITY IN SPELL ATTACK LEVEL

As the non-optional rules stand, the number of power points required to cast a spell is equal to the level of the spell itself, but the Attack Level of the spell on the resistance table is determined by the experience level of the caster (reflecting that the higher level spell user could normally be more effective with the spell). Under this optional rule, a spell caster must still put AT LEAST as many power points into a spell as the level of the spell, but he has the option to use more than that number of power points 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).

9.11 Definition of Attack Level

If this rule is employed, the attack level of the spell on the resistance table (10.5) is equal to the number of power points used to cast the spell and NOT the level of the caster. Spells using a "+" on an additive bonus item for their power are still considered to be of the caster's level. Spells cast from items (imbedded spells) are still considered to have an attack level equal to the spell cast, and may not be supplemented by additional power points.

9.12 Restrictions on Points Used

The caster may not put more power points into a spell than the number of his level. Nor can he put more power points into any spell 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 sleep spell. He may vary the attack level of that spell from 1 to 10 by putting that number of power points into the spell. If he used 7 power points, 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 spell from 1 to 16 (not 20, because he can only put a maximum of 16 power points - his level - behind the spell). If he cast the sleep spell using his (hypothetical) +2 spell adder, it would have an attack level of 16; if he cast the same spell from a wand of sleep spells he possessed, its attack level would be 1, the level of the sleep spell on the Spirit Mastery list.

9.2 VARIABILITY IN ELEMENTAL ATTACK SPELLS

Given an elemental attack spell of X levels, every X power points put into the spell causes the concussion hits indicated by the elemental attack roll. At least a number of power points equal to the level of the elemental attack spell must be put into the spell for it to be cast. No more power points than the level of the spell caster may be put into the spell, and no more power points than the level the spell's list is known to. Critical hits are not affected by the presence or absence of additional power points in the spell.

Example: A 22nd level magician who knows the Fire list to 20th level wishes to cast a firebolt. He has a choice of how many power points he wants to put into the spell, from 6 (minimum to cast the spell) to 20 (maximum because that is the level to which he knows the Fire list and he is of sufficient level to use that many power points on the spell). If he used just 6 power points, he would inflict normal concussion damage on the target. If he used at least 12 power points to throw 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 at least 18 power points, he would inflict three times the normal damage (a 36C instead of a 12C). If he used a "+" bonus from his additive item to power the spell, it would generate a bolt having 20 power points (the highest number he could give it); note that in this case, the damage would be the same as the bolt with 18 power points in it. If the magician threw the firebolt from a wand of firebolts he happened to possess, the spell would have 6 power points (the minimum necessary to cast the spell) and this could not be supplemented by the caster.

9.3 VARIABILITY IN SPELL FAILURE RESULTS

To reflect the increased danger in casting the more powerful spells, the number of power points used in casting a spell is added to the spell failure roll (see 8.3141) if the spell fails. In the case of spells cast using the power of additive bonus items, the level of the caster is assumed to be the number of power points in the spell for this purpose. Spells thrown by wands, staves, or items, are assumed to have the minimum number of power points necessary to cast them, and this number is added to the spell failure roll.

9.4 AVAILABILITY OF SPELL LISTS

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 (e.g. 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 tied to guilds or craft associations, who might jealously guard their trade secrets from all but initiates. Some arts of magic (lists) might well 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 Gamemaster will be dependent upon his world system. There should always be certain lists, however, that are more or less "common knowledge" for members of each profession, and usually these will be the Base Lists of each profession.

9.5 CRITICAL STRIKE TABLE IN GENERAL USE

The critical strike tables can be used in a variety of general situations, which arise in fantasy role playing. For example, in a blizzard, each character might be rolled for on the "A" column of the cold critical strike table (10.82), while in the arctic the column used might be "C", "D", or even "E". A character falling 10 feet might roll on the "A" Column of the impact table (10.83) with increasingly higher falls giving more severe criticals.

9.6 HEALING SYSTEMS

A Gamemaster should develop a comprehensive healing system for his world. This 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). 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 Gamemaster can experiment with the numbers, prices and effects of whatever herbs he feels are necessary in his game. Below we present and example some herbs found in one area of a fantasy world; other drugs might be available in other areas (the chart reproduced below is from THE IRON WIND by ICE).

HERBS OF THE MUR FOSTISYR

NAME	HOME	FORM	PREPARE/APPLY	EFFECT
Abaas	Coastal Beaches	Green Leaf	Crush/Eat	Cure (2-12)
Fiis	High Altitude Lakes	Tree Resin	Dilute/Drink	Cure (1-5)
Thurl	Forests (common)	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 Banks (Rare)	Yellow Grass	Burn/Inhale	Cures Blindness
Jojojopo	Base of Glaciers	Grey Leaves	Dry/On Wound	Cures Frostbite
Naza	Plains (Rare)	Red Leaf	--/Chew	Neutralize Poison
Olvar	Bay of Glass Spires (Rare)	White Flower	--/Chew	Lifekeeping (12 days)
Kathkusa	Northern Icy Plains (Rare)	Green Leaves	--/Chew	2X Strength (2-5 rnds)
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
Fukavar	Salt-Water Islands	Blue Leaves	Crush/Burn	Mental Summons (20 miles)

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 to 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, however, the following chart gives some suggested recovery time for certain injuries:

- R = Recovery Time
- TP = Temporary Penalty
- PP = Permanent Penalty
- S = Strength
- Pr = Presence (Charisma)
- Ag = Agility (Dexterity)
- Q = Quickness (Dexterity)
- RE = Reasoning (Intelligence)
- M = Memory (Intelligence)
- C = Constitution

LIGHT	MEDIUM	SEVERE
BURN		
R: 1 day	R: 5 days	R: 10 days
TP: -5Ag	TP: -20Ag	TP: -40C,Ag
PP: None	PP: -5Pr	PP: -10C,Ag
BONE		
R: 1 day	R: 6 days	R: 12 days
TP: -10Ag	TP: -20Ag,Q	TP: -50C,S,Ag
PP: None	PP: None	PP: -15C,Ag
TISSUE		
R: 1-day	R: 5 days	R: 10 days
TP: -5C	TP: -20C,Ag	TP: -40C,AG
PP: None	PP: -5RE,M	PP: -10C,Ag
HEAD		
R: 2 days	R: 6 days	R: 30 days
TP: -5RE,M,C	TP: -30RE,M,C,Q	TP: -60RE,M,C,Q
PP: None	PP: -5RE,M	PP: -25RE,M,C
MUSCLE/TENDON		
R: 2 days	R: 6 days	R: 12 days
TP: -10Ag	TP: -20Ag,Q	TP: -50S,Q,Ag
PP: None	PP: -5Pr	PP: -20Ag,Q
INTERNAL ORGANS		
R: 2 days	R: 6 days	R: 20 days
TP: -10C	TP: -20C,S	TP: -50C,S
PP: None	PP: None	PP: -20C,S

9.7 SPELL EXPERTISE ATTENUATION

The basic rule on spell expertise allows a spell user to gain +5 on his EAR for each level he has achieved after being able to throw the spell. This optional rule allows this progression to continue, theoretically to infinity, but subject to the rule of diminishing returns. This symbolizes that the most important improvements in casting ability would come first, and that the refinements learned later would be polishing of the skills learned previously.

9.71 Learning Expertise

At each level of experience, the spell caster may increase his expertise with ONE elemental attack spell (his choice). Note that this means his expertise with any elemental attack spell is no longer a direct function of his level, and the level of expertise the spell caster has with each of these spells must be recorded.

9.72 EAR Bonus

Each level of expertise the spell user has with the spell being cast will add +5 to the EAR up to +50. Once the +50 level is achieved, each level of expertise gives a bonus of +2 per level up to +20 (+70 total expertise bonus after 20 levels of expertise are achieved). After a spell user has achieved a +70 expertise bonus, each level of expertise he acquires with that spell adds +1 to his expertise bonus.

Example: A spell caster of level 25 has expertise of +50 in firebolt and +40 in icebolt. When he reaches level 26 he may develop further expertise with the firebolt, which will raise his bonus by +2 to +52, or he may increase his icebolt skill by +5, from +40 to +45. Of course he could choose to develop expertise in another spell, which would give him a bonus of +5 with that spell (if he had not already developed any expertise with it).

9.73 Practice and Research

Gamemasters employing this rule may want to allow extra development of expertise through practice and/or research.

9.8 EVIL SPELL LISTS

Evil spell lists are included with the normal lists for evil spell users in Essence, Channeling and Mentalism. Evil pure spell users function exactly like other pure spell users, except that they have these lists in addition to those normally available. These are always treated as base lists by these character classes, and are thus eligible to receive type "E" picks.

These lists reflect the dark sides of Essence, Channeling and Mentalism. A Gamemaster should realize that this is a highly 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).



9.9 MAGICAL RESEARCH

In any comprehensive world system for a long-running campaign, attention must be paid to magical research. This is essential to explain where magic items come from and how spells were 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 allow no internal research. If this is the case, the alchemist spell lists and this section should be ignored. The following sections contain some of the suggested rules for conducting research in conjunction with the Spell Law system.

9.91 Spell Research

Spell research is the development of new spells to go on 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.

9.911 Limitations on Spell Research

The Gamemaster 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. After first accepting the principle that the spell could exist in his world, the Gamemaster should proceed with the mechanics of research.

9.9111 Eligibility to Research

Only pure and hybrid spell users may conduct research under these guidelines. Semi-spell users and non-spell users may not conduct spell research. This prohibition represents a definitive limit on the powers of characters not devoting themselves exclusively to the use of spells.

9.9112 Definition of Realm

The Gamemaster should determine the realm of the proposed spell, (is the spell an Essence spell or a Mentalist spell or a Clerical spell). The introductions to the various spell books are extremely useful for this purpose, and it should be noted that certain concepts have been deliberately left off certain lists (e.g. clerics do not throw lightning bolts) with this restriction in mind. A character may not research a spell out of his realm of magic (noting carefully the restrictions placed on hybrid spell users in the learning and use of spells in either of their two realms, it should certainly be impossible for characters not specializing in the use of more than one realm to do so). Hybrid spell users may research spells in either of their two realms, but they are severely limited in the power of the spells they can research that do not fit on their base lists (they cannot learn other lists beyond level 10).

9.9113 Definition of List

Each spell should, potentially, be grouped with similar spells, according to their nature. After determining that the spell is acceptable and 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.

9.9114 Determination of Spell Level

The Gamemaster 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 character classes 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 do so because he is not permitted to learn spells on that list above 10th level — assuming that the spell did not fit into his base lists).

9.912 Cost of Spell Research

After satisfying himself that the researcher can learn the spell desired, the Gamemaster 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. The researcher may then proceed to do his studying, which will take him an amount of time to be determined in accordance with the next rules section.

9.9121 Researching Spells on Known Lists

If the spell is on an existing spell list, and the researcher knows that spell list to the level the Gamemaster determines the spell to be, the amount of time shown 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

9.9122 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 above table) are TRIPLED.

9.913 Successful Research

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

9.92 Alchemical Research

Alchemical research is the only way in which a spell user can make a specific magic item, potion or material (as opposed to Lord research which is essentially random). Under our system, the alchemists base lists provide the necessary framework for making specific items, and are usually usable only by alchemists (see 9.94 for exceptions). Making a magic item consists of simultaneously creating the base item, and/or enchanting the item and/or imbedding spells. Once a magic item has been created it cannot have other spells or abilities added (except for recharging wands, rods and staves). The Gamemaster is always relied upon to make necessary modifications to these rules to adapt them to specific circumstances in his world system.

9.921 Creating the Base Item

The base item is the item which is to be enchanted or is to receive a spell. Base items are classified as inorganic (metals), organic (living or once living material), and liquid/gas (potions). This is represented by those three alchemist base lists, and allows an alchemist to work those materials thru the use of spells aided by normal equipment (forges, looms, presses, laboratory apparatus, etc.). Making the base item requires that the appropriate spell (for the item being created) be cast once per day and that the alchemist work normal full days on the project (no excursions or other projects).

9.9211 Wands, Rods and Staves

Wands, rods and staves are the primary items for storing spells. They must be organic due to the inherent resistance of inorganic material to spells. In order to make one of these items, the organic list must be learned to the level of "Make Wand", "Make Rod", or "Make Staff", whichever is appropriate.

9.9212 Rune Paper

Rune paper is required for spell users to inscribe runes (see the "Rune" list). The various "Rune Paper" spells allow paper to be made which will hold various level spells.

9.9213 Potions

Potions are fluids (or rarely, gases) in which a spell can be placed (imbedded). Various "Potion" spells make potions which will hold various level spells. "Potion" spells are harder (higher level) to both learn and use because there can be no guarantee that the end user will have any understanding of spells (Runes are created for use by spell users and need not be as foolproof).

9.9214 Objects

Objects are any items not included in 9.9211, 9.9212, or 9.9213. They include weapons, armor, spell bonus items (see 6.12), rings, cloaks, boots, etc. Weapons and armor can get bonuses that are non-magical, if they are created out of superior materials (assuming iron as a normal, non-bonus material). If weapons and armor are enchanted (9.922) to get a magical bonus, then the user can elect to use either the normal bonus (material) or the magical bonus (but not both).

Example: A steel weapon (+2) enchanted to +1 could be used as a +2 normal weapon or a +1 magic weapon, but NOT as a +3 weapon. In most cases it would be used as a +2 weapon, but when fighting creatures which can only be hit by magic weapons, the +1 bonus would have to be used.

9.922 Enchanting an Item

When an alchemist wishes to enchant an object, he must perform the enchantment process simultaneously with the creation of the base item. Enchantments include intelligence, all bonuses, and any special permanent abilities which are not spells (e.g. holy arms or slaying abilities are such abilities, while flying, invisibility, and teleportation are not).

9.9221 Intelligence

The effect of intelligent items on characters or a game will depend upon the world system used (i.e. control or dominance of a character by an item he is using). Alignment of items should be the same as that of the alchemist making them. However, in terms of Spell Law, intelligence allows any character (not just the appropriate class of spell user) to use the spells imbedded in items (9.923). The following is a summary of the effects of various intelligences:

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



9.9222 Bonuses

Bonuses fall into three categories: weapons, armor and general. A weapon bonus gives a specific add to the combat attack of the character using that weapon; each + 1 gives an add 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). In Spell Law, this general category handles spell multipliers and adds (see 6.12). A " +N General" spell will enchant either a + N adder or a x(N-1) multiplier.

Example: an enchantment spell, "+4 General" can be used to create a +4 spell adder or a x3 spell multiplier.

9.9223 Special Enchantment

All enchantment aside from intelligence and bonuses falls into this category. These enchantments are not specifically indicated on the spell list since they are too numerous to catalog and are highly dependent upon the world system used. The Gamemaster may place any special enchanted ability at any level he deems appropriate if he feels that ability is standard for an alchemist in his world system. Otherwise, the alchemist should be required to research the spell for that ability using the spell research rules detailed in 9.91 while casting the 1st level research spell once per day.

Example, an alchemist wishes to enchant a sword to be an ore-slaying weapon. If the Gamemaster 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 by 9.91. It might even be longer if the Gamemaster decides the ability is really obscure and requires the research time for a spell not on a normal list (2 years, 9 months and 3 weeks).

9.923 Imbedding Spells

Spells can be imbedded in items by casting the appropriate spell or spells in the "Imbed Essence" list or the "Imbed Mentalism/Channeling" list. To imbed a spell the appropriate level (or higher) "Imbed" spell must be cast on the item once a day while it is being created. The spell to be imbedded must also be cast on the item once a day while creating the item (this can be cast by the alchemist, an item or another spell user). As can be seen from the lists, the mentalism and channeling spells are harder (higher level) to imbed than essence spells, since an alchemist is a pure spell user of essence. All imbedded spells are treated as runes for purposes of casting (exception: 9.9221, Intelligent Items).

9.9231 Normal Imbedding

A spell imbedded solely with an imbed spell can only be used ONCE. After it is used once it is gone permanently and CAN-NOT be recharged.

9.9232 Charging Wands, Rods and Staves

Multiple spell charges can be imbedded in wands (10), rods (30), and staves (100). this requires the appropriate "charge" spell be cast on the item once per day while the item is being created. Unlike other items with imbedded spells, wands, rods and staves can be recharged by casting a charge spell once a day for a number of consecutive weeks equal to the level of the charge spell. The properties of wands, rods and staves are summarized below

The percentage next to the number of charges indicates the chance the item is exhausted with each use IF the Gamemaster does not wish to keep track of all the charges on all the wands in his world (note this is NOT cumulative, thus a wand will continue to function until a roll of 01-10 is made, and may potentially function forever).

9.9233 Daily Items

An item can be charged so that the spell imbedded in it can be cast a number of times per day. This requires the appropriate "Daily" spell be cast once a day while creating the item. A "Daily N" spell can be used to power any combination of spells adding up to N spell levels.

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

ITEM CHARACTERISTICS

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	var.	any	1	---	Touch & Look At
Other	10	var.	any	1/Day	"Daily"	Touch & Look At
Ring	10	Ring	Ring	Constant	"Constant"	None

9.93 Lord Research

When a pure spell user of essence or channeling (not mentalism) reaches 25th level and has learned the appropriate list with "Lord Research" to 25th level, he may "research magic items" (note that the Research spell can only be obtained by means of a type "E" pick, which means that the research list must have been selected as one of the spell user's base lists). This type of research is heavily dependent on the world system being used, but we suggest the following guidelines.

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 Lord researchers of essence can slowly feed jewels into a forge over the course of several weeks (or more) while casting their "Lord Research" spell at least three times a day. Lord researchers of channeling are required to "sacrifice" their jewels to their god (the jewels are destroyed) while casting their "Lord Research" spells at least three times each day. In both cases, the essence locked in the jewels will be released and begin to concentrate in some nearby item.

What form this essence will take is impossible to determine until some time after the process is entirely completed. At that time, the Gamemaster should determine RANDOMLY what the newly created magic item actually does, keeping in mind that it should be proportional in power and capabilities 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 Gamemaster 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. We suggest that these tables be based roughly on the alchemical lists, although it is not our intention that other character classes be given the same item making capacity as an alchemist (an alchemist can choose what he is making).

9.94 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.

9.941 Limiting Alchemist Research

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

9.942 Research 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).

9.9234 Constant Items

A RING (and only a ring) can be charged so that the spell imbedded in it works continuously. Only spells deemed appropriate to work constantly can be imbedded in this manner (to be determined by the Gamemaster, of course). Allowable spells might include: detection spells, invisibility, presence, etc. Non-allowable spells might include: elemental attack spells, base attack spells, teleport, etc. 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 Gamemaster).

9.9235 Researching Imbed Spells

A Gamemaster may want to include more specific imbed spells. These could be researched by characters by using the spell research rules (10.91), and casting the first level "Research" spell once per day.

Example: a character might wish to research an "At Will" spell which would cast a certain spell whenever the character willed it. The Gamemaster could decide that this would be handled like the "Constant" spell, and require the character to research a 50th level spell.

9.9236 Time Required to Cast an Imbedded Spell (Optional)

Once an item containing an imbedded spell is completed, the number of rounds required to cast the spell contained in it is needed. This optional rule allows the alchemist to make this a factor of the item and not the user (and supersedes 6.3 if used). To do this, the "Imbed N" spell is assumed to imbed a N level spell that is a Class III spell (takes 3 rounds to cast, regardless of the level of the user). An "Imbed N + 1" spell could imbed the same spell as a Class II spell (taking any user 2 rounds to cast it), and an "Imbed N + 2" spell could be used to imbed that 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 5" spell would not become a class III spell, because it is always instantaneous).

9.924 Cost of Making Magic Items

Making magic items costs the alchemist the required spell casting, TIME, sometimes research, and possibly money (depends upon world system). 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.

9.9241 Time Cost

This is the key factor in the cost of making a magic item, and is fairly complicated. Basically, the time required to make an item is one week for each level of each spell cast in making the item (modified for the number of different enchanted abilities and imbedded spells). These weeks MUST be consecutive. The second enchanted ability or imbedded spell placed in an item costs double the number of weeks it would normally require. The third ability or spell costs triple, the fourth costs quadruple, and so on. The cost of an imbedded spell includes the cost of its associated spell casting, its "Imbed" spell and charging (30 uses, daily, constant) if any (they are added together before multiplication) the creating alchemist can vary the order of the spells or abilities to result in the lowest possible cost.

Example: A 50th level alchemist wishes to make a mithril (15th level) hammer of ore-slaying (15th level as determined by the Gamemaster). It would take 30 weeks to finish: 15 weeks for creating the mithril hammer (assuming the material is available) and 15 weeks for the enchanted ability or ore-slaying to be added. If he also wanted to imbed "Haste I" in the hammer (a 6th level spell), it would cost him considerably more time: (15 weeks for the hammer), + (13 weeks for the necessary Imbed IV spell and another 6 for the Haste I) + 2 x 15 weeks (orc slaying) = 15 + 19 + 30 = 64 weeks. Note that imbedding the ore-slaying ability first would cost 15 + 15 + 2 x (19) or 68 weeks.

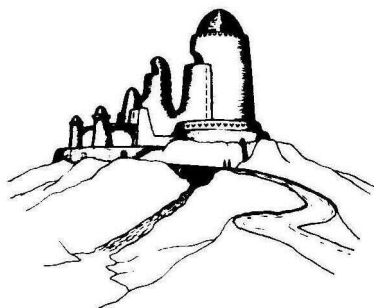
This time cost can be distributed over several alchemists if they are ALL capable of casting ALL of the alchemist spells involved in the creation process, (e.g., the hammer above, taking one alchemist 64 weeks would take 8 alchemists working together 8 weeks - provided all of them could work mithril, had researched ore-slaying, and knew the Imbed VI and Haste I spells).

9.9242 Required Spell Casting Costs

This is merely the spells that are required to be cast to make a magic item as described previously.

9.9243 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.



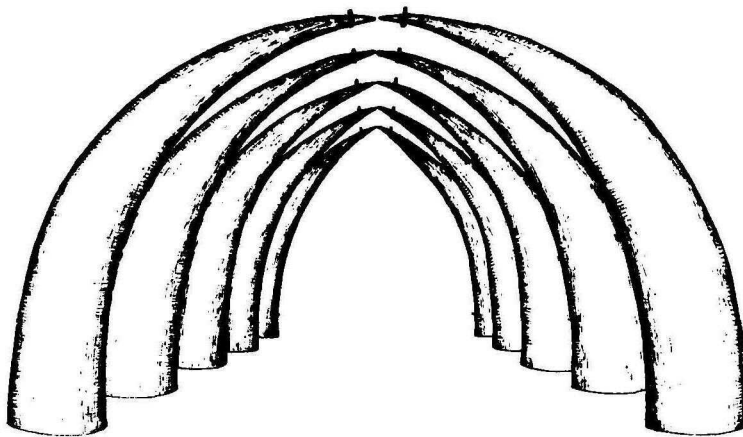
ASSUMPTIONS AND SPECIAL NOTES

The following points should always be kept in mind:

- 1) Target gets Resistance Roll (RR) versus all attack spells except Elemental Attacks (E).
- 2) Anyone but the caster who may be subject to a spell must fail the RR before being affected.
- 3) A caster can, at any time, cancel a non-permanent spell; the spell must still be within range. The caster cannot cancel the actual effects of a spell (e.g. fire or wounds). Cancellation takes 1 rd.
- 4) When using a spell on multiple targets, the caster can concentrate (C) in order to hold the spell until application.
- 5) Spells manipulating matter and requiring concentration (C), will disperse according to normal physical laws once concentration is no longer used (e.g. a frozen body of water will melt normally).
- 6) Spells of the same name cannot be combined (e.g. a Protection I and a Protection II spell).
- 7) The center of any spell having an effect radius must lie within the given range.
- 8) A permanent (P) duration may be affected by outside forces; the spell may be dispelled, cured, or disturbed via enchantment, physical force, etc.
- 9) The term 1 round (rnd or rd) denotes one 10 second battle round; this may vary with world system.
- 10) /x% failure indicates that the effect will be multiplied by the number of failure increments (x) by which target fails the RR (e.g. "1 rd/10% failure would mean that a RR failure of 20% would have a 2 rd effect).
- 11) The term "target" indicates caster or any other chosen subject within range.
- 12) The term "targets" indicates caster or any other subject or subject within range; "x targets" means spell effect is restricted to "x" or less subjects.
- 13) When a concentration spell (C) is being used, no other spell may be employed by the same caster; once the caster stops concentrating, he may cast other spells.
- 14) 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.

- 15) 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.
- 16) When 2 conflicting spells are directed at the same area, the lower attack level spell (or any 1 of equal attack level spells) must roll a RR. Compare the attack levels of the spells, not the levels of the casters. Where more than 2 conflicting spells are involved, start with the lowest attack level spell and roll the RR. Then, roll the RR for the next lowest attack level spell and so on.
- 17) A "Lord" spell is keyed to 20th level and will normally be described in multiples or increments of 20.
- 18) A "True" spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effects) derived from a given spell.
- 19) When a spell takes effect, the target must be in the caster's field of vision. This rule may be modified or changed by provisions in the specific spell descriptions.
- 20) Unless otherwise specified, a spell which affects the target also affects the object he carries. An exception may be made for certain unusual items. When computing the effects of an Elemental Attack Spell, however, always make a distinction between the target and the items he bears; simply follow the appropriate results on the tables.
- 21) Plant growth spells do not work on herbs.
- 22) The spell "Shield" does not operate as a normal shield against spell attacks (e.g. you would not get any modification for having a shield vs. a fire bolt). "Shield" is found on the essence "Shield Mastery" spell list, and the mentalism "Attack Avoidance" spell list.
- 23) Both "Speed" and "Haste" spells begin their effect in the following round.
- 24) The term "shock" is equivalent to electricity.
- 25) The term "spell points" is equivalent to the term "power points".
- 26) The various "Aura" spells are not cumulative with Blur.
- 27) A gamemaster may not want certain spells to be cumulative; we strongly suggest he make more restrictions than we indicate in the rules if it is more appropriate in his world system. For example, Prayer I (+5 to RR's and maneuvers) and Resistance I (+5 to RR's and armor subtractions) might be deemed to be non-cumulative for RR's. This rule may be particularly applicable to spells on the same list (e.g. the clerical list "Protections").

Remember, that the spells described here 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 those 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.



Fatal Channeling Projections


Some who seek the divine aid of deities call for the death of their enemies. And, when efficiency and speed 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 absolution are found in the spell descriptions. Specific aspects of black channels are also found on the lists; 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	Effect	Range	RR Modification
Black Channel I	1) Thrayn's Touch	Disrupts Body Cells; Foe operates at -50.	Touch	-50
	2) Eye of Nur	Knocks foe out; +25 hits.	25'	-30
	3) Uonic Curse	Any one limb useless for 1-10 days.	50'	-25
	4) Tauric Finger	Blinds foe for 1-10 days; +10 hits.	50'	-10
	5) Londarin's Hand	Nerve disruption; foe is sent into coma.	100'	None
Black Channel II	1) Womaw Finger	Destroys muscles and tendons in legs.	25'	-30
	2) Urulic Eye	Removes foe's hands.	50'	-25
	3) Finger of Sart	Paralyzes foe entirely.	75'	-15
	4) Channels of Chey	Severe brain disorder; convulsive spasms; foe operates at -75.	100'	-10
	5) Umli Breeze	Sends foe into permanent coma; +10 hits.	50'	None
B.C. III	1) Black Finger	Erases facial area.	25'	-50
	2) Desert Curse	Blood boils.	50'	-30
	3) Death's Wave	Liquifies skeleton.	100'	None

					
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This sample spell chart for players may be reproduced at will.

Credits

Design: Peter C. Fenlon Jr., S. Coleman Charlton, Terry K. Amthor

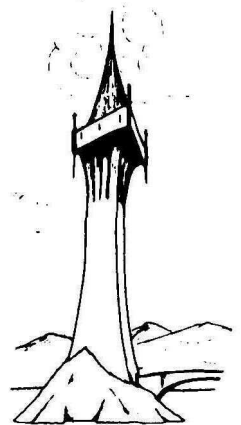
Rules: S. Coleman Charlton, Peter C. Fenlon Jr., Steven E. Moffatt

Graphics: Matthew J. Jorgensen, Richard It. Britton, Terry K. Amthor,
Peter C. Fenlon Jr., Olivia H. Johnston, Susan Gerner,
Leonard "Swamp" Cook

Production: Steven E. Moffatt, Richard H. Britton, S. Coleman Charlton,
Dr. Brian Bouton, Peter C. Fenlon Jr., Bruce R. Neidlinger

Playtesting: Kurt H. Fischer, Sheldon Price, Larry Simms, Capt. Charles
P. Goforth Jr., Bruce C. Shelley, Heike Kubasch, Bruce R.
Neidlinger, James D. Walter, David Carter, Ward Hagar,
Gary Eiserman, Debbie Smith, Brenda G. Spielman

Special Contributions: Tom Williams, David Wagner, Howard Huggins,
Don Knight



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